

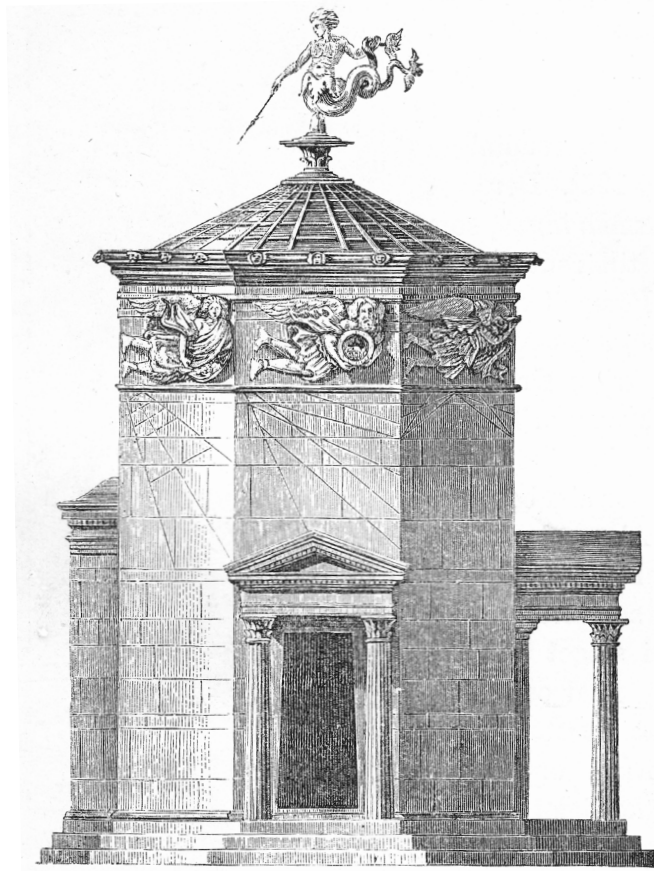
Castle Builder Volume 4:

Towers



*By Richard T. Balsley
and the Skirmisher Game Development Group*

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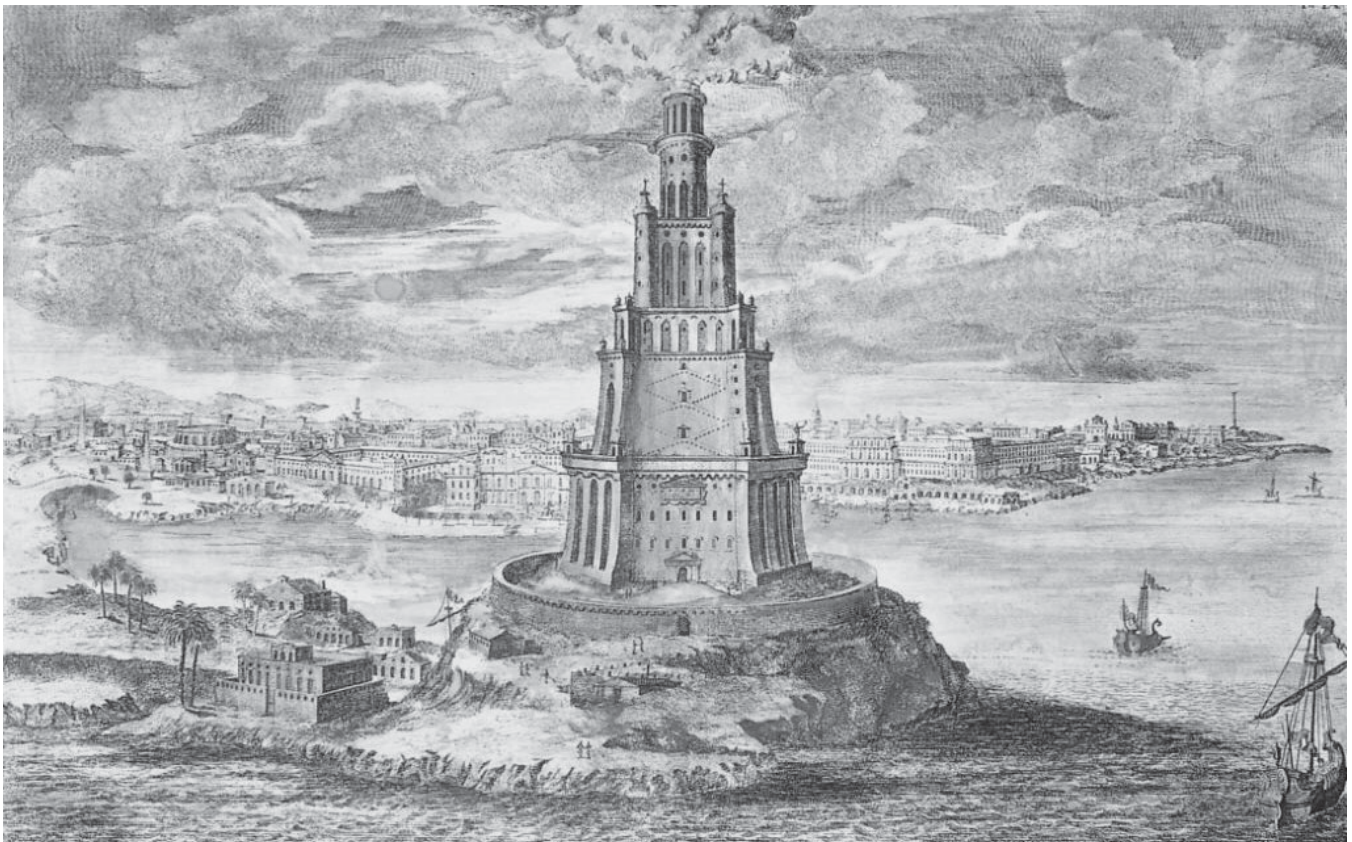
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Introduction

“It is from their foes, not their friends, that cities learn the lesson of building high walls.”

— Aristophanes

Traveling far and wide, our heroes venture forth to new and exotic locations. Despite where they go, they always have a desire to return to a place where their exploits will be met with fanfare and awe. This place is home. One of the unique features of the roleplaying game is the fulfillment of the rags-to-riches story. The heroes we play usually come from humble beginnings. It is part of the allure of the game to venture forth on extravagant journeys of derring-do and come home to tell the tale. But perhaps more deeply seated is the desire to rise from the ranks of the common man and become a member of the recognized elite. This book is predicated, in part, on this aspect of the fantasy setting.

Castle Builder covers construction of the buildings that serve as the most prominent feature of the genre’s background and both the defense of and seigecraft against these indelible icons of the fantasy landscape. These buildings serve as the homes of the wealthy as well as the infrastructure of a nation’s defenses. Within these pages, you’ll find the tools to give the players a reason to care about buildings, give them a sense of purpose beyond a plot device, and work towards achieving a suspension of disbelief that can take your gaming to a higher level. In a sense, this book is meant to give you the tools to not only lay out and understand these structures but to also do what authors of fiction have done for years to their readers.

The intention is to not only cover the basic types of items typically found in any sort of defensive structure or what comforts the nobility may enjoy, but to provide you with a better foundation of how the buildings are used. From the workhorse of the genre, the manor house, to the massive triple-walled castle, the fortifications this book addresses all have a specific function, feel, and their own unique set of strengths and weaknesses. When you or the players set out to design one of these structures, knowing the hows and whys behind the choices for a building type and location will help enrich the details of the fantasy world.

Is there a reason for the manor house that serves as the town inn to be classified any differently than the local lord’s manor down the street? As the saying goes, “the devil is in the details.” The true separation between any given building is what is inside. You have to know what you want from the outset in order for it to work. To aid you, this book presents a large number of choices in the first chapter with the following seven chapters devoted to an examination of different types

of strongholds.

The stronghold is as much the site of adventure and intrigue as it is the center of the player’s game world. To that end, it must have some meaning vested in it beyond simply being a “home.” This is doubly true when you consider that a character’s enemies may eventually find his home and there attempt to do him harm. To prevent himself from falling victim to his rivals, the hero of an adventure tale must either go homeless or have a defensible position that allows him to protect himself and his loved ones.

The question, then, becomes which type of stronghold is the right one for the character. That is where this book comes in. There are numerous styles of strongholds to choose from. Chances are that by the time you have skimmed through this text, you will find the stronghold that best suits the needs of the character. It is also just as likely that you will find the example strongholds lacking elements you feel are necessary for that character’s situation. Here too, this book will help you design the stronghold the character would need to meet expectations.

