

# TOWER OF ISOLATION

## BACKGROUND

Separated from the city by narrow skybridges are four watchtowers, unofficially known to most of the population as the Towers of Isolation. This is due to the fact that the guard companies that man them stay in the tower for months at a time with no outside contact, aside from reports to senior military officials sent via spell.

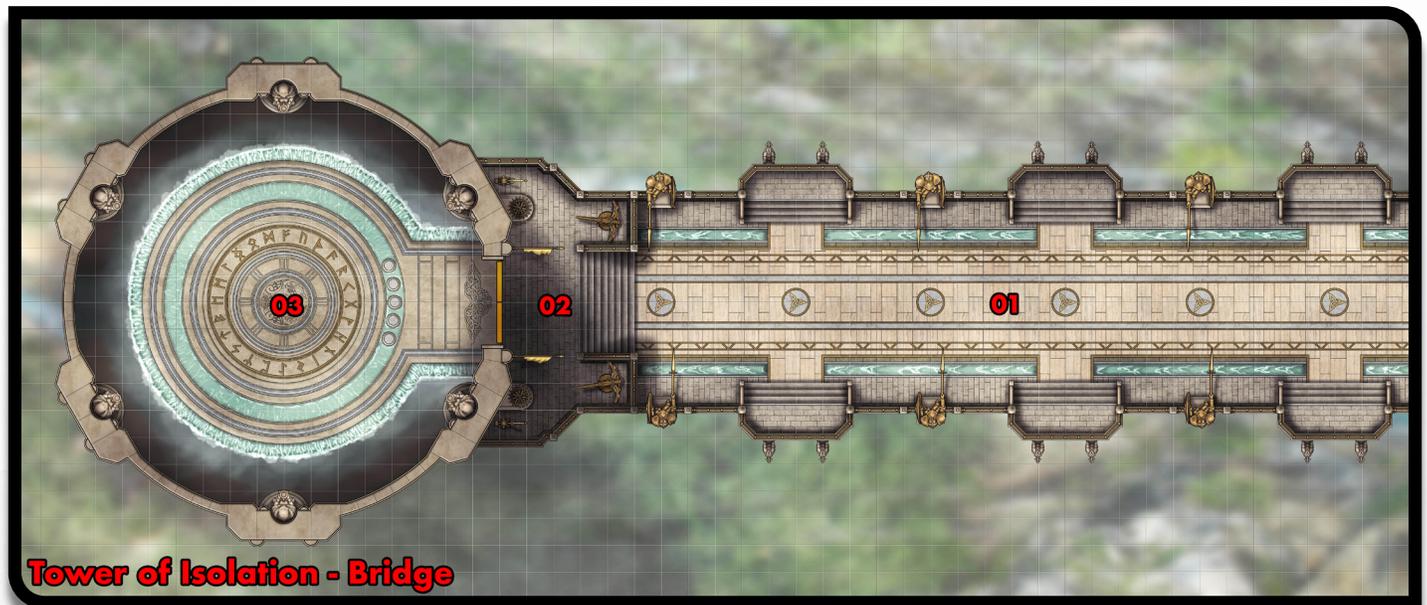
The towers act as outposts, able to see out past the mountains and spot any approaching threats long before they arrive. Numerous ballistae and other contraptions atop the towers are able to take down any aerial invaders with extreme precision.

