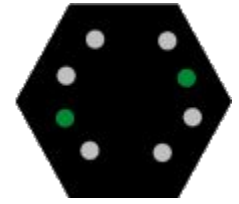


# THE CIRCLE



*To our newest Circle mage,*

The Circle is a byword for versatility and ingenuity. Our mages have an unrivalled mastery of fundamental magical principles which grants them access to the widest range of magic any mage can practice. Whether student or teacher, theorist or practitioner, we welcome you to the greatest breadth of magical education and skill in the Kingdom.

## **Principles**

The Circle does not require its members to hold particular beliefs. In exchange for our advanced training in magic, all we ask is that you keep your knowledge of each school balanced, and help other Circle mages when they are in need.

## **Skills**

All mages begin their magical career with an affinity to a particular school of magic, and other schools are harder for them to learn based on how related they are to the primary school. It is widely believed that, for example, an Earth mage can never learn Air magic. The Circle's specialist training breaks down these barriers, making it easier for mages to learn from multiple schools. Skilled Archwizards can even cast from the school opposing their primary school. Circle training also boosts a mage's mana reserves.

Because Circle mages can access so many kinds of magic, their roles are almost limitless. A Circle mage can be versatile and have a solution to every problem.

## **Build your knowledge**

If you intend to start patrolling, I suggest you review *A Basic Guide to Magic for Patrollees*, which will give you a good understanding of the practical and useful spells each school has. Whilst research is very interesting, patrols are more interested in what you can do than what you know. We have a friendly rivalry with the Towers, so do us proud!

*May you succeed in your quest to become a master of magic,*

*Archwizard Multus*

# OOC: Playing a Circle mage

You can find out the details of being in the Circle on the website:

Player Rules > The Kingdom > Guilds > Circle

The Circle is a guild that believes that the best way to learn magic is from multiple schools instead of specialising in just one. This doesn't mean they can't become specialists in particular spells, but they must balance out this knowledge by learning spells from other schools as well. In exchange, as a Circle mage advances in rank, they get to reduce the cost penalties for learning spells from their secondary, tertiary (quaternary, etc) schools. They also have the unique ability to, at a high enough rank, learn the opposite school to their primary one. In addition, Circle mages get bonus mana equal to their rank in the guild.

There are many reasons why a character might join the Circle. Many people roleplay the main Circle as a university-like institution with lessons, lectures and research, but others carve out different and more adventurous roles for their characters. As the Circle has no ideology other than 'learning multiple kinds of magic is good', characters of any race or alignment are found as members.

Some Circle mages really are generalists, who can do a bit of everything. Others stick to a certain theme that uses spells from multiple schools, such as disabling an enemy without hurting them. Many Circle mages use the powers of General magic to combine their wide variety of spells into interesting combinations. Because the Circle offers access to such versatile magic, mage-scouts can also work well here. Most ideas can take wing in the Circle!

Circle mages can really shine when they get a chance to show off their versatility - it's possible for a Circle mage to have the solution to every encounter on a game, if they have enough power! On the other hand, because they know so many different things, it can be hard for them to become really good at them, and they are unlikely to be as good at a particular spell as a similar-rank Tower mage.

As a Circle mage, your character would probably know:

- The basics of what each legal school (Earth, Air, Fire, Water, Light and General) can do.
- Circle mages are known as Wizards, High Wizards, or Archwizards depending on their rank.
- A Circle mage will always know spells from at least two schools of magic.