This book is not meant to be precise in an architectural sense; however, rather than focus on the details of construction techniques, this work focuses on the importance of the stronghold in all of its forms. The tactical and strategic importance of each type of stronghold is discussed in detail to allow you to choose the structure or elements that most accurately reflect your vision of a stronghold’s function. Thus, you can create a personalized structure by quickly filling in the basic reasons for its existence, costs (to build and maintain), and staffing requirements. This should be especially handy to gamemasters needing to whip up a stronghold on short notice.

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Chapters 2-8 follow an identical format for layout and progress from weakest to strongest fortification. Common features from previous chapters, however, are eliminated to give maximum detail without repetition of material.

The more fantastic elements of the fantasy setting are included, but their role has been limited in the scope of this work. This is not to say that they are of any less importance. However, in the context of strongholds, these elements do not affect the mundane qualities that truly distinguish a stronghold from other buildings in a physical way. Any of the elements described in this work can be strengthened (or weakened) through the use of magic with little difficulty and are best handled via the rules of your favored system.

With that in mind note that the majority of the structures in this book rely chiefly on European strongholds given their prominence in fantasy literature. With a few adjustments, many of the elements described in this book can be used to create anything from a curtain wall the size of the Great Wall of China to the stepped pyramids of Mesoamerica and beyond. While the architectural elements of such structures may differ, the concepts behind the room types are the same. The veneer we dress the walls with has no bearing on the spaces themselves, only on how we look at them.

About This Series

The 10 volumes in this series cover a variety of topics from building a stronghold, benefits and drawbacks of various classifications of fortifications, and how to assault or defend them. A brief description of the volumes appears below.

Volume 1: Strongholds provides the rules for creating buildings of all kinds. Also included are guidelines for fleshing out the reason for the stronghold's existence and placement.

Volume 2: Manor Houses focuses on the iconic building that serves more in the capacity as inns, aristocratic homes, and even farmsteads.

Volume 3: Moat House and Pillboxes adds walls, moats and guard posts to the defensive perimeter of any structure needing protection, especially the manor house.

Volume 4: Towers covers the iconic home of wizards and lookout posts and how they're best used on plains and the highest elevations available.

Volume 5: Keeps looks at the border structure and way station that serves as the first-line defenses of a realm.

Volume 6: Motte-and-Bailey examines the reasons for and against using sculpted and artificial hills as the basis for a stronghold.

Volume 7: Lithic Structures shows how pyramids, ziggurats, and even Vaubaun fortifications can be used in a fantasy setting as last-ditch defenses and shields against some of the largest beings in the milieu.

Volume 8: Castles is the chapter that looks at how the seat of government power can serve not only in the role of ruling, but for controlling the realm as a whole.

Volume 9: Offensive Warfare details the campaign from planning and logistics to the various stages of advancement until the capital itself is placed under siege.

Volume 10: Defensive Warfare works in reverse and examines the tactics available for a nation on the losing side of an offensive advance.

This book and the entire *Castle Builder* series have also been written so as to be fully compatible with the various existing Skirmisher Publishing LLC universal and d20 publications, including *City Builder*, *Experts v.3.5*, *Warriors*, and *Tests of Skill*.

Viewing This Book

This book has been designed to be as user-friendly as possible from both the perspectives of printing out for use in hard copy and viewing on a computer screen. It has been laid out like a traditional print book with the idea that each even-numbered page complements the odd-numbered page that it should face (e.g., the image of *The Tower of Babel* by Pieter Brueghel the Younger on page 4 is intended to face and illustrate the beginning of the Introduction on page 5).

With the above in mind, the optimal way to view and enjoy this book would be to print it out and organize it in a binder so that the pages are arranged as described above. This is by no means necessary, however, for using and fully benefiting from *Castle Builder Volume 4: Towers* and its contents.

Towers

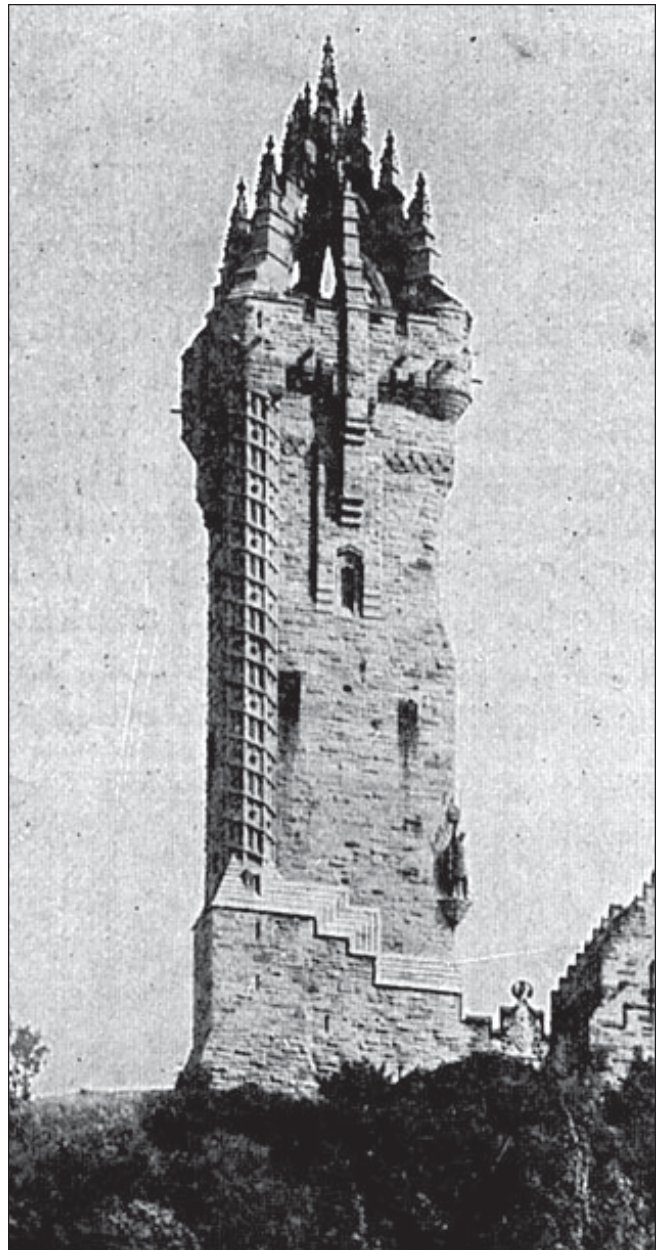
Of all the structures in this book, the tower has to be the strangest choice for strongholds. By itself, the tower is a great observation platform. In addition, it occupies so little ground that it is easy to ignore. Towers are generally used in tandem with other towers or another type of stronghold to keep control of an area within sight of its highest point. In the average fantasy setting, wizards usually construct towers in remote areas. Beyond this archetypical use, most towers encountered will be military structures owned by a government and not licensed to a noble. There are a few other uses for towers; they may protect caches of supplies or equipment, be landmarks, or serve as an honorific to an important personage, deity, or accomplishment. These uses do not generally hold military value. The clear exception is the siege tower whose use is pure military offense and constructed at its site of employment.

Given their slender structure and specialized strategic value, towers are typically found occupying high ground. Wizards, however, have a tendency to place their towers wherever they please. When you have power over forces that others cannot comprehend, you can essentially do whatever you want. The tower, as a result, does not always follow the general licensure guidelines. If a tower is used in a kingdom as a stronghold traditionally held by nobles, their rank should be Viscount or higher.

Despite the various reasons for living in a tower, it should be kept firmly in mind that these strongholds are lonely affairs. In addition to being isolated from settlements or other buildings, the tower has an inconvenient structure for conducting many administrative duties alongside domestic functions. Even towers used as military outposts have a limited number of troops stationed in it to minimize the discomforts of living vertically.

Towers have two general shapes: rounded and squared. There are of course variations on this theme, but towers are essentially tapered cylinders. Historically, squared towers are easier (and faster) to build with rooms that optimally use space within them. Squared towers are also, however, easily sapped. Evolution of defensive works made the rounded tower a more common edifice by removing the need for vulnerable corners. Thus, there is little room for variety in what a tower looks like. Many differences between towers come from what occupies the interior. Unless magically enhanced, towers are usually no more than a few stories in height. This is less from the fear of risk of the tower collapsing as it is from the desire to not walk up too many flights of stairs. The tower is inconvenient for those more leisurely-minded.

