

# Balthazar

*Pyretics, Skycraft, Terrus, Winter Craft*

*Balthazar has taken its name from the Archmage Balthazar. A Construct who came in from a trip to the Isles who was one of the wisest beings known to man. He wasn't much for conversation but his proverbs and aphorisms were exquisite. He was a master of all 4 elemental magics and taught many students the ways of magic. After many years of traveling he was finally awarded with his own spire. He was deemed The Archmage of Knowledge of Oneself. After the 5th recruitment year he decided he had nothing else to give the world that he hadn't already written so he decided to shut himself off indefinitely.*

*Balthazar is based in the town of Warlington in the Country of Daeylrn. Many Paracelun's make their home here as it lets them tie closer to the elements that birthed them. Many people at the Spire use their magic to help people around the docks. The missions they are sent on are finding newly born Paraceluns to recruit them into the Spire. Scholars who focus on self improvement also make their way into the Spire.*

# Desmodeus

*Contract, Soothsay*

*Desmodeus is based on the Archmage Desmodeus. Desmodeus is the founder of the Spires. He decided that knowledge must be preserved and taught so he decided to make Spires filled with Mage and Thaumaturges. He convinced many people into working with the spires with a new magic called Soothsay. He had spent many years inventing Soothsay and has become a master at it but is also quite versed in Contract. He still lives in the first spire constructed named after himself. He is the Archmage of Knowledge of People.*

*Desmodeus is a Spire based in the Unexplored Lands. Many Sages and Judges go to this school. Many at this Spire use their vast knowledge to help with global politics. Many tasks sent from Desmodeus are helping solve quarrels and problems. Scholars who focus on finding the best answer for any issue are at this spire. Debates are constantly heard around the halls along with nonsensical questions.*

# *Allalune-*

## *Legerdemain, Sovereign, Tale Crafting*

*Allalune is based on the Archmage Allalume. Allalune was a known Thief and Archaeologist who loved to “check the security” of noble vaults. Through her many years of pilfering she had gained quite a bounty and was hunted for years. One day Desmodeus met her and they immediately had an intense duel that led to Allalune being bound. She thought she had been finally caught, but Desmodeus had other plans. Through all her exploits she became a purveyor of knowledge unlike anyone on the continent. She knew many secrets and facts that were hidden from the outside world. Desmodeus had agreed to pay off her debts in exchange that she spends her time away from thievery and more towards the teaching of students. She is the Archmage of Hidden Knowledge.*

*Allalune is a Spire based in Jarren’s outpost. Many Bards and Scouts go to this Spire. They use their magic to gain information and spread information. Many tasks sent from this Spire are around getting knowledge or fetch quests. Scholars who make their way here want all the facts before they get into anything. You will not get much rest as there is constant music, laughing, and late night debauchery going on in the In-Spire Taverns.*

# *Xandra*

## *- Corpe Sano, Dragon’s Ire, Maledict.*

*Xandra is based on the Archmage Xandra. Xandra was a fearsome warrior who used a mix of Corpe Sano and Maledict to strengthen herself and weaken her enemies. She spent many years in the dragon mountains to gain the respect to learn and teach Dragon’s Ire. During the Ice Wars Xandra came out with many battle plans that were used to de-escalate battles and crush her enemies. Many speak of her going through the battlefield clad in armor slinging spells and slashing her foes constantly. She had taken a troop of only 100 troops to take a castle of a now fallen empire’s castle and managed to slaughter all inside, having her troops take minimal injuries. She sadly had died of old age but in her memory she was given the title of Archmage of Battle Knowledge and had a spire made in her memory.*

*Xandra is a tower based in Daeylrún Farmlands near Duskwood. Many warriors and battle medics tend to go to this Spire. These mages will be sent on missions to clear out bandits and defend areas for a prolonged amount of time. Scholars who make their way here learn battle techniques and weapon styles. Challenges are constantly made around the school and it is entirely possible to see entire wars in the courtyards.*

# *Rahloken-*

## *Metamorphosis, Spring*

*Rahloken is named after the Archmage Rahloken. Rahloken was a Druid from Paralyynn. He had spent many years studying the ways the woods talked and the plants breathed. After many years he decided to leave Paralyynn and explore the world. While going through he studied the world's animals and vegetation. He spoke about Daeylrún's crops being appreciative for their home, the Unexplored Lands wildflowers were very pompous and Duskwood's dead trees were very shy. He had used all the animals and wildlife he had witnessed and got to know to master Metamorphosis and Spring by showing respect to what he uses. After teaching a few others he had decided to run straight through Paralyynn and hasn't been seen since. Desmodeus acknowledged his skill with nature that hasn't been mastered quite like he has. He was granted a Spire and the title of Archmage of Knowledge of the World.*

*Xandra was placed between the border of the Unexplored Lands and Paralyynn. Many Druids, Herboligists, and Shamans make their way into this Spire. These mages will be sent on missions to purify lands, control animal populations, and to find endangered plants. Scholars who make their way here want to learn what plants do and learn more of the world they live in. This is the most relaxed spire looking to focus on your impact on the world more than your knowledge of it.*