

GREAT SCHOOL OF MAGIC

KEYS TO THE MAPS OF THE SCHOOL

levels -7 to 14

(and so not complete at this time)

by TP (dec2017, v2.01)

This work (and all my related Glantri works) is built upon the great inspiration of Bruce Heard, real headmaster of the School, and thanks to the works of Tom Moldvay, Ann Dupuis, Aaron Allston, Monte Cook, Jeff Grubb and also Harri Mäki, Andrew Theisen, Jennifer Guerra and many other fans.

Thanks you all for these countless hours of play, dream and “d’Ambrevillesque” joy.

Toujours ils veillent!

Color code:

black	normal zone
orange	restricted zone, forbidden to students and visitors, only accesible to authorized personnel
pink	Dangerous and/or lost zone, known to many (even if current shape and use are often unknown) but forbidden to all
red	secret zone known only to a handful masters and high masters
purple	Secret Arts zone, only known by members
Green	Puck's nasty secrets zone
Deep Green	Other dangerous foreigner to the School's zone (often totally unknown or forgotten)
blue	Etienne's own levels

A Guide to Stairs and Ways of The Great School

Entrances and exits

- The Door (K1; lvl 1), main official entrance
- Hall des Gondoles (F10, lvl 1), secondary official entrance, used for discretion and merchandise
- Merchandise teleportation circle (I1, lvl 1), for non living matter only, restricted
- Landing area (E8, lvl 3), aerial official entrance
- Amphitheatre of the planes (F48, lvl 3), planar, exits only
- Flight terrace of the Headmaster (GM43, lvl 11), aerial, restricted
- Aerial Guard Room (TI10, lvl 11), aerial, secret
- Airxperimentation and landing platform (ASA3, lvl 12), aerial, secret
- Portals corridor (TI12, lvl 14), planar, secret
- Magical airlock (I10, lvl -1), underwater, restricted
- Marine access bubble (ASE1, lvl -2), underwater, secret
- The Schism (NI1, lvl -3), underwater, only a crack, secret

- Valve room (NI11, lvl -3), underwater, secret
- The Vortex (NA5), rupture of space and time, secret
- Puck's Crystal Grotto (NA15, lvl -4), access to the sewers, secret
- Portails des Espérances (F144, lvl -4), planar portals, immortal
- Secret magical door (B22, lvl -5), underwater, restricted
- Draconic Arena (ASD7, lvl -5), underwater, secret
- Bubble of the water plane (ASE7, lvl -5), planar, secret
- Portal to the Elemental Plane of Fire (ASF5, lvl -6), planar, secret

Etienne's Platforms

The Etienne's Platform is an exalted form of floating disc, an elevator linking many parts of the School (and the only way to reach some secret destinations). It is in fact an artifact of the Sphere of Energy and is not dispelled by the Day of Dread. It functions as an ordinary floating disc but with a few significant differences: it is infinite (there can be an unlimited number of platforms going up and down at the same time), it is extra-dimensionnal (the platforms exist independently from each other and can go without interactions, when you are on a platform you can see clearly what is around as you go up or down, but you will not see other platforms. In fact each use of the artifact creates a separate dimensional shaft for the duration of the travel), it is instinctive (you just have to think of where you want to go and you can even change destination during the travel), it is interconnected (that is a secret known to few that all the Ertienne's Platforms are interconnected and that with the correct mental command you can use one and be transported to an other one) and it is controlled (by the Headmaster who can restrict destinations to whoever he fancies. Only Etienne in fact can use freely the Platforms and has some secret destinations of his own not known of the others headmasters and his authority bypasses the one of the ruling Headmaster if needed).

- Administration Tower Platform
from A41 to TI10 linking A35, A5, A6, A11, A16, A21, A24, A29, A34, TI1, TI4/5/6/7, TI8/9
- Faculties Platform
from CM1 to GM22 linking F145, F135, F124, F109, F88, F4, F20, F43, F60, F77, GM1, GM10
- Petite Plateforme
from GM26 to GM38, linking GM26
- Millennium Platform
from CM1a to the New Etienne's Laboratory, linking the Forge of the Magician-Princes, the d'Ambreville Last House and the Etienne's Time Machine (not yet described)

Major Stairs

- The Great Whispering Stairs
from F1 to F42 linking F20
- The Bleak Stairs
from F124 to F11 linking F109, F89
- The Grand Stairs
from B23 to B10 linking B22, B21, B18, B13, B11, B1, B3, B4, B5, B6, B7, ASC1, B8
- The So Bad Stairs
from RF9 to A42 linking RF1, NA1, NI1

Minor Stairs

- The Old School Stairs
from H1 to H3, linking H2
- The Mimic Stairs
from F83 to M3 linking M2
- The Hungry Stairs
interior: from R3 to R6
exterior: from K (courtyard) to R7 linking R4
- The Angry Stairs
from R9 to R16
- The Right to Ask Stairs
from I9 to I4 linking I2
- The Guests and Critters Stairs
from E9 to E6 linking E1, E4
- The Chef's Stairs
from C4 to C2 linking C1
- The Way Stairs
from T3 to T4 and from T4 to T6
- The Portier's Stairs
from G10 to G3 linking G2
- The Sisters' Stairs
from ASS7 to ASS6 linking ASS 1, ASS2
- The Hallway of Frescoes
from RF3 to RF11
- The Fire Masters Stairs
from RF6 to RF16

Magical, dimensional, planar and immortals internal ways

- The Benekender Room
even if there is some kind of classical secret door, access can only be gained by being allowed by the Immortal himself
- The Secret Craft of Cryptomancy
Entrance is gained through the Grand Stairs by members only by the way of a runic door controlled by the High Master of the Craft (who can closed or restrict it at will)
- The Secret Craft of Dracology
There are two entrances to the Craft, both magical, ASD1 (only by members) in the Laboratory of Monstrology and RF8 (usable by all provided you know how to) in the Flaems ruins. To navigate through the halls of the craft (large enough for Dragon business) one have to place its tattooed hand on certain glyphs on the wall and is teleported (something like a dimensional door) in the adjacent room. You have to be of the right circle to reach certain rooms. This is High Ancient Dragon magic (but subject to the Day of Dread) and even the High Master have no control on it.
- The Secret Craft of Water Elementalism
There are three ways to enter the Craft; physically by the marine access bubble and a sort of magical airlock (ASE1), by the water portal (ASE7) from the Plane of Elemental Water and by a special spell that must be cast in the Water Nexus (F153). You navigate from one bubble to another by ways of dimensional valves that you can summon if you are of the right circle. The High Master have complete control of the valves.
- The Secret Craft of Fire Elementalism
The craft is entered by normal ways (secret door in B23) or by the Fire Portal (ASF5)

from the Plane of Elemental Fire. ASF5, ASF7 and ASF8 can be accessed by a special spell of the Craft "Portal of Glory Fire" and being of the right circle.