The siege tower is a “fortification” of a different bent. It is constructed upon the battlefield during a siege and used essentially as a multi-level wrecking ball. Typically they contain catapults on the lower levels, ballistae on the mid-levels, ladders and soldiers packed tightly at the level of the walls to be scaled, and archers and scorpion engines atop overlooking the walls to clear them of defenders. Often, these towers have limited mobility.



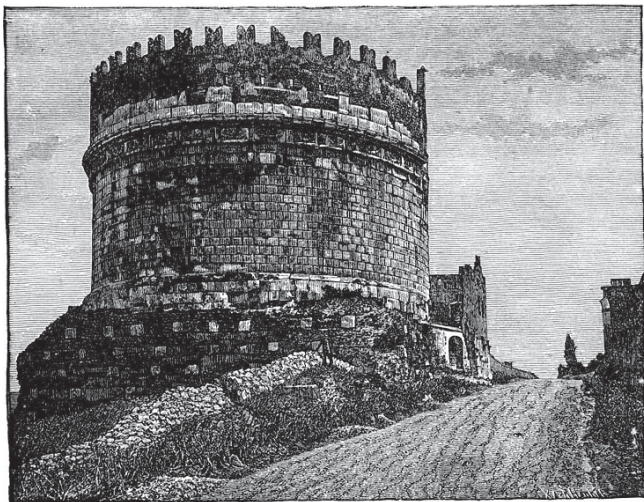
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Developing the Personality

Towers are perhaps the most difficult of structures to personify as their primary objective is to serve as lookout posts. Knowing what rooms are contained within the walls of a tower is not enough to give an outward indication as to how outsiders will perceive it. A wizard's tower is easier to develop for no other reason than its occupant. The magical energies at one's disposal allows for all sorts of strange additions that physically would be impossible for other towers. Examples include bartizans connected to the tower by hallways without reinforcement. Thus, the top of a wizard's tower may look like a castle atop a column of masonry thrust into the sky.

Regardless of who occupies the tower, outsiders will always approach it cautiously. There are two basic reasons for this. First, it is difficult to sneak up on a tower given its field of vision. The other is a psychological effect: with small windows, one never knows if one is being watched. This makes the tower one of the most imposing structures in the fantasy genre. Its sheer height despite its occupied ground makes the tower domineering. Worse for the viewer is that the tower's height is its greatest defense. Depending on the height, arrows may not be able to reach the top.

Towers, except those belonging to wizards, are unlikely to yield clues about their personalities. The best way to surmount this is to look at the terrain where the tower is located. A tower on a broad plain, for instance, usually has an open feel to it. This is doubly true when compared to one on the spine of a jagged, volcanic ridge with little to no vegetation around. The tower is one of the few structures where the terrain is more likely to reflect the building's



personality. There are notable exceptions, however. For instance, the Trojan Horse, a very atypical siege tower by many accounts, was crafted specifically to disguise its purpose and deceive the defenders.

Developing the Purpose

Towers have a primary purpose: to conduct surveillance of the region they occupy from horizon to horizon; or, in the case of the siege tower, to escalate the walls of a fortress. This is not their only use, however. Towers can be used to isolate objects and to keep them from the public. Prisons such as the Bastille and the tower in the fairy tale of Rapunzel serve as examples of buildings used for just this purpose. Towers do not have to be centers of incarceration. They can be used to place valuables or actions well out of the reach and prying eyes of the public. The Tower of London, a fortress complex consisting of numerous towers connected by walls and dominated by the castle known as the White Tower, is one example of this; it houses England's Crown Jewels. Its many towers are square and large enough that the site has been used as a mint, a prison, and the seat of central power. The terrain surrounding a tower can restrict access to it, creating a fortification similar to an oversized pillbox.

As mentioned before, towers are often used in fantasy settings as the homes of powerful (and generally reclusive) wizards. They offer a unique form of protection: their very design makes it difficult for spies and thieves to have a peek at whatever is inside. Either visitors will be watched while approaching, or they will be seen trying to scale the tower. The benefit to this is that nearly any room arrangement can be made without giving away anything about the tower the designer wishes to remain inconspicuous.

Because of the vertical nature of the tower, there are limited choices for placing some rooms at certain levels of the stronghold. One would not want to place a stable on any level above the ground floor simply due to health reasons (for the animals and the occupants) and for tactical reasons (there would be a delay to maneuver a horse down to the ground level in order to charge an opponent or to flee an overwhelming force). Likewise, one would not put a furnace or oven in the center of a room if the smoke will only rise into the room on the floor above it. However magic can allow you to easily ignore many such inconveniences.

Room choice for a tower is an important issue. The rooms that make up the many levels of this stronghold shape not only its purpose, but how effective it is within a vertical world. What you want a tower to do determines room placement.

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The stronghold will have rooms stacked in such a way that groups of levels will have the same purpose. In other words, domestic spaces will be clustered on consecutive levels, as will military rooms and others with a common function. Knowing if a tower is being used for surveillance, a home, a laboratory, strongbox, prison, or an enormous silo will help you determine the best way to lay it out.

Developing the Perception

Towers are daunting structures. Solitary, unsupported and thrusting into the sky, they leave one feeling exposed and watched. Even if the design does not speak of a defensive threat, the tower calls attention to itself. Towers are meant to be seen. Why else build something so tall in the middle of nowhere? Even wizards know that building such a stronghold will grab the attention of anyone close enough to see it.

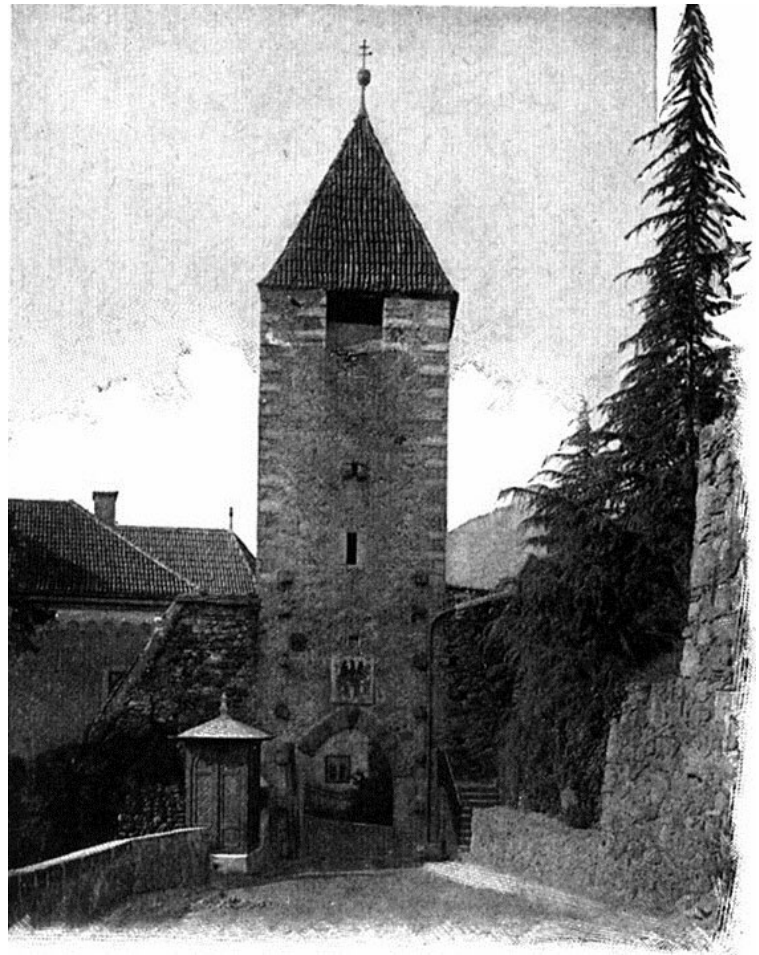
Whether or not someone in the tower is watching you does not matter. The tower gives the impression of an ever vigilant eye casting its gaze upon you. However, if the stronghold has a delicate, airy appearance to it, its image can be softened. Walk into a large city and look up at the skyscrapers and imagine being dwarfed by the immense towers. Pretend people are staring at you through the dark, tinted windows. This is a close approximation of the feeling one would have in a fantasy setting. The buildings with glass facades are less imposing because they look fragile.