They are also positioned to be able to fire into the

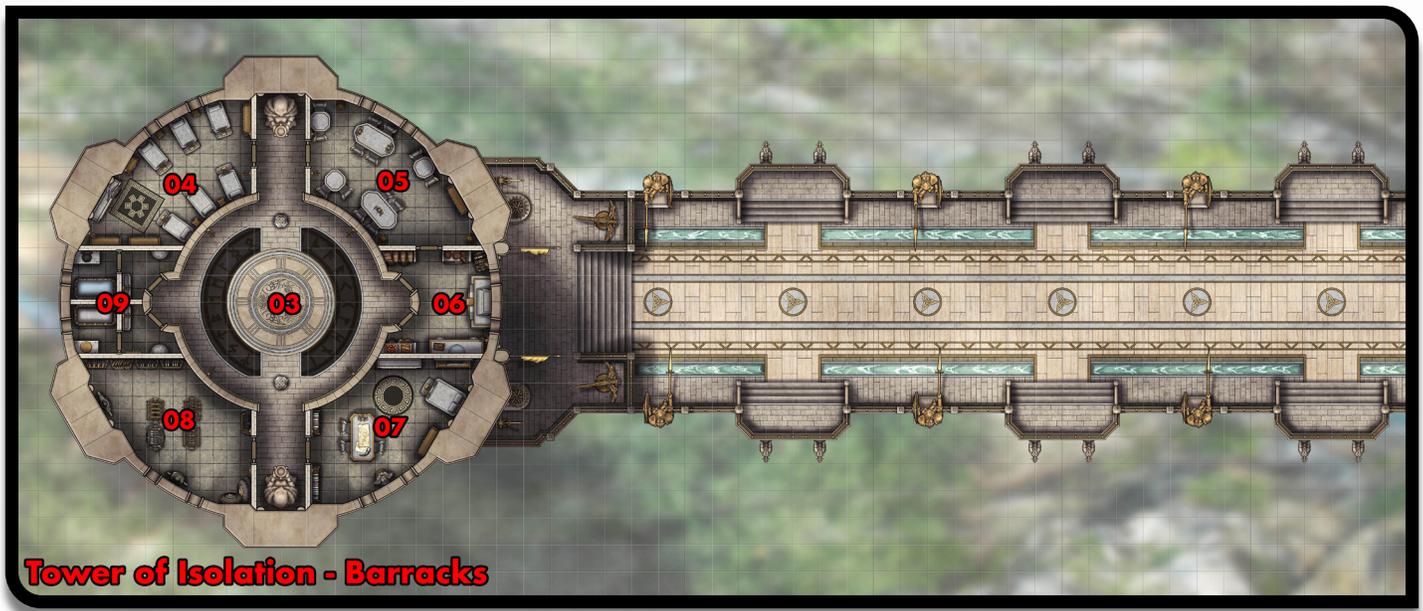
city if it ever became necessary. If the walls were breached and streets overrun, they would be able to continue the fight unimpeded. This makes them the cities first and last line of defence, and it is for this reason they are so secluded. Were any of them to be compromised it would greatly harm the cities defensive capabilities.

### SIZES

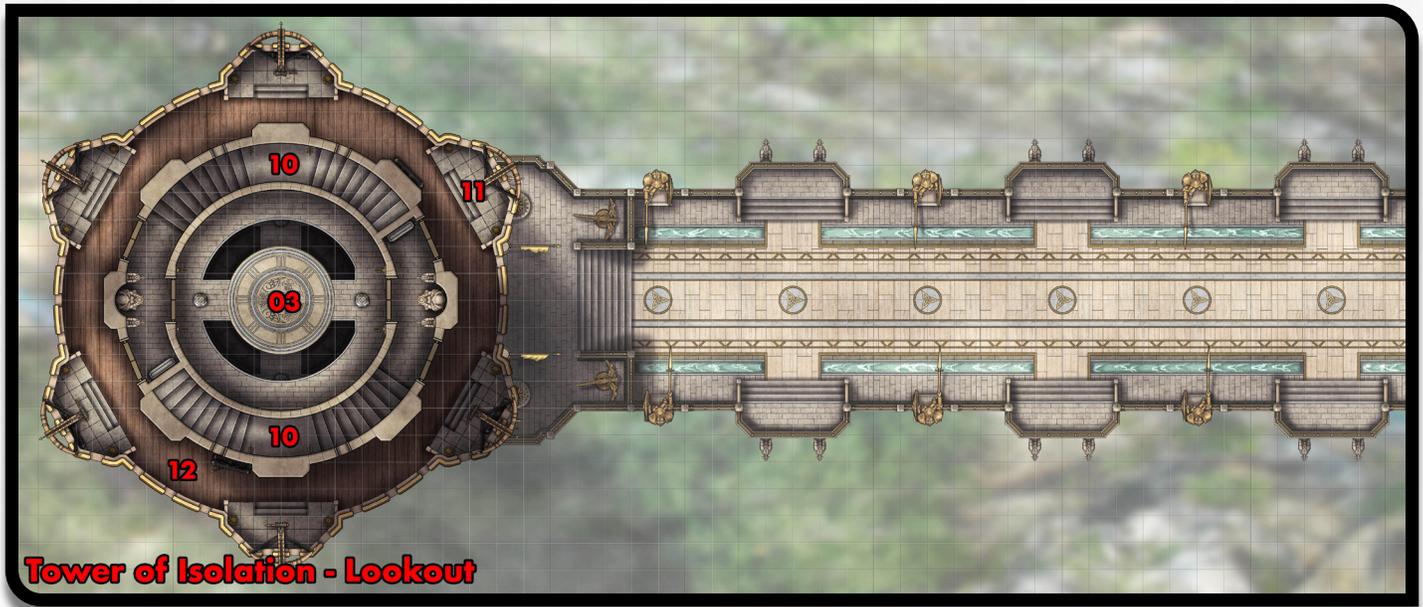
<b>GRID</b>	52x22 (300DPI)
<b>VTT</b>	7280x3080 (140DPI)
<b>PRINT</b>	A1/ANSI D x2