- **The Secret Craft of Earth Elementalism**
The craft is entered by normal ways (via AST8 and the Chasm or via AST1). Then you will have to pass through strange living earth valve, almost organic. This is a very unpleasant experience but harmless to members (non members are never to be seen again). The High Master and the Masters (4th circle) have some control over the living valve by the ways of special spells
- **Nexus of the Elementarists**
Four elemental nexus (not portals but pockets of elemental matters driven from the Elemental planes in ancient times) exist in the School and are studied. They are entered by the way of classical both way teleporters.
- **The Tests zones**
When a student reach the end of one of the three test zones, being successful (and safe) or not, he can come back to the Test preparation area (F125) via small teleporters in the "a" rooms of the tests.
- **The Portals Corridor**
This hallway (TI2) is an unstable zone between dimensions. Portals to random destinations (or so it may seems) open regularly (from 2 to 12). What is certain is that at least one always leads to the Secret Craft of Illusions in the Nightmare Dimension. The Faculty of the Planes maintain a strict watch over this zone and have the portals sealed by a powerful spell (no entity from the destination can pass to the corridor but passage from the corridor is possible).
- **The Amphitheatre for the Planes**
This lecture amphitheatre of the Faculty of the Planes (F48) have six doors. They are enchanted. Each day only one give access to the room. The others five teleport the unfortunate user to random destinations in the School or in the City. The doors seem to have a strange sense of humor. It is said that sometimes, they just send people to their doom or to very exotic destinations, or even that they lead worthy students to the secrets they need.
- **The Zoo**
In the Museum there is a secret place where one can be teleported to a small pocket dimension where masters of the Faculty of Monstrology built a whole zoo of animals and monsters with laboratories, veterinary clinic, picnic zones, activities...). Unfortunately, control of the Zoo was lost in 1009 during the Week Without Magic.
- **The Leaf That Was a World**
One of the masters who built the zoo was dissatisfied with the result and wanted more space, more natural conditions, more species, more, more, more... As a result he made a n ambitious project of his own. For many years he planed, became paranoid, and was considered dotard by his colleagues. One very strange night he disappeared. But he let clues in the School about what he have done. He created a whole world (in fact a big region) on a leaf in the gardens of the faculties buildings roof, next to the museum of monstrology (level 6). The leaf is almost indestructible, and very well warded and hidden. Entering the leaf is possible on four locations depending on the spell formulae that you can find scattered in the School. There the old master (mad Cyril) still lives (as a lich), in the middle of his tiny reproduction of a world, in a castle, making what he always did: observe and study natural (and unnatural) life (and unlife).
- **The Sentimental Portal**
The portal only appears to those chosen by the Teachers of the "Ecole des Amants". It looks like a refined baroque portal. Once one has crossed the threshold, he is

transported in a semi dreamlike flight that seems to last for a long time (time to experience again all his sentimental and sexual life and to ponder it), and is in fact instantaneously teleported in the Great Hall of Amor (F143). The sentimental portal is not affected by the day of Dread and is of Immortal origin.

- **Puck's extra-dimensional passage**
This passage, the old entrance to the old Secret Craft of Illusion, was dispelled by the Sigil cast by Headmaster Fernando de Belcadiz to close the Lost Level. But Puck, a great sorcerer in his own right, found the means to reactivate it without harming (too much) the Sigil. But him only knows the magical words to use it. The passage creates an extra-dimensional corridor between NA16 and NA14. The corridor must be "physically" traveled and closes as soon as the user reaches its destination. It was said that this was not a very safe way and that entities from other dimensions could enter ours via the passage.
- **The Voice of Fire**
The Voice (RF5) is a complex enchantment of the Masters of the Flames of old Braejr. It was designed to select the worthy and to show them the secrets of the Masters, the legacy of their lore and magics. Four questions were asked to applicants knowing the right words of command. Those that answered rightfully were transported to RF6, those that did not were utterly incinerated. The magics involved are linked to the Elemental plane of Fire and to ancient pacts made with Elemental Princes. The Voice is not affected by the Day of Dread. Strangely enough, the loss of one voice (statue) did not tear down the enchantment. There is just one less test to pass. Oh, did I mentionned that the only way back is through a secret formulae long lost....
- **The four pillars of truth**
This is also old flaems magic. A great glyph of power is inscribed on each pillar of the room. They are invisible. To be used one have to find them, touch them with the right protection (or risk being overwhelmed by the power contained in the glyph) and recite the right word of power. If he does correctly, the glyph desintegrates the person touching it (sic), transfer the information to its sister glyph which will reconstruct the person. Return is done by the same way but the power world is different. The secret rooms the pillars lead to are unattainable by any other means, magical or mechanical. Even messages cannot pass. If you don't know the return word of power, you are doomed. It is important to note that one of the pilar is the only mortal way to reach the Nucleus of the Spheres. Reaching this pillar and finding the informations to use it is certainly a great campaign aim in itself!
- **The Flaems Dukes' vaults**
The two glyphs of the statues are minor and earlier versions of the great glyphs of the Pillars of Truth. They are just teleport spells contained in eternal (and so undispellable) glyphs. They are activated by a power word. Return is by the same way and the same word. The glyphs do not function on the Day of Dread. One lead from RF10 to RF13 and back, the other..

A / Administration Tower

First level

- A1 Hall of Admittance
- A2 Student's Secretary
- A3 Student's Lounge

A4 Guests' waiting room

A5 Hall of History and Etienne's Platform.

The hall is an architectural marvel. Each story has its own floor but it is invisible when you look up. So you can always look up to the upper last level of the hall from where you are but you will see the floor you're standing on. The walls of the hall are a wonder of artistic magic (a tribute to the arts of the Faculty of Arcanas and Specialties). It shows magical frescoes, sometime mural, sometimes floating in the air around the Etienne's Platform, sometimes still, sometimes animated. Never flashy nor bombastic. The frescoes represent the history of Glantri and of the Great School. But the main distinctive feature of the Hall is that it shows scenes depending of the people present in the Hall. It is even possible that each person sees something different. It is said that the Hall has some prophetic powers showing what will be useful to the person to follow a virtuous path in the ways of the Lights of Rad. The only exception is that the first time a student enters the hall, he will witness the first course ever given in the School: "The Nature of Magic and the Path of the Scholar" by the Headmaster Etienne d'Ambreville. Some headmasters tried to change that to put their own vision of Magic, but none succeed. Etienne's lecture endures and remains the pillar of the School teachings.