If you are unsure about where to begin, use descriptions from your favorite fantasy settings or stories. These details are good starting points for constructing a tower. What is illustrated can be enough to fire your imagination and help you envision your tower. Combining details from different towers is a great way to come up with a unique design. Remember, the only aspect that you have to bear in mind when laying out the rooms is what purpose you want the structure to fulfill.

Infrastructure and Upkeep

Cleanup

Given the small area a tower occupies, the clean-up phase of construction is quick. The reason for this is that building upwards requires debris to be moved out of the construction area while the project is ongoing. Therefore, half of the clean-up phase is folded into the construction. It takes longer to build a tower than other types of fortifications, but this is compensated by the faster clean-up at the end of the project. The amount of time required to remove excess material from



the construction site is approximately one month per 10,000 gp of the tower's total cost. Some towers are surrounded by landscaped terrain, but the time for setting such adornments is separate.

Clean-up for siege towers is even simpler. The detritus left behind is simply launched, via catapult or trebuchet, into the enemy fortification if it cannot be repurposed for other uses.

Daily Life

Towers require unusual upkeep and infrastructure. Gravity and the rooms contained within a tower determine how cleaning and maintenance are handled. In fact, gravity is a double-edged sword. It helps in the process of cleaning, since things can be swept downstairs. This assumes that the owner of the structure does not mind having dirt, dust, and anything else swept from the floors above to those below. Upkeep is hindered by gravity, however. It puts the most stress on the

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lower levels, forcing maintenance of a tower to be conducted from the ground up. Walls grow thicker going down, which translates monetarily into an increase in a room's maintenance and upkeep by 1% for every floor that exists above any given level. Siege towers, however, have no daily life and thus no upkeep. They are frequently dismantled after the siege for which they were created has ended. This happens whether the siege is a success or a failure in order to reuse materials for repairs.

Towers are the least likely structures to employ servants. Towers in a military context use soldiers rather than servants for maintenance. Wizards, the other main inhabitants of towers, are likely to use automatons along with their own magical talents and apprentices to maintain and staff rooms. Most towers encountered are not used as the living quarters for the wealthy. If a tower happens to be used by a noble as a private abode, however, use the ratio of 1 servant per 30,000 gp of the stronghold's cost or 1 per 45,000gp if the tower has servants' quarters.



No matter how you lay out a tower, the daily lives of inhabitants will entail walking up and down flights of stairs. This applies to wizards as well. Unless they use teleportation to move from one story to the next, they will have to spend at least a few minutes out of their day walking up and down stairs. Arranging the placement of stairs so that walking from one side of the tower to the other to move between levels can have an aesthetic value as well as a practical one. By setting up the stairs in a staggered manner, a person has time to recover his legs before moving to the next level.

Security

It will be difficult to reach the upper levels of any tower without encountering some security. Wizard towers are generally well secured. In fact, it should strike intruders as suspicious if the tower does not have magical wards. For towers not occupied by wizards, security will often be a small company of troops housed near the ground floor. This applies to towers used to survey a border as well as those that house nobles. Towers that require troops to travel swiftly to another location will have a stable on the ground floor. If speed is not required, then the troops will be housed on this floor instead. The placement of troops or magical wards is important for strategic reasons along with whether there are floors accessible to the public and if access is limited. Towers may have no mundane access to the interior, requiring aid from within the tower or magic to enter.

War-Time Stance

While towers have genuine military applications, they are not the best fortification as a defensive barrier when an invasion is already underway. This places them in an awkward position: they are not large enough to be effective in halting an army, but not small enough to be unobtrusive or ignored. Towers still, however, play an important role in border defense as well as offensive coordination.

Offensive Capabilities

The tower is the easiest military grade fortification to lay siege to. It occupies so little ground that a small force can cut off the stronghold's supply route. The only thing a besieging force would need to be wary of is the missile range of soldiers in the tower. So long as this line is not crossed and magic is unavailable, there is little for the attackers to fear. Most towers can easily be ignored since they are built for observation. If anything, an invading force may burn the tower down to ensure they are not followed. Terrain may

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alter an invader's ability to do this. For example, an inaccessible tower above a mountain path will serve to harass any forces upon the path with archery or small war engines. In this case, the tower becomes an important defensive fortification on terrain that could support nothing more substantial.

Despite its shape, a lot can be hidden within a tower. As previously mentioned, a stable can be placed inside a tower. Nothing physically prevents a tower from having the stable placed on a floor other than ground level, but it is often unsanitary. However, it is a great way to throw off an invading military force. It would be unconventional to have the stables located higher. While this would make a speedy flight from the tower difficult, the ground floor could be used as a staging area for launching a counterattack at an invader's flanks.

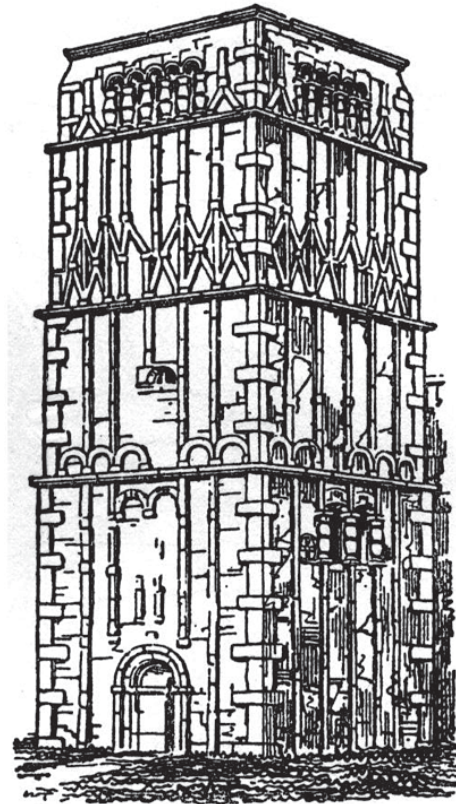
Defensive Capabilities

The greater distance and line of sight provided to missile and magical-based attacks gives towers an edge in ranged combat. Unfortunately, as discussed above, they are poor barriers against an invading army. Most towers do not have curtain walls. As such, these fortifications do not hold ground well against an opponent.

Towers do have a hidden defensive benefit, however. So long as an opponent cannot set a tower on fire, few defenders are exposed to attack. Troops may not spread out to cover a greater area, but they can use the tower's design to rest. By rotating shifts, defenders can use the tower's cover to delay fatigue. This tactic is similar to the one used in the battle of Thermopylae Pass, where 300 Spartans and their allies defeated approximately 9,000 before being eventually cut down. While towers are not narrow mountain passes, an attacker without magic or siege equipment will encounter similar results.

Advantages and Disadvantages

The true advantage of the tower is how its inhabitants can spot an enemy at long range and signal other nearby fortresses or towers. There is little else beyond this advantage, however. A tower's elevated height makes it difficult to send messages from its top to its bottom, making it a horrible fortification to hold strategic points. For these reasons, towers are generally relegated to serving as giant laboratories for wizards (along with living quarters and a library) or filled with a small keep's worth of military related features and rooms. In an urban setting, towers are used less for observation than as status symbols, living quarters for wizards and nobility, or



as safes and prisons. The narrow size and height give towers a mystique.

Two Sample Towers

All towers share common features. These strongholds are medium security structures with the main goal of providing personal security (for wizards and the wealthy) and as observation platforms. There are few rooms that cannot be contained in a tower. Likewise, there is nothing that precludes this stronghold from being converted wholly to the process of industrial works. Towers have persisted in usage into the modern era to serve both public and private needs. While the need to observe an advancing enemy has long since been lost by such means in the industrialized world, skyscrapers are the inheritors of the traits of these fortifications. Thus, if you prefer a looser interpretation of what a tower accomplishes, you should look at modern buildings for inspiration. The sample tower presented below are representative of the most iconic use of this fortification: the wizard's tower and the watchtower.

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Tower of Aloysius Wormsthram Severstrom

Sadly, Aloysius Wormsthram Severstrom is a lonely man. It is not entirely his fault. He was given a rather long and boring name by his parents, which only made him the butt of many jokes and prompted him to bury himself in books, a luxury he had given his family's moderate wealth and access to the various libraries of Kos City. When asked, he has said that he does indeed have friends but, as no one has seen them, people often refer to him as "Loony Al" rather than the more sympathetic "Lonely Al" (amongst themselves, of course, as no one wants to fall afoul of a wizard).

