

## Seeker - Character Creation

To play the Seeker you must decide on the following details:

Name: \_\_\_\_\_

### Aspect - choose one from each column

I can't complain about my look. I kind of like my...

- |                                |                              |
|--------------------------------|------------------------------|
| <input type="radio"/> exotic   | <input type="radio"/> hair   |
| <input type="radio"/> tempting | <input type="radio"/> eyes   |
| <input type="radio"/> stunning | <input type="radio"/> figure |
| <input type="radio"/> graceful | <input type="radio"/> skin   |

### Artifact - choose one from each column

In my pocket I secretly hold a(n)...

- |                                 |                                   |
|---------------------------------|-----------------------------------|
| <input type="radio"/> eerie     | <input type="radio"/> compass     |
| <input type="radio"/> kooky     | <input type="radio"/> necklace    |
| <input type="radio"/> creepy    | <input type="radio"/> contraption |
| <input type="radio"/> expensive | <input type="radio"/> box         |

### Left Behind - choose one from each column

No one knows, but I deeply miss my...

- |                                 |                              |
|---------------------------------|------------------------------|
| <input type="radio"/> old       | <input type="radio"/> glory  |
| <input type="radio"/> new       | <input type="radio"/> lover  |
| <input type="radio"/> unwilling | <input type="radio"/> family |
| <input type="radio"/> earned    | <input type="radio"/> place  |

### Value - choose one from each column

The thing I cherish the most is that...

- |                                |                                |
|--------------------------------|--------------------------------|
| <input type="radio"/> esteemed | <input type="radio"/> triumph  |
| <input type="radio"/> sweet    | <input type="radio"/> person   |
| <input type="radio"/> happy    | <input type="radio"/> treasure |
| <input type="radio"/> lovely   | <input type="radio"/> memory   |

After becoming a Mage I will:

  

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## How does it work?

First of all, you can't tell this story alone. You'll need a friend. One of you will be the Tower Lady/Lord and the other will be the Seeker of Magic.

**The Tower Lady/Lord (TL)** decides which ordeals the Seeker will face. They are responsible for most of the things inside the Tower - like what's behind each door? How the creatures act? How does the Magic look like?

**The Seeker** will control the main action of the story - how Magic tastes like, what's the main character doing and how they're feeling.

Both TL and Seeker build the narrative on top of each others' sentences. Avoid using the word "No" - use the improv technique of "YES AND..." - we're talking about magic, everything is possible.

To play, you will need this pamphlet, a pen(cil) and 10 stones (5 white/5 black).

## Example of Gameplay

**TL:** - (...) Before you step into this room, you feel a summer breeze and the scent of flowers - it reminds you of the flowers your mom used to grow in your backyard. In front of you lies the "Hourglass Garden". What do you see?

**Seeker:** - I see several statues... carved from marble. Each carrying an hourglass.

**TL** - At first you didn't notice, but all the statues' faces resemble someone you know. People you've met and have passed away hold an empty hourglass. A few steps away you see a stony figure that looks like you - this version of you is wearing a warlock outfit and looks older and stronger. Your hourglass is somehow being filled with golden sand.

**Seeker:** - I'm becoming a Mage!!!

**TL:** - Indeed. You even feel the Magic starting to tingle in the point of your fingers. But, you soon realize that next to your statue is your mom's... and her sand is fading away. What do you do?

## Credits

Tower of Arcana is a Maré Baixa© product.

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**Fonts:** Gentium Basic by SIL International & Germania One by John Vargas Beltrán

# Tower of Arcana

### Tell the story of how you became a Mage



Every five years, the Tower of Arcana opens its gate to everyone. Peasant and Noble folk come from all over the world, longing to feel the glory of Magic running through their veins - they're called the Seekers.

"Nobody" actually knows what happens there. Most of the Seekers never come back... and the ones who do, never speak of what they've experienced.

Tower of Arcana isn't a story by itself. It's actually a guideline pamphlet that will help you create a story while you play the role of fantasy characters.

Don't let the Seeker see this side of the pamphlet!

The Tower of Arcana is composed of **5 Chambers**. Each one has a Decor and an Ordeal.