Second level

A6 Hall of History and Etienne's Platform

A7 Office of the Study of Magic Department

A8 Office of the Research and Lore Department

A9 Office of the Education Department

A10 Office of the Country's Service Department (and secret access to the security corridor)

Third level

A11 Hall of History and Etienne's Platform

A12 Office of the « Senéchal des Etudes » (Master of Admissions)

A13 **Guard room and acces to the walls**

A14 Administrator's Secretariat

A15 **Office of the Administrator**

Fourth level

A16 Hall of History and Etienne's Platform

A17 **Staff meeting room**

A18 **Security laboratory**

A19 **Clerks' laboratory**

A20 **Divination laboratory**

Fifth level

A21 Hall of History and Etienne's Platform

A22 **Administrative archives**

A23 **Laboratory of Essays and Marking**

Sixth level

A24 Hall of History and Etienne's Platform

A25 **Room of the « Sénéchal des Etudes » (Master of Admissions)**

A26 **Room of the « Secrétaire Général » (Chief Secretary of the Administrator office)**

A27 **Room of the « Maître des Copies » (Exams Secretary)**

A28 **Lounge of the Masters of Administration**

Seventh level

- A29 Hall of History and Etienne's Platform
- A30 Antechamber of the Administrator
- A31 Reception room and Administrator's lounge
- A32 Room of the Administrator
- A33 Administrator's laboratory

Eighth level

- A34 Etienne's Platform and attic

Basement (level -1)

- A35 Etienne's Platform and the Low Room (furniture reserve)
- A36 Discipline Room (the "Scourge's Court")
- A37 Detention's cells (anti-magic up to level spells 5)
- A38 General Treasury – Office of the « Maître des Coffres » (Great Treasurer)
- A39 Vaults of the Great School (heavily warded)
- A40 Secret Vault and Reliquary of the Administration of the School

Underbasement

- A41 Etienne's Platform (restrained station) and empty cellar
Guarded by an Amber Golem and magical wards against intrusion from the Flooded level (from A42)
- A42 Ancient amphitheatre of the Canal Workers and the So Bad Stairs to the Flooded level and the Lost level
- A43 Lost guard room

I / Stewardship (Intendance)

Fist level

- I1 Loading and unloading area and merchandise teleportation circle (will not teleport living matter)
- I2 Mundane storage and the Right to Ask Stairs
- I3 Office of « No » the Head Bursar (and its special storage)

Second level

- I4 Mundane storage and the Right to Ask Stairs
- I5 Precious storage (and secret access to the security corridor)
- I6 Magical storage
- I7 Secret Storage

Roof

- I8 Removable trapdoor for unloading from aerial delivery

Basement

- I9 Great Storage Room and the Right to Ask Stairs
6 great and 6 little secure storage rooms protecting from any deterioration
- I10 Magical airlock giving access to the canal (underwater)
and to collect water in case of need

E / Stables (Ecuries)

First level

- E1 Mundane Stable (horses) and the Guests and Critters Stairs
- E2 Veterinary clinic

Second level

- E3 Storage
- E4 Guests' cloakroom and the Guests and Critters Stairs
- E5 Grooms room (and access to the security corridor)

Third level

- E6 Aerial Stable and the Guests and Critters Stairs
- E7 Room of the « Maître des Ecuries » (Master of the Stables)
- E8 (roof of the Stewardship) Landing area

Basement

- E9 Magical Stable and the Guests and Critters Stairs
- E10 Food storage (sometimes with « specials » for magical mounts)
- E11 Invocation room of the Stables
- E12 Magical storage

G / Portier's House (Guards)

First level

- G1 « Salle du Portier » - Doorman day room
- G2 Guards dormitory (for service only, most guards live in the City) and the Portier's Stairs

Second level

- G3 Crossbows' hallway and the Portier's Stairs
- G4 Watch-post ; defense of the door and the security corridor
- G5 Room of the « Portier » (Doorman)

Third level

- G6 Door controls room
- G7 Access to the walls
- G8 Upper (walls) Guardroom
- G9 Armoury and workshop

Basement

- G10 Lower Guardroom and interrogation room and the Portier's Stairs
- G11 Golems room (for security in the Stables and in the prison)
- G12 Great School jails (antimagic up to level 6)

R / Refectory

First level

- R1 Guests' dining room
- R2 Important Guests' dining room
- R3 Student refectory and the interior Hungry Stairs

Second level

- R4 Staff's lounge and the exterior Hungry Stairs
- R5 Masters' dining room
- R6 Staff's refectory and the interior Hungry Stairs

Third level

- R7 Watch and the Hungry Stairs
- R8 Storage
- R9 The Angry Stairs (access to the roof)
- R10 Room of the Chief Librarian
- R11 Room of the « Maître des Coffres » (Great Treasurer)
- R12 Room of the « No » the Head Bursar
- R13 Dormitory of the female clerks
- R14 Dormitory of the male clerks
- R15 Bathroom

Roof

- R16 Terrace and the Angry Stairs
used mainly for summer diners, romantic rendez vous, outside lessons, sport and duels

C / Kitchen (Cuisines)

First level

- C1 Main Kitchen and the Chef's Stairs
the stairs to the cellars are under the stairs to the second level

Second level

- C2 Staff's kitchen and the Chef's Stairs
- C3 Room of « Le Chef »

Basement

- C4 Cellar/Pantry and the Chef's Stairs
- C5 Masters' Wine Cellar
- C6 Le Chef's special cellar and Access to the Secret Craft of Necromancy

T / Temple of Rad

First level

- T1 Temple
- T2 Meditation room and private consultations
- T3 Vestry of the Shepherds and The Way Stairs

Second level

- T4 Library of the Lights of Rad and the Way Stairs
- T5 Sanctum (room of the Crystal)

Third level

- T6 Shepherds' lounge and the Way Stairs
- T7 Room of the First Shepherd
- T8 Room of the Second Shepherd
- T9 Room of the Third Shepherd
- T10 Laboratory of the Shepherds
- T11 Room of the « Grand Berger » (Great Shepherd of the School)
- T12 Laboratory of the Great Shepherd

K / Courtyard

- K1 The Door (as one can imagine, heavily enchanted)
- K2 Rose Garden of Belcadiz
- K3 Vegetable garden of Le Chef
- K4 The Superb Oak of Charan
- K5 Puck's apple tree

F / Falcuties (Falcutés)

First level

- F1 «Hall des Pas-Perdus» (Hall of Lost Causes)
- F2 Statue of Johan von Drachenfels
- F3 Great Whispering Stair to the second and third levels
literally, it speaks in flaemish and it knows a lot of secrets, all too ancient or insignifiant to be useful but sometimes...
- F4 Etienne's Plateform and Steelglass walls
- F5 Hall of All Honors
with the coats of arms of all graduate students of the School. This hall can also serve as official dueling area for the School in which case all columns magically retract in the floor and a great anti magic zone is created. Only the High Master and the Duel Master can summon the Dueling Area.
- F6 Workshop for the creation of the graduate students coats of arms.
- F7 Amphitheatre for Basic Studies and Practice of Magic
- F8 Storage for the Amphitheatre for Basic Studies and Practice of Magic
- F9 Reception of canal guests (said « visiteurs marins »)
- F10 « Hall des Gondoles »
where canal's boats can moor and unload passengers and merchandise.
- F11 The Bleak Stairs to the basement
- F12 Antechamber of Guests
- F13 Cloakroom
- F14 Reception Hall
- F15 Guardsroom
- F16 « Couloir des premiers émois » (hallway of the first emotions)
famed to be propitious to romantic pursuits.