Aloysius built his tower near the inland Koan village of Zia, some eight miles southwest of the capital, situating it in a hillside clearing far enough from the community that his studies would not be interrupted or cause any unforeseen troubles for the citizenry. Al has enough space in his tower to entertain guests. Lodging is not something he has room to provide in his rather smallish tower, but it does not matter much as no one has come to visit him other than for the occasional business transaction.

While most wizard towers are built using magic or a mix of eldritch forces and mundane construction techniques, the costs in the map key below do not reflect any such incorporations of magic in the structure itself. This is deliberate as the game system you are using likely has rules to cover this subject and there are no universal standards amongst the various games.

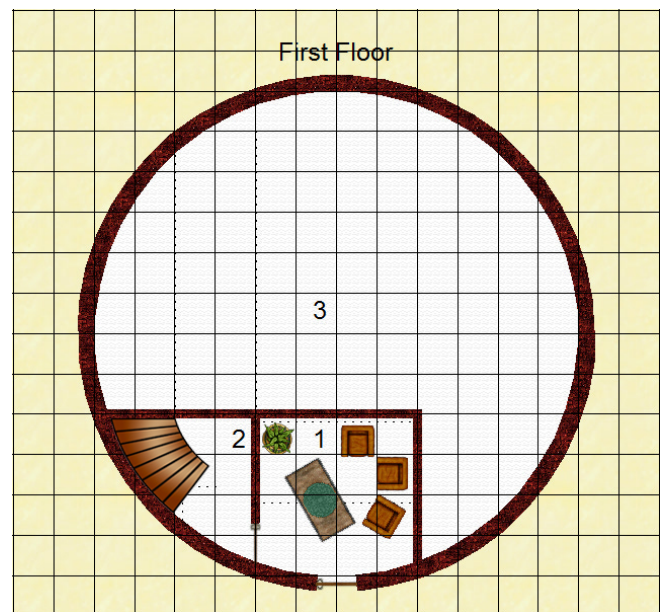
Map Key

First Floor

1. Reception Area: Whenever someone comes to the tower to ask for the wizard's help, a rare occasion as that is, this is where they conduct business with him. Al has graciously provided seating and lighting for his guests as well as some plants to make the room feel comfortable, but most do not seem to notice the effort. *Room Type:* Common Area; *Size:* approx 389 sq. ft. (778 gp); *Floor:* stone (233.4 gp); *Quality:* Good (+20%); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 1,223.7 gp.

2. Stairwell: Though few people have ever ventured this deep into Aloysius' tower, the stairs here are, wide, curved, and easier on the joints than many other staircases one could encounter. *Room Type:* Utility Space; *Size:* approx. 218.25 sq. ft. (545.6 gp); *Floor:* stone (131 gp); *Extras:* 1 wooden door (3 gp), approx. 10' x 20' x 10' stone staircase (250gp); *Total:* 929.6 gp.

3. Storage: Nobody has really been in this area and they are less sure of how to access it. Al does not go to town often



One square = 5 feet

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enough to get supplies, so he has to have some way of storing provisions for extended durations. *Room Type:* Unknown, assumed to be Utility Space; *Size:* approx. 2,220.18 sq. ft. (5,550.5 gp); *Floor:* stone (1,332.1 gp); *Total:* 6,882.6 gp.

First Floor Total: 10,185.7 gp (includes a 1' thick weight bearing retaining wall costing 1149.8 gp).

Second Floor

4. Kitchen: Even wizards need to eat, and Al likes his food to be as tasty as possible. He is an accomplished cook, if anyone asked. The kitchen is large enough for him to prepare a sumptuous meal for the guests that he almost never has. *Room Type:* Kitchen; *Size:* approx. 250.25 sq. ft. (1,251.25 gp); *Floor:* stone (150.15 gp); *Quality:* Good (+30%); *Extras:* 1 wooden door (3 gp); *Total:* 1,821.8 gp.

5. Dining Room: Though lavishly furnished to provide a pleasing aesthetic, there is no one to really enjoy the trouble Aloysius went through to put the place together. While not overly opulent, the room is much more posh than what one might expect from someone seen as being so bland or aloof. *Room Type:* Dining Area; *Size:* approx 218.25 sq. ft. (1,250 gp); *Floor:* stone (131 gp); *Quality:* Excellent (+60%); *Extras:* 1 wooden door (3 gp); *Total:* 2,212.6 gp.

6. Hallway: Even wizard's compartmentalize the spaces within their homes. This section of the second floor essentially separates Al's parlor from the remainder of his personal space. *Room Type:* Utility Space; *Size:* 10' x 50' (778 gp); *Floor:* stone (300 gp); *Total:* 1,078 gp.

7. Stairwell: This small sliver of the second floor contains the staircase that connects the first and third floors to the second. *Room Type:* Utility Space; *Size:* approx. 246 sq. ft. (615 gp); *Floor:* stone (147.6 gp); *Extras:* 1 wooden door (3 gp), approx. 10' x 20' x 10' stone staircase (250gp); *Total:* 1,015.6 gp.

8. Parlor: This room is Al's pride and joy, or at least it would be if he did not feel so terribly lonely. The room all but mocks Aloysius whenever he passes through it. For all of its extravagance and visual appeal, the people he built it for rarely get to see it. It is almost as if there is a silent "I told you so" laughing in his face. *Room Type:* Parlor; *Size:* approx 1,005.69 sq. ft. (7,542.7 gp); *Floor:* stone (609.4 gp); *Quality:* Superior (+120%); *Extras:* 1 wooden door (3 gp); *Total:* 17,937.6 gp.

9. Bath: This is Aloysius' private bathing area. As comfortable as it may be nobody knows about its contents. At least, nobody has ever owned up to knowing what is in this room. *Room Type:* Bath; *Size:* approx 218.25 sq. ft. (1,486.9 gp); *Floor:* stone (131 gp); *Quality:* Good (+30%);

One square = 5 feet



Extras: 1 wooden door (3 gp); *Total:* 2,106.3 gp.

10. Aloysius' Bedroom: The mage sleeps comfortably at night and anyone who would be privileged enough to see this room would know that to be a fact. It is the bed that bespeaks of comfort with all of its soft-looking and inviting pillows, blankets, and so forth. There are not a lot of frills to boast about. The room just looks like it is designed to provide the best sleep possible. *Room Type:* Bedroom; *Size:* approx 389 sq. ft. (1,250 gp); *Floor:* stone (233.4 gp); *Quality:* Excellent (+80%); *Extras:* 1 wooden door (3 gp); *Total:* 2,673.1 gp.

Second Floor Total: 29,415.2 gp (includes a 6" thick weight bearing retaining wall costing 570.2 gp).

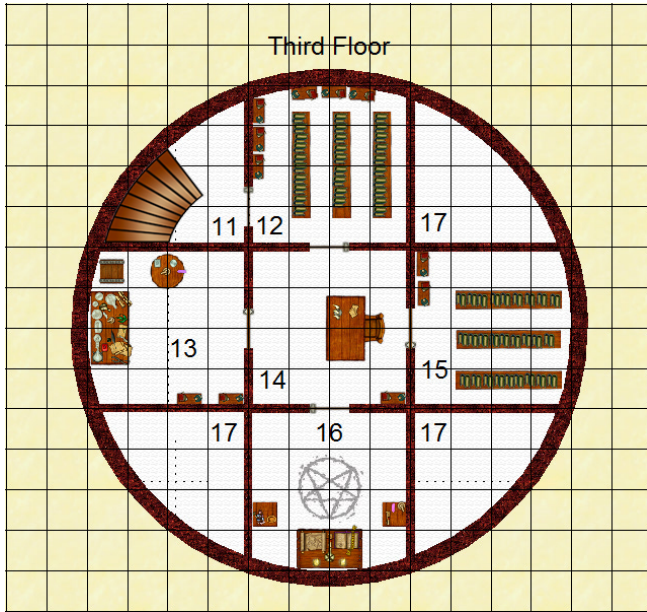
Third Floor

11. Stairwell: This is the landing for the third floor. There isn't much to see here, save maybe the stairs leading down to the second floor and a potted plant. *Room Type:* Utility Space; *Size:* approx. 218.25 sq. ft. (545.6 gp); *Floor:* stone (131 gp); *Ceiling:* stone (131 gp); *Extras:* 1 wooden door (3 gp); *Total:* 810.6 gp.

