

Greetings,

This letter is being sent to the holders of the Conclave positions of the Arcane Architect, the Archmages of Autumn, Night and Spring and the Grandmasters of the Unfettered Mind, the Rod and Shield and the Golden Pyramid on behalf of messrs von Hallen, i Guerra and Flamespire, the three architects who came to speak with the Arcane Architect at the Summer Solstice. As well as your illustrious selves, the three architects have also been engaging the Civil Service's efforts to ensure that their assessments and plans are accurate, at the cost of both time and serenity on the parts of those of the Service tasked with dealing directly with them, such as myself.

In order to expedite the architects' debate and the potential construction of one of their planned towers, I am now providing you with reiterated costs of each project so that you have the information clearly laid out before you. I would implore you to please undertake your decision on this matter with all due, albeit considered, speed so that we no longer have to deal with these three very assertive and vocal magicians.

The project is thus. There is a unique confluence of magical auras and regio on the Tilphussan Reach, a promontary on the coast of Naris in Redoubt, that could be harnessed via an arcane construction. We are not aware of any other such locations at this time; the plans of each architect have been laid out to draw on the particular energies of the location and could not be built elsewhere; and there is only the possibility for a single of their projects to proceed as the physical space and the magical energies could not support two or more such towers.

Note that each of these is technically a sinecure, producing mana aligned with a given Realm, which means that the arcane architect has the capability to commission it as a Conclave position in the usual manner of their assigned powers.

The first tower, proposed by Tomas i Guerra, a Freeborn Hakima, would be a structure aligned with the Autumn realm which would serve as a rookery for beings that flit from that Realm. Tomas assures us that such a tower would, as well as producing a small amount of Autumn vis, provide the tower's steward with plentiful opportunity to harness the winged messengers within and even, so he claims, to unleash 'dreaded silver harriers' as a curse on individuals whom the Conclave felt could not be trusted with such communications. This tower would require 20 Mithril, 5 Mana Crystals, 20 Green Iron and 30 Crowns of labour.

The second tower, proposed by Alberto von Hallen von Holberg, a League engineer, would be a structure aligned with the Spring realm that would allow its steward to harness the very power of the weather off the Redoubt coast. According to Alberto's calculations (which he forced us to run through no fewer than three times to doublecheck, I hasten to add) the tower would grant the power to unleash a dangerous storm or clouding fog off the coast, or possibly even to cause the winds to blow favourably for fleets in the area. This tower would require 10 Mithril, 10 White Granite, 5 Mana Crystals, 20 Tempest Jade and 30 Crowns of labour.

The third and final tower, proposed by Hypothesis of Flamespire, an Urizen Stargazer, would be a structure aligned with the Night realm that would create a series of mana pools feeding into a well of pure Night. By Hypothesis' plans, this would produce substances that could help with overseeing and influencing veils and shrouds across the Empire, as well as the potential for secrets to bubble up from its depths. This tower would cost 10 Mithril, 10 Weirwood, 5 Mana Crystals, 20 Iridescent Gloaming and 30 Crowns of labour.

Please assess the above and choose which of the projects you wish to implement, or place a Declaration of Concord that you will pursue none of them, so that at least the architects will have their answer and can move on to whatever challenge they will seek next.

In Loyalty and duty, Callisto the Elder of the Spire of the White Star