- F17 see B2
- F18 see B1
- F19 see ASS1

Second level

- F20 Hall of Etienne d'Ambreville, Etienne's Plateform, Great Whispering Stair.
Where you can find boards for official proclamations, lessons and labs schedules, ...
- F21 **Golems guardroom**
- F22 Amphitheatre for the Liberal Studies
- F23 **Storage for the Amphitheatre for the Liberal Studies**
- F24 Amphitheatre for History and Politics
- F25 **Storage for the Amphitheatre for History and Politics**
- F26 **Chamber of Benekander.**
This room is a complete secret, having another use before 1009 but being avoided and forgotten by all who are not Immortals and even difficult to find for them.
- F27 see B3
- F28 Amphitheatre for Construction
- F29 Entrance to the students' laboratories
- F30 Storage for junior students laboratories
- F31 Individual laboratories for junior students
- F32 Main junior students' laboratory
- F33 **Secret Laboratory for the cutting and the making of Radiance Crystals for the Shepherds**
Only known and used by Brothers of the Radiance on order from Rad. Then delivered to the Sanctum of the Temple from where the Great Shepherd will send it where it is needed.
- F34 Storage for senior students laboratories
- F35 Laboratory One for senior students
- F36 Laboratory Two for senior students
- F37 Laboratory of construction for senior students
- F38 see ASS2
- F39 see ASS3
- F40 see ASS4
- F41 see ASS5

Third level

- F42 The Hall of Birds
for the fantastic bas-relief of birds decorating the hall and made by Edouard Le Brun at the creation of the School – they are totally non magic but just beautiful)
- F43 Hall of the Residents and Statue of Momai Virayana
with boards concerning accommodations, rules, social events and classified ads
- F44 **Room of the « Surgé »** (General Supervisor)
- F45 **Golem guardroom**
- F46 Dormitory of the children (up to 20)
- F47 Dormitory of the junior students (up to 20)
- F48 Amphitheatre for the Planes
having many doors but only one working each day, students have to guess which or be teleported somewhere in the School or, it happened, in the City
- F49 Infirmary
- F50 see B4
- F51 **Room of the supervisors**
- F52 **Room of the Wizkids** (from 1 to 6)

- F53 see ASS6
 F54 Rooms (a-w) of senior students (up to 4 students by room).
Room c is not used as it is the where the Room of the Lost Student more often appears
 F55 **Room of the Nurse**
 F56 Female bathroom
 F57 Male bathroom
 F58 **Staff bathroom**
 F59 **Storage**

Fourth level

- F60 Hall of Marks, Etienne's Platform and Statue of Charan Erewan
boards for exams and experiments marks, graduation...
 F61 **Armoury of the Students and Staff**
in case of attack of the School, used only once in 1009 AC
 F62 Amphitheatre for Magical Theory
 F63 Salon of Free Conference
 F64 Patio of Free Speech
 F65 Blue lecture room
 F66 Red lecture room
 F67 **Invocation Room**
*a : readying corridor / b : invocation platform and protection circle / c : invocation circle /
 d : golem position*
 F68 Amphitheatre for Arcanas and Specialties
 F69 see B5
 F70 **Wizkids'laboratory**
a : wizkid magical supplies storage
 F71 **Golem Guardroom**
 F72 Black lecture room
 F73 Green lecture room
 F74 **Delirium salon**
*a secret place for special seminar – lecture for post graduate students - of disturbing nature,
 the room is also famed for being able to induce madness and old best forgotten knowledge
 on genius but fragile people*
 F75 Patio of Disillusioned Passions
 F76 see H1

Fifth level

- F77 Hall of Masters and Statue of Fernando de Belcadiz
*boards for Masters schedules, classified ads, inflamed academic debates and insults and so
 on*
 F78 **Laboratory for Golem construction and maintenance**
 F79 **Rooms of the Masters** (resident teachers)
a-j, individual rooms and office / c, j and g having secret rooms
 F80 Amphitheatre for Militant Arts
 F81 Hall of Ceremonies
*for graduation, honor, appointment of new teachers... these ceremonies have impact on the
 magical enchantments, veils, wards, barriers, various protections and restriction that can
 affect a person in the School*
 F82 see B6
 F83 Amphitheatre for Monstrology, its storage and access to the Museum of Monstrology by

- the Mimic Stair
- F84 Library of Monstrology
owned and run by the faculty of Monstrology and not the Library of the School which create countless disputes between the two
- F85 **The Masters Calm and Luxury Lounge** (« calme, luxe et volupté salon »)
- F86 **Laboratory of the Masters**
a : readying room / b : director of magical studies lab / c : masters' storage
- F87 see H2

Basement (level -1)

- F88 The Below Hall Etienne's Platform and Statue of Antonie Vlaardoen
boards for detentions, discipline, Country's Service proclamations, ...
- F89 « Hall de la Frousse » (Willies Hall) and the Bleak Stairs
said so because of some minor hauntings of various origins (School horrors' history is loooooong)
- F90 « Hall des Chandelles » (Hall of Candles)
being the students' ballroom and hall for social events. It has many amusing and useful magical effects (as the fling candles) and other wonders. Many of these spells are final projects of past graduate students. The Hall is entirely run by the students.
- F91 Kitchen of the Hall of Candles (also run by students)
- F92 Storage of the Hall of Candles (also run and supplied by students and gifts)
- F93 The Blind Lecture Room
no light or any kind of viewing magic is possible in this room ; everybody is completely blind inside
- F94 **Rooms for special residents**
a-d / these accommodations are for « light sensitive » residents and guests, they are pitch black, light is possible but it is recommended to keep it low
- F95 « Porte des Os » (Door of Bones) and Skulls' Corridor
the Door of Bones is a necromantic splendor opening only to those worthy of necromantic lore, the corridor is not magical but somehow beautiful and really creepy and intimidating
- F96 « Théâtre du Vivant » (Theatre of Life)
being an anatomical theatre for anatomy, medicine and necromancy
- F97 **Morgue**
- F98 **Corpses' preparation room**
- F99 **False Necromantic Secret Art entrance**
being a test and a trap for the Secret Art wannabes and enemies. It was the former position of the Art but Morphail secretly changed it to its current location when Etienne disappeared in the Mists for the first time. It is still believed to be here by all other High Masters
- F100 **same as F99 but with increased perils**
- F101 **same as F100 but with ultimate perils**
- F102 **Room of the Cube of All Good Willings**
a secret magical artifact known but few and of unknown origin, it just started to exist one day some 80 years ago. Its powers are many, its dangers too
- F 103 see ASS7
- F104 see B11
- F105 see B12
- F 106 **The Below Guardroom**
- F107 **Laboratory for construction of non golem/magens servants**
(skeletons mainly, but also familiars, homonculus, animated or intelligent objects, ...)
- F108 **Storage for the construction of servants**

Underbasement (level -2)