12. Library: Al loves books. It is of little wonder, then, that the first room available to anyone exiting the stairwell is a room full of books. There may be an odd magical tome here or there, but for the most part, this library is filled with everything from fiction to history to dry treatises on philosophical studies. Anyone able to read and digest the volumes stored here would be considered rather educated.

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One square = 5 feet



Room Type: Library; *Size:* approx. 389 sq. ft. (972.5 gp); *Floor:* stone (233.4 gp); *Ceiling:* stone (233.4gp); *Quality:* Good (+45%); *Extras:* 1 wooden door (3 gp); *Total:* 2,090 gp.

13. Achemical Lab: Being a curious fellow who is also wont to compartmentalize his various studies, Aloysius has an alchemical laboratory separate from his magical lab. While the nature of the experiments conducted here might not be a radical departure from those done in his other lab, it helps him keep track of what he is doing. The various pieces of furniture and equipment in this room speak of the efficiency to which Al dedicates to his studies as there are not only a few books on alchemy tucked about the room, but also ample writing space — if it wasn't cluttered by all of the glass containers — for notes and observations to be recorded

without needing to leave for the study. *Room Type:* Alchemic Lab; *Size:* approx. 389 sq. ft. (7,780 gp); *Floor:* stone (233.4 gp); *Ceiling:* stone (233.4 gp); *Quality:* Good (+35%); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 11,143.2 gp.

14. Study: At the heart of the third floor is Aloysius' study. It is here where he does most of his research before applying it to either magical or achemical experiments. If he does work for those seeking magical assistance, magic item creation, or the like, the ledger is most likely kept here. Any lessons taught to apprentices — if Al has them, that is — would also be conducted here. *Room Type:* Study; *Size:* approx. 400 sq. ft. (1,000 gp); *Floor:* stone (600 gp); *Ceiling:* stone (600 gp); *Quality:* Good (+30%); *Extras:* 1 wooden door (3gp); *Total:* 2,863 gp.

15: Magical/Alchemical Library: Almost all of the writings that Al has on the subject of the mystical arts are stored here. That way, should any guests or clients reach this level of the tower, the knowledge contained within the pages of these tomes will be well out of reach from curious eyes. Like any of the doors leading to all but the library on mundane subjects, this door is always kept closed. *Room Type:* Library; *Size:* approx. 389 sq. ft. (972.5 gp); *Floor:* stone (233.4 gp); *Ceiling:* stone (233.4 gp); *Quality:* Excellent (+90%); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 2,744.7 gp.

16. Magical Lab: Even with the door closed, the room seems to give off an eldritch aura that most people can sense as at least the raising of hairs on their heads. Reagents line the shelves as diagrams in partially rolled-up scrolls take up space between them and threaten to tumble onto the floor. While there may be no inherent threat in the room itself, the room's purpose and its accouterments are intimidating if for nothing else other than their intricate natures. Like the alchemical lab, this laboratory has the resources and space for Al to record all of his observations in the room without

Common Room Types

Below are lists of rooms commonly associated with the two most iconic uses of the tower: a wizard's home or as a watchtower.

Wizard's Tower

Utility Space	Bath
Bedroom	Common Area
Dining Area	Kitchen
Study/Office/Library	Alchemic Lab
Magical Lab	

Watchtower

Utility Space	Barracks
Bedroom	Dining Area
Kitchen	Latrine
Prison Cell	Torture/Punishment Chamber
Armory	Water Storage (Cistern)
Office	

Towers

having to retreat to the study. *Room Type:* Library; *Size:* approx. 389 sq. ft. (9,725 gp); *Floor:* stone (233.4 gp); *Ceiling:* stone (233.4 gp); *Quality:* Good (+35%); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 13,768.9 gp.

17. Unknown: These three spaces have an unknown use for outsiders. Anyone lucky enough to see portions of the third floor will not know what (if anything) lies in these sections. If AI has apprentices, they likely stay in the two rooms adjacent to the library containing the magical writings. The senior most apprentice would be housed closest to the magical lab. For the room adjacent to both laboratories, it is most likely used as a storage space given the volatile nature of the experiments of the eldritch arts AI practices. It is as much an issue of safety as it is security and secrecy. The price in brackets represents the costs if the rooms are used by apprentices. *Room Type:* Utility Space [Bedroom]; *Size:* approx. 218.25 sq. ft. (545.6 gp)[327.4 gp]; *Floor:* stone (131 gp); *Ceiling:* stone (131 gp); [*Quality:* Good (+40%)]; *Extras:* 1 wooden door (3 gp); *Total:* 2,431.8 gp (810.6 gp each)[1,660.3 gp (830.2 gp each)].

Third Floor Total: 39,437.4 gp [43,424.2 gp] (includes a 10% height modifier 3,585.2 gp [3,947.7 gp]).

Synopsis

Building Total: 79,039 gp (79,038.3 gp, rounded up) [83,026 gp (83,025.1gp, rounded up)].

Foundation: 2,827.4 cubic feet (1,414 gp, rounded up)

Construction Time: 3 weeks for foundation, 30 [34] weeks for the tower (29.98 [33.2] rounded up), 33 [37] weeks in total.

Building Crew: One Architect, four Carpenters, three Laborer Formen, two Ironsmiths, one Engineer, three Engineer Assistants, two Master Masons, four Journeyman Masons, 16 [17] unskilled laborers.

Clean-up Phase: 8 [9] weeks (rounded up from 7.9 [8.3]).

Maintenance/Upkeep: 790.4 [830.3] gp a year.

Staffing Requirements: None. Aloysius and any apprentices he has are all that are required to run the tower. This is true even if there is no magic used to run or maintain the structure.

Watchtower of the Kithairon Mountains

The rugged Kithairon Mountains form the northern boundary of Attica and the City State of Athens, separating it from the wildlands of the Boeotia and the rival municipality of Thebes. Each of the gaps in this range is guarded by a sturdy watchtower garrisoned by Athenian troops doing their annual stint of military service and they are generally grateful for

their relatively short tours of duty at this bleak location. Service at the tower is not comfortable, despite the best efforts of the original builders of the tower. And, while the soldiers are tasked with keeping watch for humanoid raiders or agents provocateurs from Thebes and occasionally engage in skirmishes, for the most part their duty is marked by an endless drudgery of guard duty and maintenance. To prevent any one group of soldiers from becoming bored or potentially losing focus as a result of their routine, the tower is large enough to house 40 soldiers and their commanding officer. With a few soldiers on guard at any given time, the remainder can either rest before their next shift or have an occasional day of personal activities.

Map Key

First Floor

1. Exercise Area: Just because they are on assignment out amongst the mountains does not mean the soldiers do not have to keep in shape. The entrance area of the tower also serves as a place to practice one's skills and perform calisthenics. If the weather is pleasant enough, exercises are often conducted outside where there is more room and fresh air. *Room Type:* Exercise Room; *Size:* 60' x 20' (1,800 gp)/ 20' x 30' (900 gp); *Floor:* stone (1,080 gp); *Extras:* 1 reinforced door (10 gp), 10' x 10' wooden spiral staircase (93.8 gp); *Total:* 3,883.8 gp.



One square = 5 feet

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2. Storage: The tower contains a space for the storage of goods and other items that the soldiers might need to do their jobs. It is often used to contain spare parts and other odds and ends that are used in maintaining equipment, the building, and its surrounding grounds. *Room Type:* Utility Space; *Size:* 20' x 30' (1,687.5 gp); *Floor:* stone (360 gp); *Extras:* 1 reinforced door (10 gp); *Total:* 2,057.5 gp.

3. Larder: Provisions for soldiers might not be the greatest tasting foods around, but they keep them alive. The larder is more than adequate enough to ensure that if the tower is ever besieged by an invader that those inside will have access to food. Only the kitchen staff has access to the larder, and that is at the discretion of the tower's commander who follows the guidelines of the quartermaster who delivers the tower's food supplies. *Room Type:* Utility Space; *Size:* 20' x 30' (1,687.5 gp); *Floor:* stone (360 gp); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 2,057.5 gp.

