

# BONUS' GUIDE TO THE MAGICAL MISHAPS OF MAGE TOWER

A STRIXHAVEN SUPPLEMENT

~~Sample~~



By Bonus ActionRainbow

# BONUS' GUIDE TO THE MAGICAL MISHAPS OF MAGE TOWER



trixhaven University is host to the game of Mage Tower. On the Mage Tower Field, prestigious Mage Tower teams compete in a game that's a cross between capture the flag and combat.

These games promise their competitors gold, fame and glory. Along with their fantastic half-time shows, these events have multi-planar renown for being some of the best entertainment around.

In this supplement you will find everything you need to run a game of Mage Tower. The game itself should take around two to three hours of play, and can be used as a standalone oneshot adventure or as a reusable set of rules as part of any campaign.

## ABOUT THE AUTHOR

BonusActionRainbow, or Bonus for short, (*any pronouns*) is an online content creator and professional storyteller. Being queer and living with a disability, Bonus knows how important collaborative storytelling experiences can be, and tries to provide inclusive spaces to all.

Currently living on some hill in the Cotswolds, UK, with their partner and three cats, Bonus spends every moment dreaming up new adventures for their [professional games](#) and wonderful players, [making videos](#) for the community, and designing maps that they post to [reddit](#) and [patreon](#) or supplements for the [DMsGuild](#).

## GET THE PLAYABLE MAPS OVER ON PATREON



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## SPECIAL THANKS

Thank you for picking up a copy of *Bonus' Guide to the Magical Mishaps of Mage Tower*. I hope your group gets a 'kick' out of this new way to play. If you have any questions, comments, or concerns, please don't hesitate to reach out. If you've enjoyed this supplement, please consider letting me know on [patreon](#) or checking out my [other products](#)!

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Thank you to my patrons for their encouragement and generosity.

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# MAGE TOWER

On the surface, the game looks pretty simple. Two teams go head-to-head on a special field. Each side aims to be the first to capture 3 of the opposing teams' mascots and bring them back to their tower. The game ends either after a total of just sixteen rounds have been played, or a team reaches a number of points equal to their team's size.

But of course, this being Strixhaven, there's a lot more that goes on than simply trying to capture a mascot. With spells slung all over the place, variable terrain, and magical effects each round, there's always a surprise at the multiverse's favourite magic school!

This triennial event is the competition of a lifetime, and offers a chance to obtain glory for the rest of the participants' academic careers! There's no better way for a student at Strixhaven University to really stand out from the crowd, and get noticed by the prestigious post-graduate adventuring companies always looking out for new hires.

## THE RULES OF MAGE TOWER:

An official game of Mage tower follows these rules:

- Each of the two teams must have an equal number of players.
- Each team may select from any of the five different types of mascots. Only one of the team's mascots can be in their own tower at any time. Once a mascot has been used, it cannot be used again for the rest of that match.
- Players must take the opposing team's mascot, from the opposing team's tower, and take it to their own.
- Once the opposing team's mascot is placed into the captor's tower, that team scores a point, and the opposing team replaces their mascot with another that represents a player.
- The game ends when a team has captured a total of three mascots, or after a total of twelve rounds.
- Half-time affords a short rest and occurs after six rounds have passed, if the game has not yet been won.

## THE MECHANICS OF MAGE TOWER

Mage Tower follows the normal rules of any 5e combat encounter with some notable exceptions:

### HIT POINTS AND BOUNDARY

- Each character must wear a Mage Tower Ring.
- A character is considered to be out of bounds if they move into the water border surrounding the pitch, or end their turn higher than 20ft from the pitch (up to standing on the tallest walkway).
- If a character's temporary hit points are reduced to zero, they must immediately move their initiative to go next in the round after the current turn.
- A creature at zero temporary hit points must spend their turn either moving back to their own tower if they can, or otherwise directly toward the border, and into the water. They can take no other movement, actions, or reactions. However, no actions, or reactions can be used on them by any creature. Difficult terrain, enemy creatures, and obstacles still affect their movement.
- No attacks, actions or spells can affect a character at 0 hp. This includes area of effect spells that would include this creature. However, the creature is still subject to any obstacles or difficult terrain, even if created by an attack, spell, or other effect, as long as it did not originally include them as a target, such as moving through the Web spell.
- A creature at 0 temporary hit points can still take damage, for example, if they move into a space that is on fire.
- A creature at 0 temporary hit points may end any effects on them that they desire at the start of their turn.