- F109 Hall of Armors Etienne's Platform and the Bleak Stairs
decorated by one of the most complete historical armor collection of all the Known World. The masterpiece is the armor of Alexander Glantri. Of course they can be animated by the Great Master and the Minister-Director of the School in case of attack of the School. They were not used in 1009
- F110 Toilets (a : male / b : female)
- F111 « Cabinet de la Grande Armée » (Office of the Great Army)
- F112 **Room of the « Sergeant-Major »** (Sergeant major, the second officer of the Brigadier)
- F113 **Room of the Brigadier of the School** (and a Master in his own right)
- F114 Military Training Room
- F115 **Military Laboratory**
- F116 **Armoury of the Student Brigade**
a permanent reserve small brigade under the command of the Brigadier of the School that was used during the siege of Glantri and in defense of the School in 1009. It was almost entirely destroyed
- F117 **Armoury of the Officers of the Student Brigade**
- F118 **Corridor and Laboratory for thesis**
thesis are post graduate researches that open some situations as for exemple teachers of the Great School (who are called Masters)
- F119 see B13
- F120 see B14
- F121 see B15
- F122 see B16
- F123 see B17

Deepschool (level -3)

- F124 The Last Hall, Etienne's Platform and the Bleak Stairs
decorated by great frescoes of the famous flaemish painter DeVitt representing the great virtues of the Scholar, some of them are quite ambiguous
- F125 Tests preparation area
actual tests were currently used at the creation of the School as exams and admittance in the School, being an old and deadly flaemish tradition, but are now playing a lower and lower role in the School's curriculum
- F126 **Sagacity Maze** (mind and magic test)
- F127 **Resolution Rooms** (discipline and magic test)
- F128 **Skill Corridor** (Knowledge and magic test)
- F129 **Nexus of the Elementalists**
salon for elemental study of the four nexus / a : portal to the Earth Nexus / b : portal to the Water Nexus / c : portal to the Air Nexus / d : portal to the Fire Nexus. The Nexus were created by the first flaemish colonists and are still being studied and exploited. They are not under the authority of the Elemental Secret Arts but under the supervision of the High Magic Faculty – and that's a major conflict in The School
- F130 **Golem guardroom**
- F131 **Corridor of Warnings**
not to continue to the Flooded level. These warnings are also wards against intrusion from the Flooded Level. The corridor is sealed but magic could go through the stone and wards
- F132 see B18
- F133 see B19

F134 see B20

Prisons (level -4)

- F135 **Hall of the Grand Enemies and Etienne's Platform** (restricted)
decorated with paintings of the major foes of Glantrian history and mythology, realized by some of the greatest painters in Glantri and Darokin . The hall has 4 doors, one being a true ethereal transporter to F142 and 3 trapped with extremely deadly spells and mechanisms. Four small guardrooms open to the corners of the hall (a : anti magic magens / b : varied golems / c : simulacrum of dead masters / d : amber golems)
- F136 **« Couloir Impardonable »** (Unforgivable Corridor)
powerful antipathy spells forbidding exit once entered except for the Great Master and people sent here with his license
- F137 **« Le Miroir d'Etienne et la Gemme de Dame Camille »**
Etienne's Mirror on the north wall is a mirror of life trapping imprisoning some vicious foes of Etienne and/or Glantri. There are still free spots / Dame Camille's Gem on the south wall is a gem of imprisonment created by dame Camille and holding a very dangerous soul of unspeakable evil or perhaps just an old powerful political enemy of the d'Ambreville
- F138 **Prison of the Mages**
a-g : all anti magic up to 7th spell level. 5 of them holding mad, uncontrollable or lost cause criminal mages and entities of the School
- F139 **Interrogation room and laboratory of the Prisons**
- F140 **Eternal Prisons**
a-h : stasis anti magic up to 9th spell level prisons of adamantium holding extremely dangerous mages and fiends. The e cell was broken during the 1009 week without magic and its occupant is still to be found. High Masters hope it is not anymore lurking in the School
- F141 see B21
- F142 **Sentimental Portal and Triumphal Entrance**
this part of the School was unknown till 1010 and appeared in place of one of the false trapped door of the Hall of Grand Enemies. It is Immortal magic and can be used by whoever is true in love and is called
- F143 **« L'Ecole des Amants »** (the School of Lovers) and the Great Hall of Amor
within which some chosen – but by who – lovers learn love magic and arts, hold « Cours d'Amor » and other courtly festivities. They also learn to literally worship Love. Teachers are planar beings of great wisdom, courtesy and beauty. It is almost impossible to resist the call. One cannot whatever the means enter the School of Lovers without being called
- F144 **« Chambres d'Amour »** (Chambers of Physical Love) **« Portails des Espérances »** (Portals of Hopes)
Bedchambers of Love, well... fort less courtly relations and two portals where some faithful and worthy can go and never come back. The planar beings come from these portals.

Vaults (level -5)

- F145 **Hall of Secrets and Etienne's Platform** (restricted).
The hall has 6 hidden teleporter and many layers of wards and traps, each layer added by each Great Master. 4 teleporters were initially created by Etienne and 2 were added by Jherék. One of Etienne's teleporter just send the stupid user into one of the cells of F138
- F146 **False Great Secret of Jherék** (a vault of cursed knowledge)
- F147 **Great Secret of Jherék**
Jherék created a spell to put here in safety his own notes and researches about the Radiance upon his death ; he made the great discovery, unknown even to Etienne, of the original

plane of the Beagle and began to study its technology. That caused its death

F148 **Treasure Vaults of the Faculties**

F149 **Treasure of the Great Master**

a : Banned Artifacts / b : All that Glitters / c : Art of Curses / d : Artifacts of the Alliance of Mages

F150 see B22

F151 **The No Comeback Library**

a : Useless Tomes / b : (true) Historical Tomes / c : Irreconcilable Tomes / d : Irreversible Tomes / e : Tomes of the Immortal Lore

Undercity (level -6)

F152 **Nexus of Fire : experimental laboratory of Steams and Fires**

F153 **Nexus of Water : experimental laboratory of Circles and Waters**

F154 **Nexus of Air : experimental laboratory of Secrets and Airs**

F155 **Nexus of Earth : experimental laboratory of Natures and Earthes**

M / Monstrology

Sixth level

M1 Museum of mundane creatures and the Mimic Stairs

M2 **Room of the President of the Faculty of Monstrology and his secret room**

Seventh level

M3 Museum of magical creatures and the Mimic Stairs

M4 **Laboratory of Monstrology and secret door to ASD1**

B / Library (Bibliothèque)

First Level

B1 The Grand Stairs (from level 9 down to level -6)

dating from the Flaems (the Library is built in the ruins of the old Braejr's Magical Academy) and built in black almost shining marble

B2 Study Room and main catalog crystal balls

with sound attenuation enchantments and sour-tempered « shush » magical mouths

Second level

B3 Secretariat of the Library, Reception desk and in the south part **Office of the Chief Librarian**

Third level

B4 Mundane Library

Fourth level

B5 Magic Generalities Library

Fifth level

B6 Advanced Magic Library

Sixth and seventh levels

B7 Library of the Faculties of History and Politics and Magical Theories

Eighth level

B8 Upper Warehouse

B9 Warehouse of advanced lore

Roof

B10 Terrace of Quiet Forget

Basement

B11 Students' Dissertations and Thesis Library

B12 Magical Creation Workshop
for spell researches or thesis magical writing for example

Underbasement

B13 Library of the Faculties of Militant Arts, Liberal Studies and Arcanas and Specialties

B14 Library of Ministers and Administration

B15 Group work study

B16 Vault of the Great School of Magic maps and floor plans

B17 Private Study

Deepschool

B18 Library of the Faculty of Construction

B19 Library of the Faculty of the Planes

B20 Lower Warehouse

a : Eroticism and pornography / b : lampoons, tracts and other political censored writings

Prisons

B21 Laboratory of books reparation and equipment
protection, shelf number, records ...

