

GREAT SCHOOL OF MAGIC

by TP (2017 v2)

PERSONNEL I : SENIOR POSITIONS

All senior positions are civil servant of the State with the grade of minister (senior or first class) and must be fully graduate of The Great School (so able to cast 5th level spells). Most are membres of the Secret Crafts as these positions are political issues and their nomination are subject to intense negotiations between Secret Craft High Masters and even Princes. So most of these highly competent civil servants are in a way or another answerable to powerfull patrons and have political agenda. One has to be careful of evidences as their cultural background is no sure sign of their real allegiance. Most of them also have scientific agendas, with some being really creepy.

You will note also that a lot of changes happened in 1009AC. Well... there was a lot of dead or lost personnel during the attack og the School by Alphatia, and in the Week Without Magic that followed. Many of these deads were faithfull to Etienne and died heroically on his side.

Puisseent-ils toujours veiller !

Most of them lives and work at the School. It is a will of the founder that the direction staff resides at the school, next to the students and next to him, where the School's protective enchantments keep them safe from outside influences and mundane temptations. Etienne was indeed a control freak. His successor were more lenient on the matter but kept the tradition. Anyway, most of them don't see why they should go outside... They are happy to indulge in their scientific or carreer obsessions in the best place ever to undertake them. As for politics, the School in itself is a complex microcosm and its domestics politics are byzantine in essence and largely enough to fill a complete life or two. The only one to have an official mansion in the city (and his own luxurious rooms in the School) is the Administrator as Etienne though that this exalted position needed to keep close contact with outside reality and with the Republic's political life.

HIGH MASTER

Etienne d'Ambreville
of Haaskinz

M36 BR
M27 SCEw5 BR

985-1009Harald
1009-

An exemple

Personnel of the High Master Tower in 1012 AC

1 Butler (*Shahimu, C of Rad 5 – the only cleric of Rad in existence and a well kept secret!*) with 3 servants and 2 linen maids

1 Chef (*Basile Corre, HN*) with an assistant cook and a kitchen boy

1 Scribe (*Lisa Maniguri, M9 SCEw1*) with 1 Hypnos Magens archivist

1 Secretary (*Wynters, the real chief of the Tower and right hand of the High Master, as he was of the previous one, what a ressourcefull little albinos elf!*) with 4 Amber Golems guardians (as statues of the previous High Masters in the Temple of Rad of the Tower)

1 Guard Capitain (*John de Goyt, M12*) with 3 bodyguards of the High Master

The High Master himself has at his command :

1 Hypnos Magens as laboratory operator

1 Caldron Magens as librarian

1 Radiance Magens (unique specimen built by Etienne) as radiance laboratory operator

1 Black Pudding for élimination of dangerous secrets and refuses

1 Amber Golem guardian of his private quarters

1 Undine familiar (*Sepiolita*)

1 ordinary pet cat (*Little Alexandre*)

ADMINSITRATOR

Rieber Frekjils	M21 SCEf4	996-1005
Alphonse d'Oléans	M15	1005-1009
Uerd al'Aras	M18 SCI3	1009-

SECRETARY OF THE HIGH MASTER

Wynters	E10/EM13 SCEw3	995-
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MASTER OF ADMISSIONS

Tyrsa Erewan	E10/EM12 SCC4	968-1006
Uerd al'Aras	M16 SCI3	1006-1009
Angan Forrestir	M14	1009-

HEAD STUDIES SECRETARY

Edgar O'Brien	M9	985-1002
Vanisi Vinirene	M19 SCEe2	1002-

GENERAL SUPERVISOR

Alphonse d'Oléans	M12	985-1005
Herman von Berrick	M17 SCD3 BR	1005-1009
Marinita Ilona de Leon	E10/ ARF	1009-

STUDENT SECRETARY

Lynda McEndall	M10/N SCN2	976-
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EXAMS SECRETARY