### THE TOWERS

- Towers must be accessible at all times. No terrain altering effects are allowed to block off access to the towers. This includes combining effects to block off the entire width of the field. However, effective use of spells to create difficult terrain across the field is allowed.
- The mascots are placed at the top of the towers, players must use 15ft of movement to get into a tower, an action to take or place a mascot on the dais, and 15ft to get out. The creature taking a mascot must have at least one hand free.
- Whilst inside a tower, a character has three-quarters cover.
- Whilst a tower has a mascot in it, a player may use the Mage Tower Abilities as described later on. If a tower has its mascot removed, the effects on the tower remain until that mascot is scored by the opposition, but no new effects can be used.

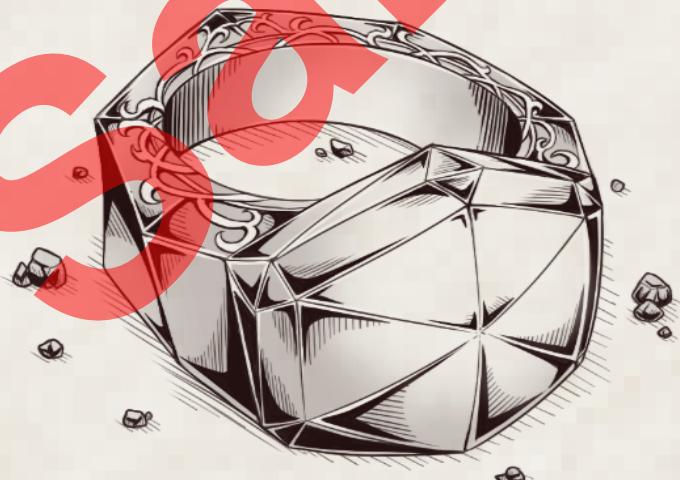


## MASCOTS

- Whilst holding a mascot, the creature holding it must use at least one hand to do so at all times. A mascot may be handed over as a free action to any other creature.
- An opponent may forcefully take a mascot from a creature with a successful athletics, or sleight of hand check, contested against that creature's athletics or acrobatics check. A defender, i.e. whoever was holding the mascot first, wins a tie.
- If a mascot is ever dropped, it remains in place.
- A creature holding a mascot that has its temporary hit points reduced to zero must immediately drop the mascot.
- Whilst wearing a Mage Tower Ring, any effects from a character are unable to either target or harm a mascot.
- Intentionally harming a mascot during a game by any means is a foul.
- Mascots may be included in areas of effect for spells or abilities, but they are unaffected by them. Exceptions to this rule are few, but include things like forced movement that would affect the character holding them, also affects the mascot, i.e. the mascot moves with the character during forced movement.
- If a mascot would ever be forcefully moved out of the Mage Tower field's bounds, it instead stops at the nearest available square that is still within the bounds. However, a character holding them can still be forcefully moved out of bounds.

## SCORING

- Whether taking an opponent's mascot, or returning their own, characters are always subject to the movement rules affecting their Mage Tower.
- Once an opponent's mascot is brought to the character's tower and placed in the dais, that team scores a point. Then, the mascot vanishes.
- If a mascot is returned to their own tower and dais, then the Mage Tower Abilities are usable again.
- If a mascot is scored, the team that lost their mascot immediately chooses a new mascot at the end of the current turn that the mascot was scored in.