Vaults

B22 Storeroom and secret magical portal to the canal
to invoke water elementals in case of fire in the Library

Undercity

B23 Library of Avowals library and archives of the Cultural Censorship

H / High Arcanas

Fourth level

H1 Library of the Faculty of High Arcanas and the Old School Stairs

Fifth level

H2 Amphitheatre for the faculty of High Arcanasnad the Old School Stairs

Sixth level

H3 High Arcanas' Lounge and the Old School Stairs

H4 Office of the President of the Faculty of High Arcanas

H5 Seminary Room

Seventh level

H6 Laboratory of High Arcanas

only accessible through personal magical means to minimize the risks of a lab accident "contaminating" the rest of the School and by pure snobbery: you should know how to do it if you pretend to use this laboratory!

H7 Lost Secret Art Last Room

Eighth level

H8 Astronomical Dome

Ninth level

H9 Observatory and magical telescope

H10 Terrace of defense and watch

TI / Inverted Tower

The Inverted Tower was a major creation of Headmaster Jherek with the help of some Secrets Crafts (Illusion and Air mainly and The Faculty of Planes which is strongly linked to the Secret Craft of Illusions). It was meant to be an aerial defensive platform for the School and for regulating the aerial traffic in the City and as a new home for both secrets crafts and the Faculty of Planes that were in temporary premises since the Vertex accident (see the NA levels). The tower is inverted in the sense that its roof is the lowermost level and its base is the uppermost level. In fact the two pointy roofs of the Administration Tower and the Inverted Tower join by their apex. The Inverted Tower also have an inverted gravity so the floors are up and the ceilings are down. It is very confusing if one watch outside and it needs some time of adaptation. But more importantly the Inverted Tower is invisible from the outside. It is in fact powered by some nightmare dimension source and have strange and unsettling features and outbreaks of weirdness. It can so be very disturbing for nerves and sanity for long time residents. The inverted tower used to have one more level (the Secret Craft of Illusions) but it was absorbed during the Week Without Magic in the Nightmare Dimension in the refuge of Prince Jherek own residence there.

Fourteenth level (TI level 1)

TI1 Etienne's Platform and Obligatory arrival guardpost

this is where the Etienne's Platform will compulsorily stop (if you know of the Inverted Tower and want to reach it) before continuing in the tower

TI2 Portals Corridor (and access to the Secret Craft of Illusions)

TI3 Room of the Winds and access to the Secret craft of Air Elementalism

Thirteenth level (TI level 2)

TI4 New Laboratory of the Planes

TI5 Room of the President of the Faculty of the Planes

TI6 Room of planar Invocations

TI7 Golem Guardroom

Twelfth level (TI level 3)

TI8 Armoury of the Aerial Guard and Etienne's Platform (restricted, between TI2 et TI3)

TI9 Dormitory of the Aerial Guard

Eleventh level (TI level 4)

TI10 **Aerial Guard Room and Etienne's Platform** (restricted)

GM / Headmaster Tower (Tour du Grand Maître)

Sixth level

GM1 Lounge of the Headmaster, Etienne's Platform and Statue of Jherok Virayana
GM2 **Banquet Hall of the Headmaster**
GM3 **Kitchen of the Headmaster**
GM4 **Wine Cellar of the Headmaster**
GM5 **Guardroom**
GM6 **Room of the Headmaster Tower's Chef**
GM7 **Room of the Headmaster Majordomo**
GM8 **Dormitory of the Headmasters' servants**
GM9 **Toilets**

Seventh level

GM10 Secretariat of the Headmaster and Etienne's Platform
GM11 **Archives**
GM12 **Office of the Secretary of the Headmaster**
GM13 **Room of the Secretary of the Headmaster**
GM14 **Laboratory of the Secretary of the Headmaster**
GM15 **Room of the President of the faculty of High Arcanas**
GM16 **Temple of Rad of the High Masters**
GM17 **Headmaster's guest lounge**
GM18 **Guest Room**
GM19 **Guest Room**
GM20 **Guest Room**
GM21 **Guest Room**

Eighth level

GM22 **Meditation room and Etienne's Platform** (restricted)
GM23 **Lecture room for the seminary of the Headmaster**
GM24 **Laoratory for seminary of the Headmaster**
GM25 **Headmaster drawing room**
GM26 **« Salon des Fondateurs »** (Founder's Salon) and the **« Petite Plateforme »**
where the Headmaster can converse with the memories of the founders of the Principalities
The little platform is restricted to the Headmasters and his own sworn staff
GM27 **Forbidden Library** (Headmaster private library)

Ninth level

GM28 **Golem guardroom and Little Platform**
GM29 **« Salon des Grands Maîtres »** (High Masters' Salon)
GM30 **School Council Room**
where the councils of the school are reunited : Conference of the Presidents, Conference of the High Masters and any ad hoc council needed
GM31 **Terrace of the High Masters**
GM32 **Golem Guardroom**

- GM33 Headmaster private reliquary
- GM34 Antechamber of the Headmaster
- GM35 Headmaster laboratory readying room, storage and Little Platform
- GM36 Headmaster laboratory of Alchemy
- GM37 Headmaster laboratory of Construction

Tenth level

- GM38 Headmaster Study room and Little Platform
- GM39 Headmaster Radiance Chamber
- GM40 Storage

Eleventh level

- GM41 Headmaster bedroom
- GM42 Headmaster Patio
- GM43 Flight terrace of the Headmaster

ASC / Secret Craft of Cryptomancy (Runes) (Art secret de Cryptomancie)

The Craft occupies the phased space of the seventh level of the Library, entrance is gained by members only in the Grand Stairs of the Library at the point where the seventh level landing should be. The free space created by the phasing of the level to hide the Craft has been used to extend the shelves of the sixth level

Seventh level

- ASC1 Library of the Craft and entrance through the Grand Stairs
- ASC2 Laboratory of the Craft
- ASC3 Study of the High Master of the Craft