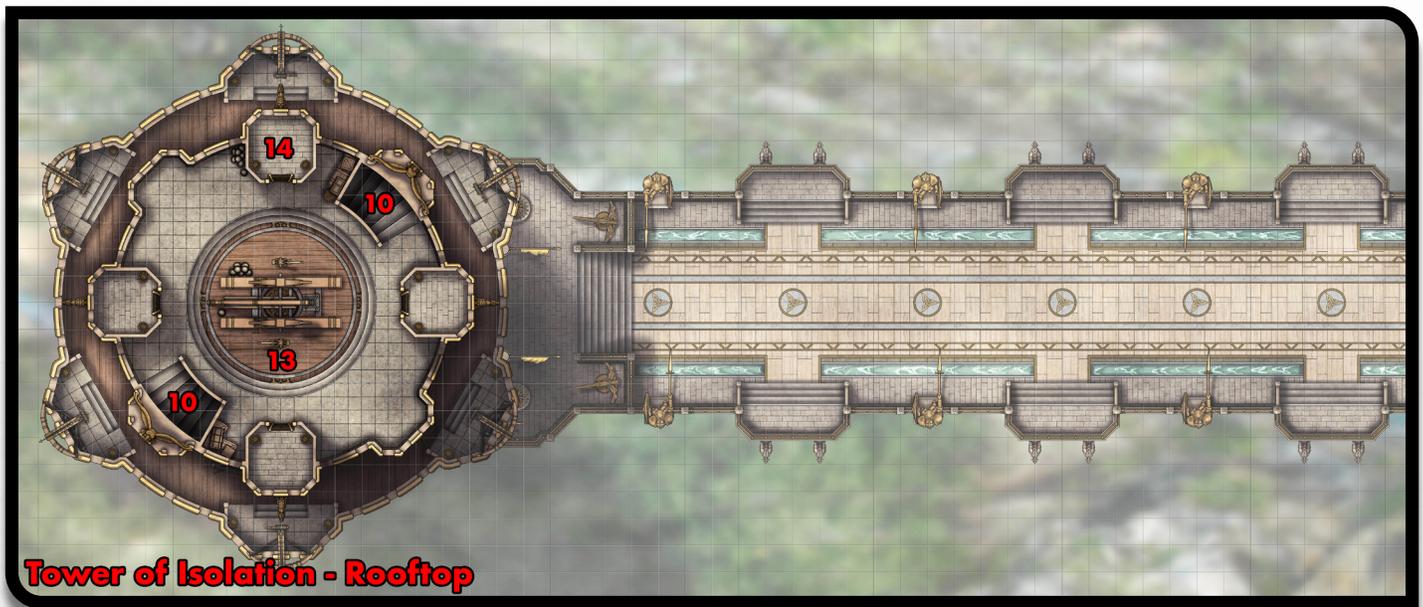
ROOM	NAME	DESCRIPTION
01	Skybridge	The towers are connected to the main walls by a long narrow bridge. During the day these bridges are open to the public to take in the views but are closely guarded at either end. What may appear to be decorative insignias embedded along the length of the bridge are actually range markers for the archers and ballistae.
02	Tower Entrance	The entrances to the towers are closely guarded at all times. The doors are sealed, and not even the guards are allowed to enter.
03	Elevator	The water that is funnelled along the entire length of the bridge emerges here, cascading over the sides of the single circular platform before it reaches the base hundreds of feet below. On the way down, the falling water turns large wheels that raise and lower the elevator. However, it can only be activated from the upper levels. Only the Captain and his Lieutenant have the activation keystones.



ROOM	NAME	DESCRIPTION
03	Elevator	
04	Sleeping Quarters	The companies that man the towers are small, only 25 at a time. They sleep in shifts, so the beds are shared.
05	Mess Hall	Meals are served here four times a day.
06	Kitchen	
07	Captain's Quarters	Due to the limited space, the captains' quarters also double as the war room.
08	Armory	
09	Bathrooms	



ROOM	NAME	DESCRIPTION
03	Elevator	
10	Stairs	Leads up to the rooftop level.
11	Ballista	These mechanical ballistae have much greater range and accuracy than is typical. The highly trained soldiers are able to shoot birds from the sky at a range of several hundred feet.
12	Outer Platform	The lookout is manned and patrolled at all times. The soldiers work in 4 shifts, with 12 of them on watch, 6 training and 6 sleeping at all times. Either the Captain or Lieutenant is also on shift at all times.



ROOM	NAME	DESCRIPTION
10	Stairs	Leads down to the lookout level.
13	Rotating Platform	The mounted trebuchet can be rotated to be able to fire in any direction, including back towards the city.
14	Towers	While it may appear that these four towers would be used to look out over the surrounding area, the soldiers manning them are actually keeping watch on the trebuchet to ensure it isn't captured or used against the city.