## FOULS AND RULINGS:

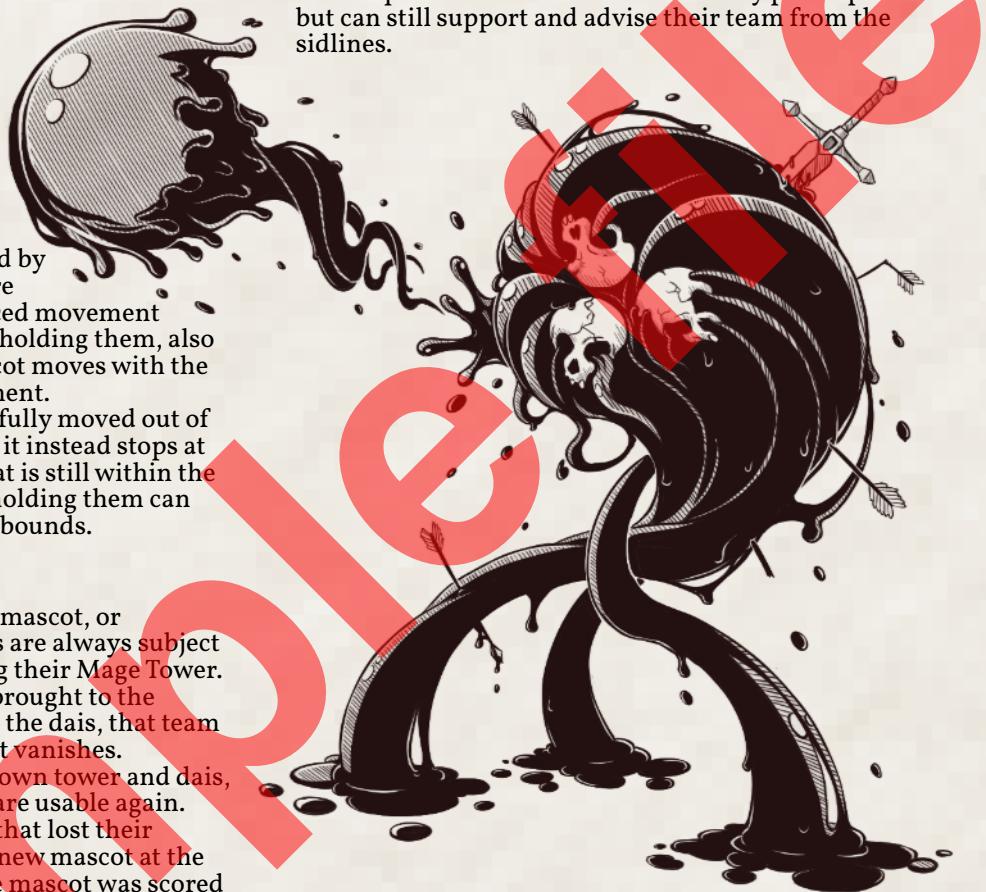
Two professors the players know will act as the referees for the game, with the most senior one having final say. Each professor referees the match from opposite sides of the pitch.

If a character acts in a way that is against the rules, or against the spirit of the competition, the ethics of Strixhaven, or causes direct harm to any creature, then they are considered to have fouled.

The first foul by a creature results in a warning, the second results in disqualification.

A disqualified creature must immediately leave the field and stand by the referee.

A disqualified creature cannot directly participate but can still support and advise their team from the sidelines.



## MAGE TOWER RING:

*Wondrous Item, Rare*

*The Mage Tower Ring* is given to every participant in the match to protect the players. Made from a special type of gemstone that has the following effects:

When you enter the Mage Tower Field, this ring fuses with your finger.

Whilst you remain within the bounds of the Mage Tower play area the ring stays fused.

Whilst you remain within the bounds of the Mage Tower field, you gain a number of temporary hit points equal to your maximum number of hit points.