AST / Secret Craft of Earth Elementalism

Deepschool

- AST1 Entrance corridor, wards and protectors

Prisons

- AST2 Reception room

Vaults

- AST3 Library of the Craft and Study Room

Undercity

- AST4 Laboratory of the Craft
- AST5 Laboratory of the Masters
- AST6 Laboratory of the High Master
- AST7 The Allies Room (for elemental invocations)
- AST8 Platform of the Great Chasm

ASD / Secret Craft of Dracology

Seventh level

ASD1 [Secret Entrance and Teleporter](#)

Vaults

ASD2 [Hall of the Younglings](#) (lounge and laboratory)

ASD3 [Draconic Library](#)

ASD4 [Hall of Trophies](#)

ASD5 [Hall of the Dragons](#) (lounge and laboratory)

ASD6 [Hall of the Great Dragon](#) (High Master)

Vault and Undercity

ASD7 [Draconic Arena](#)

great cavern taking two levels for duels, experimentation and assembly of the Craft with magical access to the Canal (underwater, can be used to flood ADS7)

ASF / Secret Craft of Fire Elementalism

Undercity

ASF1 [Hall of the Flaems](#)

ASF2 [Library of Flames](#)

ASF3 [Tomes of Living Fire](#)

ASF4 [Laboratories of Fire](#)

ASF5 [Room of the Portal](#) (to the Elemental plane of Fire)

ASF6 [Platform of the Invisible Fumes](#) (upon the Great Chasm)

ASF7 [Secret Chamber of the Grand Duke of Braejr](#) (High Master Study)

ASF8 [Reliquary of the Fire](#) (artifacts of the Craft and of the Flaems)

ASE / Secret Craft of Water Elementalism (Art Secret de l'Eau)

Levels are given for convenience and in relations to the maps drawn, in fact the Craft is hidden in giant bubbles circling around the School in the canals. Each bubble is a relative magical space and exist in fact independently of the others. Access to the bubble can be attained physically through the water to the only bubble that can be seen from the outside. Only members can go through the magical hatch. Access can also be gained through magical means (teleportation, special portals, magical items...) but they all give access only to the first bubble. From there magical hatch (instant ethereal conduits of sort) connect the bubbles between them. The Craft has also the duty of the defense of the School from attacks and intrusion from the canals. The High Master have complete control of the valves and of the direction and speed of the Craft Bubble.

Underbasement

ASE1 [Marine access bubble and Water Watchmen](#)

Deepschool

ASE2 [Bubble of the Elementarists](#) (cozy lounge with a nice total view on the exterior)

Prisons

ASE3 [New Marine Library](#)

Vaults

ASE4 [Dome of the Water](#) (big bubble laboratory containing bubbles ASE5-8)

ASE5 [Bubble of the High Master](#)

ASE6 [Bubble of Invocations](#)

ASE7 [Bubble of the Water Plane](#) (being in fact in the Elemental Plane of Water)

ASE8 [The Acid Laboratory](#)

ASA / Secret Craft of Air Elementalism

Fourteenth level

ASA1 [Entrance Platform of the Craft](#)

Thirteenth level

ASA2 [Member's Club](#)

ASA3 [Airxperimentation and landing platform](#)

Twelveth level

ASA4 [Air laboratory](#)

ASA5 [Secret laboratory of the High Master](#)

Fifteenth level

ASA6 [Floating Library](#)

ASS / Secret Craft of Witchcraft (Art Secret de Sorcellerie)

First level

ASS1 [Library of the Witches Sisters Coven and the Sisters' Stairs](#)
all members are considered females whatever their actual sex

Second level

ASS2 [Coven of the Witches Sisters and the Sisters' Stairs](#)
main hall and meeting room, also used for rituals, teaching and « social » events

ASS3 [Laboratory of the Initiates Sisters](#)

ASS4 [Laboratory of the Witches Sisters](#)

ASS5 [Laboratory of the Mother Witches](#)

Third level

ASS6 [Laboratory of the High Mother Witch and the Sisters' Stairs](#)

Basement

ASS7 [Hall of the « Chevaliers Servants » and the Sisters' Stairs](#)
Servant Knights, being the irremediably charmed male servants of the Coven

ASN / Secret Craft of Necromancy

Basement

- ASN1 Room of the Question (and of the Special Craft's Bone Golem Watcher)
- ASN2 Death's Quiet Room (Lounge)
- ASN3 Library of Bones and Skin
- ASN4 Mortuary, reserve and restless « Allies » and « Servants »
- ASN5 Laboratory of Life and Death
- ASN6 High Master Laboratory

NI / Flooded Level (Niveau Inondé)

All these rooms (except when indicated) are entirely underwater. The water being « filtered » through the Little Fractured Schism is enchanted to obstruct intruders and to help legitimate residents (as decided by the Canalmaster, as master of the Water Gem). The Schism was the result of a battle between the Canalmaster and the High Master of Elemental water about the Water Gem (NI 8). From this moment, the Canalmaster declared himself independent of the School (and remains only barely under the authority of the Supreme Judge) and is as much a peril to the School and the City as he is a much needed protector of the canals. Etienne tolerated him because it is not a threat to him and he was useful in his own ways, but the hostility is increasing with the new Headmaster.

Deepschool

- NI1 Which was the Hall of Fountains and is now Room of the Drowned
being the main guardroom of the Canalmaster's minions. The north east wall bears in its middle point the Little Fractured Schism, a magical rupture of reality who let canal water pour into the level. The So Bad Stairs leads to this room and continue downstairs toward the Lost level. It is flooded of course but the Headmaster Sigil on NA1 does not let water pour into the Lost level nor anything by the way in or out of this cursed level.
- NI2 Which was the main Hall of the Secret Craft of Elemental Magic and is now the Room of Marine Invocation of the Canalmaster
a : Golems Guardroom / b : aberration guardroom
- NI3 Which was the readying room of the Craft but is now the prison of the Canalmaster
where he keeps a powerful elemental prince prisoner
- NI4 Which was the lounge of the Craft and is now the Room of the Canalmaster
- NI5 Which was the initiate laboratory of the Craft and is now the (wet) Storeroom of the Canalmaster
- NI6 Which was the main laboratory of the Craft and is now the Canalmaster Laboratory
with a dry platform for dry experiments
- NI7 Which was the Craft's High Master laboratory and is now the (dry) storeroom and reliquary of the Canalmaster.
It's main phylactery is here too.
- NI8 Which is still the Water Gem Hall.
It is dry and closed by powerful barriers and wards being completely sealed. The Canalmaster is still the master of the Gem but has only access now (since the Schism with the Craft) to a small part of its powers, the rest can only be used through complex rituals in this hall. The Gem is in his own right a powerful artifact of the Sphere of Time. The Canalmaster is obsessed with breaking the seals and accessing « his » Gem but little he knows that he reinforced the seals with Immortal magic. The corpse of the late

High Master of the Craft is still in the hall, preserved in the moment of his death.

NI9 **Which was the Room of Water Purification**

providing thanks to the Water Gem a pure almost endless supply of fresh and pure water from the canals' waters and is now useless, but with all its magical machinery still intact.