Decors are meant to be creative triggers that give you poetic sense and inspiration for the journey. They should be randomly chosen from the list below:

1. Hourglass Garden
2. Desert of the Damned
3. Ivory Tundra
4. Corrupt Swamp
5. Valley of the Misty Dawn
6. Road of the Lost Souls
7. Unlit Void
8. Dusty Memories' Chamber
9. Grave of the Bygone days
10. Constellation Floor
11. Mirror's Hallway
12. Balcony of the Seas

Ordeals, however, have a mechanical impact and they are meant to challenge the elements from character creation. They are already attached to the Chambers.

When the Seeker faces the Ordeal inside a Chamber with a Decor you get a **scene**. Play the 5 scenes to tell your story.

## Scene 1 - The Sentinel

Announce the Decor, but let the Seeker describe the surroundings - this is where the mood of the tower is established. Add some details to the environment and state that a figure is standing next to the stairway.

That figure is the Sentinel - ask the Seeker what it looks like and make sure that a dialogue takes place between them. This character is keen and judgmental about the Seekers' answers and will try to incite disbelief and doubts - here are some questions that could be asked:

- What have you done to enter the Tower?
- Why are you worthy?
- What are you willing to sacrifice?

**Ordeal** - The Sentinel inquires:

After becoming a Mage, what will you do?

- If a lie was told: give the Seeker a black stone
- If truth was told: give the Seeker a white stone

## Scene 2 - The Court

Configure the Decor so it resembles a pathway. Make sure the Seeker is wandering and somehow lost.

After a few miles (and without realizing), the Seeker finds themselves in a dome, supporting the conviction of another Seeker. Populate this Chamber with judges and attorneys and make clear that only one of the two Seekers shall become a Mage.

The Artifact the Seeker is carrying can be seen as evidence in court. Use it to:

- Expose the adversary's tragic flaw
- Explain why the rival shouldn't be allowed to touch magic.

**Note:** everything the Seeker says becomes a solid fact.

**Ordeal** - The Artifact becomes permanently wasted. Make the Seeker realize that they're in fact the "other Seeker". Then ask:

*Why should you/the other Seeker be exonerated?*

- If Seeker forgave: a black stone is given
- If Seeker didn't forgive: a white stone is given

## Scene 3 - The Fall

The Seeker is granted sensorial enhancement. They can see the sounds, hear the fragrances, smell the temperature, touch the flavors and taste the colors. Be extra creative when you describe the Chamber.

The Decor will present an obstacle. Create a geomorphic barrier or an ancient puzzle - something that, although not impossible to surpass, will show itself as demanding and painful.

Magic will indeed leave its physical imprint on the Seeker until the end of days.

**Ordeal** - To continue the journey, the Seeker must lose the Aspect. Then, try to understand how they feel about it.

- If Seeker holds a grudge: a black stone is given
- If Seeker is in peace: a white stone is given



## Scene 4 - The Struggle

The Magic flows in the Seeker's body. Allow them to show what spells they can cast now.

This Decor should imply a dilemma. Make the Seeker comprehend that, in order to keep the Magic flowing in their damaged body, something dear has to be destroyed.

Simultaneously, place a fantastic creature in front of the Seeker. Make clear that their Magic is somehow fading away and, without the new powers, doom is most certain.

Victory can only be achieved through Magic. Allow it to happen, as long as the consequent loss of "the thing they cherish the most" also happens.

**Ordeal** - To seize Magic, the Value must be destroyed.

- If the battle is won: give the Seeker a black stone
- If the battle is lost: give the Seeker a white stone

## Scene 5 - The Reward

You can't climb any further. You've reached the top.

It doesn't matter if the battle was lost in the previous Chamber, now the Seeker can feel absolute power. Although the journey was agonizing and left its toll, assure the Seeker that they won't be harmed ever again.

**Ordeal** - Award the Seeker with the thing they Left Behind. Remind them that in order to keep it, a price has to be paid, but now they are just too powerful to be hurt.

- If Seeker keeps the gift: a black stone is given
- If Seeker rejects the gift: a white stone is given

## Aftermath

A Mage will appear and merge himself with the Seeker. Before doing it, he will point out what kind of Mage he is.

Look at the stones you gave the Seeker. If you have:

- 4-5 black - an evil mage, in black robes, appears
- 2 of a kind - a neutral mage, in gray robes, appears
- 4-5 white - a good mage, in white robes, appears

Tell the former Seeker that the universe needs Good and Evil. Finish the proclamation in a prophetic tone and ask the Mage to create an epilogue where they tell what they've been doing with their powers.