4. Cistern: In addition to the large larder, the tower is equipped with a cistern. It holds a sizeable amount of water on the off chance that the tower is cut off from supply lines. This is no guarantee that the soldiers will last the duration of the siege, but it buys them enough time for Athens to bring in reinforcements to break the siege. The cistern is deep enough that chances are that if the besieging force does not destroy the tower or breach its door, the defenders will starve before they run out of water. In fact, it is deep enough to last for nearly 2 years with the 41-person occupancy ($32,315.84 \text{ gal} \div 41 \text{ gal/day} = 788.19 \text{ days}$). That can also be rationed down to 3 quarts, giving nearly 3 years of water. Overkill? Maybe, but with the hostilities along the border, the kingdom does not want to take chances. The cistern is accessed through a hatch in the floor (not shown) *Room Type:* Utility Space; *Size:* 20' x 30' (1,687.5 gp); *Floor:* stone (360 gp); *Extras:* 1 reinforced door (10 gp), 1 hatch (2 gp), *Subfloor Room Type:* Water Storage (16' x 27' x 10' costing 8,850 gp.), *Quality:* Good (+30%); *Total:* 13,564.5 gp.

First Floor Total: 24,587.3 gp (includes the cost of 3,024 gp for a 4' thick stone retaining, weight bearing wall).

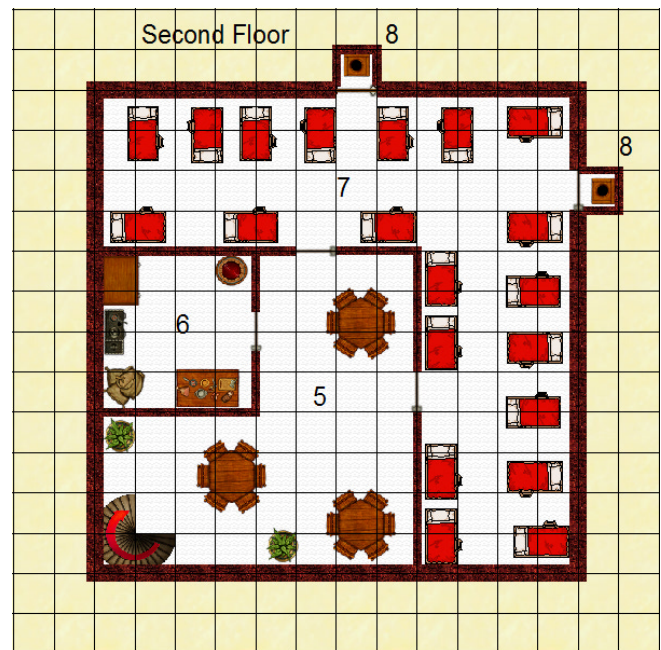
Second Floor

5. Common Room: This tower in the Kithairon Mountains might not contain a lot of space for the soldiers to fully relax, but it has enough space for the troops to play at dice, cards, and take their meals in relative peace and comfort between sleep and guard shifts. *Room Type:* Common Area; *Size:* 20' x 20' (800 gp)/40' x 20' (2,000 gp); *Walls:* wood (-25%); *Floor:* wood (540 gp); *Extras:* 10' x 10' wooden spiral staircase (93.8 gp); *Total:* 2,733.8 gp.

6. Kitchen: The kitchen might not be large enough to accommodate all 41 soldiers at once, but it does allow them to eat in shifts. The staffing comes from the 40 soldiers themselves. They are assigned cooking duties, often on a rotating basis as defined by their duty schedule. They are in charge of ensuring the meal is adequate for the needs of the troops on their shift (usually eight), which makes preparing a bad meal something everyone strives to avoid. Such a system also means that any items removed from the larder must be noted by the staff and filed as a report to the commanding officer. Needless to say, bad meals and thefts are rare. *Room Type:* Kitchen; *Size:* 20' x 20' (2,000 gp); *Walls:* wood (-25%); *Floor:* wood (180 gp); *Extras:* 1 wooden door (3 gp); *Total:* 1,683 gp.

7. Barracks: All the soldiers, except for the commanding officer are quartered here. Bunk beds serve all of the troops, which allows them to fit in the room without feeling cramped. The room is not without its comforts, however. It has two garderobes attached for relieving bodily functions, but beyond that, the room is essentially designed for sleeping. Arrow slits alternate with clerestory lighting as windows in the room. *Room Type:* Barracks; *Size:* 20' x 100' (3,000 gp); *Walls:* wood (-25%); *Floor:* wood (900 gp); *Extras:* 2 wooden doors (6 gp); *Total:* 3,156 gp.

8. Garderobe: Everyone has to go, and in case of a siege, might as well do it from relative safety. The ground below these points is sloped away in such a way that the effluence



One square = 5 feet

Towers

is carried away from the Attican side of the Kithairon Mountains. *Room Type:* Utility Space; *Size:* 5' x 5' (62.5 gp); *Floor:* stone (60 gp); *Extras:* 1 wooden door (3 gp); *Total:* 143 gp (71.5 gp each), 78.7 (3rd floor garderobe, includes 10% height cost adjustment).

Second Floor Total: 10,351.3 gp (includes the cost of 2,635.5 gp for a 3.5' thick stone retaining, weight bearing wall).

Third Floor

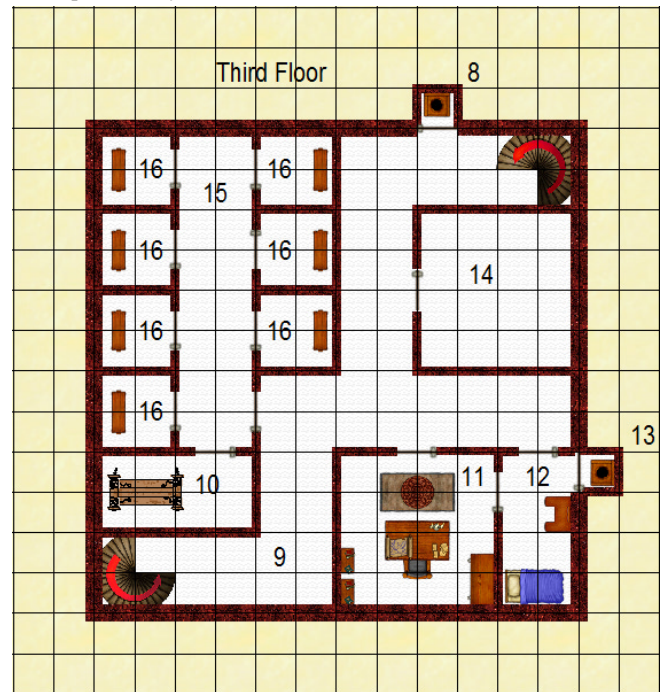
9. Hallway: One of the ways to keep people from knowing where the stairwell is that connects the floors together is the use of this hallway. It also serves to separate the commanding officer's quarters and office from the armory and prison cells housed on this level. *Room Type:* Utility Space; *Size:* 10' x 80' (2,000 gp)/10' x 50' (1,250 gp); *Walls:* wood (-25%); *Floor:* wood (585 gp); *Extras:* 1 reinforced door (10 gp), 10' x 10' wooden spiral staircase (93.8 gp); *Total:* 3,055.8 gp.

10. Torture Chamber: This room is rarely used, but it is here to scare the hell out of prisoners, who are marched past it when escorted to one of the holding cells. The grill in the door allows enough of a glimpse that the fear it inspires is often enough to make most people speak without having to resort to the use of the equipment in this room. *Room Type:* Exercise Room; *Size:* 10' x 20' (2,000 gp); *Walls:* wood (-25%); *Floor:* wood (90 gp); *Extras:* 1 reinforced wooden (10 gp); *Total:* 1,600 gp.

11. Commander's Office: No matter where a military force goes, there is always paperwork. Some of it is in the form of reports on daily activities and unusual circumstances, supply requisitions, and status updates for orders. To accommodate this, the tower contains an office. Most of the books and scrolls in the office are standard military documents. The commander for the rotation brings very little in the way of personal belongings, but has more than the soldiers in the barracks on the floor below. He does not have to eat in the common area and the office has a sideboard specifically for his meals. *Room Type:* Office; *Size:* 20' x 20' (1,000 gp); *Walls:* wood (-25%); *Floor:* wood (180 gp); *Extras:* 1 reinforced wooden door (10 gp), 1 wooden door (3 gp); *Total:* 943 gp.

