

THE TOWERS



To our newest Wizard of the Towers,

The Towers of Magic are known throughout the Kingdom as one of the leading sources of magical knowledge and expertise. In their chosen school, a Tower mage has no equal outside of the guild and as a new member you too will be aided and helped along the path to becoming an expert in both your school and your chosen area of specialism within it.

Principles

As a centre of learning, the Towers only require that you dedicate yourself to your chosen school to the exclusion of all other magics and aid other members of the Towers when they're in need. Any desire to learn magic that is not within your chosen school will need special approval from the relevant Tower before being permitted.

Skills

Every mage has a school to which they are most closely aligned, and the Towers will allow for this affinity to be pursued to the fullest, learning spells more easily than any others through the benefit of teaching from experts in every spell. Later in the career of a member of the Towers they will be expected to specialise in and eventually master a spell of their school, becoming able to cast this more effectively and efficiently than any other mage as they become adept in the higher levels of power.

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 Circle, so do us proud!

I look forward to seeing you in your Tower,

Archwizard Ignatius, Tower of Fire

OOO: Playing a Tower Mage

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

Player Rules > The Kingdom > Guilds > Towers

The Towers are a guild that require their members to focus on learning spells from only one school of magic, to the exclusion of all others. To support this, they get a discount on every spell they buy in their element, which means they can grow in ability very quickly. They also have the unique ability to specialise and master a particular spell chain at higher levels, allowing them to cast it more effectively than others.

As a guild, the Towers have no striking themes other than focussing on learning from one school of magic is good. Whilst many people roleplay the Towers as an academic institution, focussing on the exploration and discovery of magic within their chosen Tower, any role which relies upon a deep knowledge of a single element or school would find the Towers a good fit for them.

The strengths and weaknesses of a Tower mage are highly dependant upon the strengths and weaknesses of their chosen school. A Water Tower mage would do well when they can control the minds of their enemies but suffer on a mission with lots of undead. An Earth Tower mage would do well on missions with lots of fighting mundane enemies, but run into problems when they encounter enemies destroying weapons or using miraculous/magical power. A Fire Tower mage will be very good at buffing characters, but will lack spells for getting out of trouble or interfering in a battle beyond direct damage, whilst an Air Tower mage will be very good at moving themselves and other people around and controlling a battlefield but will lack defences if actually hit.

As a Tower Mage, your character would probably know:

- What the majority of the spells in their chosen school (Water, Air, Earth, Fire, General or Light) can do, even if they can't cast them.
- Tower mages are known as Wizard, High Wizard, or Arch Wizard depending upon their rank
- A Tower mage may also take on a title appropriate for their school (Pyromancer, Hydromancer etc.) but this is not compulsory
- A Tower mage can't learn spells from schools that are not his own without permission. The likelihood of this being granted depends on the spell requested. Commonly approved spells are Spell Immunity, Blink, Mend and Earth Withdraw