If the character wearing the ring leaves the bounds of the pitch, they lose all temporary hit points. Additionally, whilst out of bounds of the Mage Tower field, the ring can be easily removed.

To restore the temporary hit points given by a Mage Tower Ring, a player can move back to their team's tower decking, and spend an action to activate the ring.

Taking part in the match without wearing the ring or without temporary hit points counts as a foul.

# MAP ANATOMY

The Mage Tower pitch is surrounded by a moat of water, and has four distinct areas, with ramped areas running over them. At each end of the pitch are the Mage Towers, which have their own decking. Outside the pitch are the stands and side areas.

## STANDS

The stands are tiered seating where the spectators can sit or stand and watch the Mage Tower games. In each stand area, there is a small space available for a merchant to sell merchandise, consumables, or wares to the spectators.

## SIDE AREA

The side areas provide a separate entry point and easy access to locker rooms for the teams to change in, and to relax during half-time. These areas also allow a team to prepare or warm up before the match.

## THE MOAT

The moat borders the entire pitch. This area is considered out of bounds.

This water doubles a creature's movement speed, but each foot of movement still costs 1 extra foot, as per the usual rules for swimming, unless a creature has a swimming speed.



## THE FOUR SECTIONS OF THE PITCH

The Mage Tower Pitch is divided into four sections.

### SECTION 1

Section 1 is filled with thick mud and oil. The entire section is considered difficult terrain and any fire damage caused here sets the squares in which the damage was dealt aflame. The ground burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

### SECTION 2

Section 2 is dry dirt where little grows. Dry wood and rocks are the only things of note in this area. This area has no special rules.

### SECTION 3

Section 3 is a lush garden-like area. The trees here can provide half cover to any creature that stands in the squares beneath them. Otherwise, this area has no special rules.

### SECTION 4

Section 4 is a submerged pond-like area. The border squares of this section next to section 2 and section 3 are 5ft deep. Every other square is 10ft deep.

Swimming at the surface follows the usual rules.

Swimming beneath the surface is considered difficult terrain. Additionally, swimming beneath the surface provides fire resistance, due to the magical properties of this water.

As usual whilst swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a swimming speed.

## THE RAMPS

The Ramps span across different sections of the pitch and go up to the elevation listed on them. Each square from the start of the ramp increases the height by 5ft up until the ramp reaches its maximum height. The steps to the ramps magically fold down to provide additional accessibility if a creature needs it as a free action.

The areas underneath the ramps are easily accessible and provide full cover to a creature from other creatures on top of the same ramp, or a ramp higher than the ramp they are below, and vice versa. For example, a creature below the 10ft ramp, has full cover from any creature on any ramp, and every creature on every ramp has full cover from them. A creature underneath the 15ft ramp has cover from the 15ft and 20ft ramp, but no cover from creatures on the 10ft ramp.

Otherwise, the ramps do not provide any cover at all. Usually, creatures on a ramp do not get cover from a creature on the ground.

## THE MAGE TOWERS

The Mage Towers are situated on either end of the pitch. They go up 20ft into the air, up to the boundary of the pitch. The towers have ladders, stairs, and ramps that all provide access to the mascot holding area, which is a dais.

This dais magically adapts to provide each mascot with everything they need to participate and enjoy their time in the towers during the Mage Tower games.

Each tower is well-made, but the sides of the tower have a lot of intentional gaps allowing small or medium creatures to squeeze through. Large creatures cannot enter the Mage Tower. Any creature inside the tower has half cover.

### MAGE TOWER DECKING

The decking in front of each Mage Tower is made of wooden planks and has stairs that can fold into ramps for accessibility as a free action.

The decking in front of each Mage Tower has two functions.

First and foremost, the decking is 5ft off the ground and provides access to the Mage Towers. No section of the decking can be entirely blocked by magical means.

Secondly, the decking area is where a creature wearing a Mage Tower Ring can use an action to restore their temporary hit points.