12. Commander's Bedroom: The commander's bedroom is connected to the office by a side door so that he does not have to use the hallway to enter the room adjacent to his own. The room is more comfortable than the barracks, but it is still sparse and does not contain a lot of amenities that the officer would normally enjoy when not on assignment to the tower. *Room Type:* Bedroom; *Size:* 10' x 20' (300 gp);

One square = 5 feet



Walls: wood (-25%); *Floor:* wood (90 gp); *Quality:* Good (+40%); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 451 gp.

13. Commander's Garderobe: If there is one thing that non military people should know, it is the acronym RHIP: rank has its privileges. And nothing says privilege in a tower housing 41 people than having your own private toilet. Better yet, no one can access it without going through the commander's private quarters. *Room Type:* Utility Space; *Size:* 5' x 5' (62.5 gp); *Floor:* stone (60 gp); *Extras:* 1 wooden door (3 gp); *Total:* 71.5 gp.

14. Armory: Soldiers do not have enough space to store all of their equipment with them in the barracks. Their weaponry and armor is kept in this room while they are not on guard duty. This allows them to feel like they have more space in the tower. Additionally, an enormous supply of arrows and stocks of pitch are kept in the room for use against any attempts to lay siege to the tower. *Room Type:* Utility Space; *Size:* 20' x 20' (1,187.5 gp); *Walls:* wood (-25%); *Floor:* wood (180 gp); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 1,080.6 gp.

15. Prison Hall: The cells for the prison are separated by this small strip of hallway. It gives enough space for soldiers to guard the cells on the off chance anyone tries to break out of the cells. Plying the floorboards loose is not an option as the majority of the cells are over the barracks with

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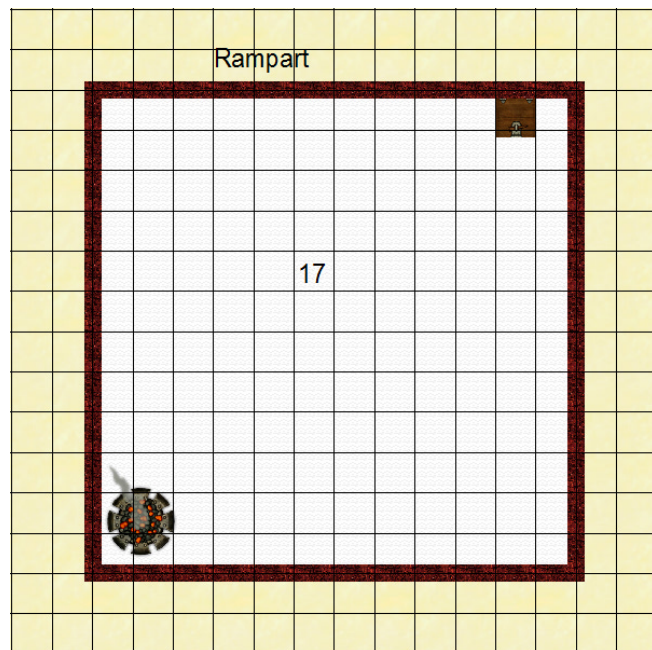
a couple over the kitchen and the common area. Thus, there is little incentive for escape. *Room Type:* Utility Space; *Size:* 10' x 40' (1,000 gp); *Walls:* wood (-25%); *Floor:* wood (180 gp); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 940 gp.

16. Prison Cell: Not everyone who passes over the mountains into Attica is who they claim to be, and the soldiers need to restrain people who try to infiltrate the nation. The cells are large enough to “comfortably” hold four people. When the soldiers rotate out, they take any prisoners they have accumulated with them. If there are unprecedented numbers, the commander may send word for a prison escort to collect them earlier than otherwise dictated by the standard operating procedures. *Room Type:* Prison Cell; *Size:* 10' x 10' (800 gp); *Walls:* wood (-25%); *Floor:* wood (45 gp); *Extras:* 1 reinforced wooden door (10 gp); *Total:* 4,585 gp (655 gp each).

Third Floor Cost: 16,292.2 gp (includes the cost of 2,214 gp for a 3' thick stone retaining, wall and 10% height modifier 1,279.8 gp).

Roof

17. Rampart: From here, the troops can watch the nearby pass through the Kithairon Mountains with little concern that anyone will slip past their vigilant eyes. At least two guards are on duty regardless of whether the nation is on a war footing or not. From here, the guards can alert the rest of the tower to the presence of any incoming hostile forces. The rampart is not only the tower's roof, but it is



One square = 5 feet

reached by a hatch that helps hide where the troops emerge from the floor below. A brazier stands at the ready to be ignited to alert distant forces that reinforcements are needed. *Room Type:* Courtyard; *Size:* 60' x 60' (0 gp); *Walls:* 240' x 10' x 2.5' crenellated stone (27,000 gp) with drainage channels for inclement weather (+20%); *Floor:* wood (1,620 gp); *Extras:* 1 wooden hatch (2 gp); *Total:* 34,022 gp.

Fourth Floor Cost: 39,125.3 gp (includes 15% height modifier 5,103.3 gp).

Synopsis

Building Total: 90,357 gp (90,356.1 gp, rounded up).

Foundation: 7,920 cubic feet (3,960 gp)

Construction Time: 8 (7.92, rounded up) weeks for foundation, 37 weeks for the tower (36.14 rounded up), 45 weeks in total.

Building Crew: One Architect, four Carpenters, three Laborer Formen, two Ironsmiths, one Engineer, three Engineer Assistants, two Master Masons, four Journeyman Masons, 19 unskilled laborers.

Clean-up Phase: 10 weeks (rounded up from 9.03).

Maintenance/Upkeep: 903.6 gp a year.

Staffing Requirements: None. The soldiers maintain the tower and fulfill all staffing requirements.

Effluence Channel (not depicted on map): The designers of the tower were worried about waste contaminating the cistern, so they engineered a series of open-air drainage channels that move the effluence away from the tower and towards the downward slope away from the kingdom's side of the mountain. *Room Type:* Courtyard; *Size:* N/A (0 gp); *Extras:* 4 3.14' x 6" effluence catch basins (6.4gp, 1.6 gp each) 350' x 1' run-off channels (175 gp), Gravity-fed plumbing (+10%); *Total:* 199.5 gp.

Effluence Channel Cost: 199.5 gp.

Synopsis

Building Total: 200 gp (199.5 gp, rounded up).

Foundation: 356.3 cubic feet (178 gp)

Construction Time: 1 week for foundation, 1 week for the channel lining, 2 weeks in total.

Building Crew: One Architect, one Carpenter, one Laborer Forman, one Engineer, one Engineer Assistant, one Master Mason, one Journeyman Mason, one unskilled laborer.

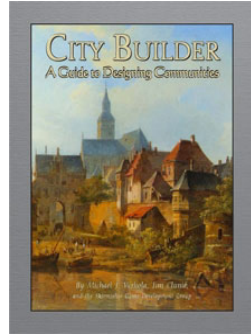
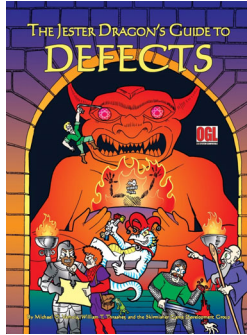
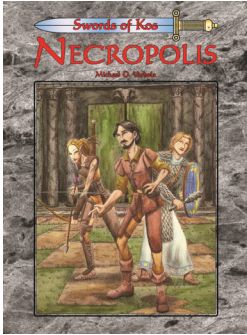
Clean-up Phase: 1 week.

Maintenance/Upkeep: 20 gp a year.

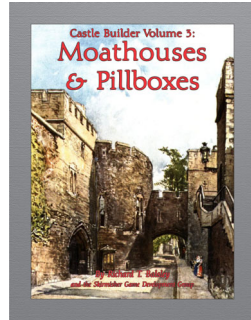
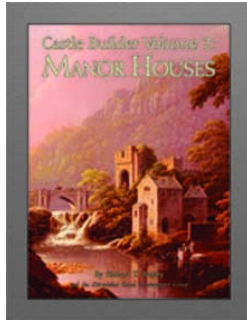
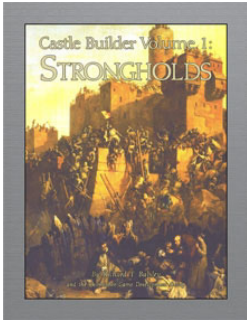
Staffing Requirements: None. The soldiers maintain the tower and fulfill all staffing requirements.

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