Uerd al'Aras	M12 SCI2	991-1006
Foulque Villions	M10 SCA1	1006-
CHIEF NURSE		
Jaana Hotten	M9	970-1009
Dodelyn Folgrasse	M14 SCN2	1009-
GREAT TREASURER		
Javier	E10/ARM	960-
HEAD BURSAR		
Foulque Villions	M9	998-1006
Bruce McGell	M9	1006-
CHEF OF THE GREAT SCHOOL		
Sylvia San Reni	M11	981-1003
Loïc LeGuen	B12/WW9 SCA2	1003-1009
Sebast'ân Ferdon	M13 SCN1	1009-
MASTER OF THE STABLES		
Damien LeBlanc	M19	985-1009
Jold Arandje	M13	1009-
HEAD TAMER		
Oyuun Taman	M15 WT7	977-1009
Milo Angelotti	M13 SCC3	1009-1011
Oyuun Taman	M17 WT9	1011-
VETERINARY		
Jold Arandje	M9	992-1009
Drago	M12 SCI3	1009-
PORTIER OF THE GREAT SCHOOL		
Carolina Jerbat	M12 SCEa2	997-1005
Irwyn	Pooka 9	1005-
DIRECTOR OF MAGICAL STUDIES		
Filip Horgotzen	M15 BR	987-1009
Sagath Buno	M19 SCC2	1009-
PRESIDENT OF THE FACULTY OF HIGH ARCANAS		
Harald of Haaskinz	M25 SCEw5 BR	990-1009
Tereis of Haaskinz	M21 SCEa4	1009-
PRESIDENT OF THE FACULTY OF BASIC STUDIES AND PRACTICE OF MAGIC		
Sagath Buno	M19 SCC2	986-
PRESIDENT OF THE FACULTY OF MAGICAL THEORY		

Liliane de Forêt	M15 SCA3	985-1001
Tereis of Haaskinz	M18 SCEa3	1001-1009
Edmund Aendyr	M16 SCEa3	1009-

PRESIDENT OF THE FACULTY OF HISTORY AND POLITICS

Filip Horgotzen	M15 BR	975-1009
Elisabeth O'Rafferty	M15	1009-

PRESIDENT OF THE FACULTY OF MILITANT ARTS

Jaggar von Drachenfels	M30 SCD5	998-1002
Derghov Leoten	M24	1002-

PRESIDENT OF THE FACULTY OF LIBERAL STUDIES

Ghorens of Ostbruck	M17 BR	991-
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PRESIDENT OF THE FACULTY OF CONSTRUCTIONS

Raimondo di Valdi Pietra	M13 SCEe3	993-1003
Harman Knockfellow	Gn12/M12	1003-1009
Allais Tirifen	E10/EM18 SCW4	1009-

PRESIDENT OF THE FACULTY OF ARCANAS AND SPECIALITIES

Henri d'Ambreville	M12	997-1000
Marius di Selenica	M14	1000-1005
The Great Majax	Djinni W12 SCEa3	1005-1009
Hervé Brillard	B18	1009-

PRESIDENT OF THE FACULTY OF MONSTROLOGY

Myriam de Veyt	M23/L	875-
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PRESIDENT OF THE FACULTY OF THE PLANES

Arcanus McBeth	C31	999-1003
Roghene Zalipietri	M20	1003-

DIRECTOR OF SCIENTIFIC LORE

Arcanus McBeth	C31	999-1003
Harald of Haaskinz	M25 SCEw5 BR	1003-1009
Tereis of Haaskinz	M21 SCEw4	1009-

CHIEF OF LABORATORIES

Derbat von Neck	M29 SCA4	988-1009
Tobol Vlarostk	M17 SCA3	1009-

CHIEF LIBRARIAN

Georg Rjevans	M36 SCEf4	916-
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CHIEF LIBRARIAN ASSISTANT TO MAGIC

Olga Trigascu	M22	1000-1009
Jissel de Gheyn	M18 BR	1009-

CHIEF LIBRARIAN ASSISTANT TO REFERENCIES

Charlotte de Ville	M9 SCA2	993-1007
Shelf Knows All (Ska)	living spell book DV13 SCC2	1007-

CHIEF LIBRARIAN ASSISTANT TO ACQUISITIONS

Jissel de Gheyn	M12	990-1009
Imelda Rimmaviel	E10/ ARK SCC1	1009-

MASTER WIZKIDS

Angus McGregor	M15 SCN3 BR	995-
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MINISTER-DIRECTOR OF THE SCHOOL

Jaggar von Drachenfels	M30 SCD5	999-1002
Raimondo di Valdipietra	M13 SCEt3	1002-1003
Derghov Leoten	M24	1003-

BRIGADIER OF THE SCHOOL

Ellen Beaumarys	M15	997-1004
Angan Forrestir	M9	1004-1009
Ellen Beaumarys	M19 SCD1	1009-

GRAND SHEPARD OF THE SCHOOL

Carmina	E9 BR	981-1009
Karyn of Kern	M16 BR	1009-

CANALMASTER

?	M20/L SCEw4	?
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CLIMATE MASTER

Sirius	Amber Dragon	968-1009
Gerrid Rientha	M14 SCEw3	1009-

DUELS MASTER

Alchidai Virayana	M12 SCI2	957-1001
Francesco de Escada	E10/ ARJ	1001-

An other exemple

Personnel of the Education Department in 1012 AC (certainly the biggest staff of the School)

1 Master of Admissions, also called « Sénéchal des Etudes », with 1 clerk and 1 sculptor for the graduated coat of arms.

1 Head Student Secretary, also called « General Secretary », with 2 secretaries

1 General Supervisor, also called « le Surgé », with 6 demos magens supervisors, 1 caldron magens for disciplinary measures, also called « Spanker », 1 aerial servant (*Jillia*) for couterspying and tracking (and a bit of spying too), 4 linked shadows for lurking or punitive jobs.

1 Student Secretary, also called « Tatie », with 1 secretary

1 Exams Secretary, also called « Maître des Copies » with 2 clerks, 1 amber golem guarding the exams subjects and papers, also called « Pleeeeeease », 3 demos magens for exams surveillance.

1 Chief Nurse with 2 nurses, 1 assistant necromancer and 1 bone golem surgeon, also called « Bones ».

1 Great Treasurer, also called « Maitre des Coffres », with 1 accountant clerk and 1 intelligent sword (security of the vaults is handled by the Portier's guards)

1 Head Bursar, also called « No », with 1 clerk, 1 obsidian golem and 2 charmed warehousemen ogres

1 Chef, only called « Le Chef », with 4 cooks, 1 oenologist, 2 Hypnos Magens for personnel and guests service, and 10 skeletons for students service.

1 Master of the Stables, with 6 grooms, 1 bronze golem, 1 bone golem, 3 charmed goblins, 4 griffons, 4 horses and 1 nightmare.

1 Head tamer, with 1 apprentice

1 Veterinary with 1 apprentice and 1 hypnos magens

1 Portier with 1 jailor, 1 armourer, 1 sergeant chef, 5 mundane guards, 5 magician guards, 5 Demos magens firemen, 2 obsidian golems, 2 bones golems, 10 gargoyles and 2 displacer beasts (These, are the « mobile guards » available to the Portier at any time, but there also many other guardians in the premises, with precise functions, some owned by faculties or programmed to answer to certain situations. The Portier has the power to command all of them in the limits of their original missions, except the golems and magens of the Tower of the High Master and those of the Secret Crafts)

Legend for NPCs stats

First stat (main class)

G Figther

M Mage

C Cleric

V Thief

B Bard

E Elf

Gn Gnome

Secondary class (after /)

EM Elf mage

WW Werewolf

WT Weretiger

N Nosferatu

L Lich

AR demi human attack rank (followed by the rank's letter)

Magic secrets

BR Brotherhood of Radiance

SC Secret Craft

Al Alchemy

W Witchcraft

I Illusion

D Dracology

C Cryptomancy

N Necromancy

E Elementalism

w water

a air

f fire

t earth