NI10 **Lost Corridor**

where a few Water Craft masters were trapped during the Schism. They died here but their spirit still lingers in rage and despair.

NI11 **Which was the Valve Room and which is now the Velyas' Room**

through which water was pumped from the canals for the School supply and is now serving as the lair of the velyas lieutenants of the Canalmaster and as access to the canal through the reformed valve.

NI12 **Which was the Library of All Things Water and is know the Velyas' laboratory and feeding room.**

No books remain but there could be still living victims

NI13 **The Desecrated Library (dry) and the Lair of Baalkoth (undead beholder)**

an old foe of the Flaems and collector of rare old books from all around Mystara. This one of the greatest secret (and most dangerous) of the School. The secret door is not a simple one, impossible to detect if you don't know it is here and is protected by centuries of magical wards.

NA / Lost Level (Niveau Abandonné)

The Lost level was used to be called the Secret Experiments level or Level of Secrets. It was dug from an old flaemish ruin dating from Braejr. There was a great chasm going far in the deeps of the world and strong in planar energy. The Flaems lords of old conducted here strange and dangerous experiments and succeeded in creating a vortex leading to their old alpahtian dimension. But it was quite unstable and they were only to keep it stable and contained before they were defeated. Etienne reclaimed the place and made it the secret experiments level for his new school. The Secret Craft of Planes was created to maintain control of the Vortex and to understand its secrets (rooms NA7-16). But just after Etienne's strange disappearance, the then High Master of the craft made an unwise bid to gain control of the School and be named its Headmaster. He tried to tap in the power of the Vortex but just created the greatest "lab accident" (the Disastrous Rupture) of the School's History. He died instantly with its assistants as they were just eradicated from existence, past, present and future. This eradication did produced a major temporal paradox then waves of small paradoxes all around (in time as in space) like diminishing echoes of the initial catastrophe. And then came the fiends. Nobody knows from where (or when) but they came. Nobody knows what they are but they came. A great battle was engaged to regain control of the level, but the paradoxes, the fiends and their mastery of time and illusion magic made it impossible. Fernando then was forced to seal the level in space and time forever. Since then, the inhabitants of the level are free to roam it but cannot escape it, call for help and reinforcement or alter it in any way. Until recently a little fellow using strange forgotten faery magic did create a so tiny breach that it is still to be noticed. When it will...

Prisons

NA1 **Hall of All Elsewheres and the Headmaster Great Sigil.**

Here was the landing to this secret level. A great sigil was placed here by Fernando de Belcadiz to seal forever the level after the Disastrous Rupture. Momai modified it to let the headmasters pass through it. Charan added radiance wards. Etienne finally re-enchanted it with Immortal Magic.

NA2 **Golem Guardroom**

- put there by Etienne after its return to keep NA1-NA4 out of fiendish influence*
- NA3 **Lost lounge**
- NA4 **The Hanging Stairs and the Broken seal.**
The stairs used to cross the chasm to NA18a. Fernando first tried to stop the fiendish invasion on this spot but his seal was not strong enough and was broken. But it gives the Headmaster and the whole Secret Crafts time to devise the great Sigil of NA1. Many masters died here during the battle to defend the stairs.
- NA5 **The Vortex**
- NA6 **Puck's island and the So Tiny Breach That It Is Still To Be Noticed.**
where the malevolent Puck keeps all his nasty secrets, rests and meditates.
- NA7 **What is left of the old lab of the High Master of the Secret Craft of the Planes and where the Disastrous Rupture occurred.**
very dangerous place with lots of time paradoxes. Puck is actually conducting experiments here.
- NA8 **This room was an old cellar of the administrative tower that opened to the Chasm during the battle against the fiends.**
It was sealed. It is now empty but is frequently subjects to small but dangerous time paradoxes. Puck is trying to (still unsuccessfully) establish his laboratory in the room.
- NA9 **Old lounge of the Secret Craft of Planes.**
- NA10 **Old initiates laboratory of the Craft, now the lair of some nasty servants of Puck**
- NA11 **Old storeroom of the Craft,**
now the jails of Puck
- NA12 **Old Confined Laboratory for dangerous experiments of the Craft,**
now Puck laboratory (of which he is discontent)
- NA13 **Old Storeroom of the masters of the Craft,**
now Puck's treasure
- NA14 **Old initiates laboratory of the Craft (as NA10),**
now used as megalomaniac (and quite useless) audience chamber for Puck. It is here that he receives his only master Synn or the fiendish Masters of Dreams and Time to negotiate truce with them.
- NA15 **Puck's Crystals Grotto.**
Pucks made this cave with his faery high magics and used it to access the Lost level. The Crystals maintain the tiny breach open and keep it as discreet as possible. The Grotto has a secret and very well concealed and protected entrance to the sewers of the City.
- NA16 **Old library of the Craft**
which was connected to the rest of the Craft by an extra-dimensional tunnel. The magic of the tunnel was also dispelled by the Sigil but Puck recreated it, making the breach a lot bigger as there is an access to the library in this room. Puck uses the room as its own library, stealing volumes from everywhere. Fortunately only Puck so far knows the key to use the tunnel. Even Synn must use the sewers to reach him.
- NA17 **Charan's Tree.**
This strange room can only be reached through a small corridor stuffed with protections and wards. Only a radiance master could cross this corridor and at great perils for him. There Charan made its biggest creation: a radiance living tree. He hide it in the most impenetrable level of the School. His aim was to create a Radiance Tree of Life to stop the drain of Radiance that he discovered early in his researches. This creation is indeed functional but not reliable. Charan was himself slowly drained to death by the Tree and at the same time it did stopped the drain of magic but only for Charan's uses of radiance. Etienne did prefer even as Immortal not to mess with this living radiance "aberration" as it was also an artifact of elvish matter magic. For now protected as it is by rad and Matter's

Immortals, the Tree continue to grow and could reach sentience and Immortality one day. Or create an all new line of trees of life. Or just destroy the world. Who knows?

Vaults

NA18 **Laboratory of Regrets**

which was the planar invocation room of the Craft. It is used by the fiends as a laboratory for dreams and feelings of regret, melancholia and nostalgia / a: The hanging Stair and the Messenger of the Headmasters. It is here that landed the Hanging Stairs from NA4. The Headmasters created and perfected a ghostly simulacrum to forewarn fiends of crossing the chasm and to absorb and dispel the dream magic of those doing so, taking off most of their power. So far the Dream and Time masters did not succeeded in destroying the Messenger. Bored they just stop trying.

NA19 **Lair of Paalook.**

When the Disastrous Rupture occurred and the level was evacuated, the Craft forgot to warn one of its stranger member and ally: an old and wise pooka. The pooka continued to live and work as usual between long periods of "sleep/stasis". If he noticed that his colleagues changed, he does not seem to care and work alone as well as with the fiends. It is him that gave Puck the secret of breaching the Sigil somewhen in the far future. Sometimes he escapes the level for his own errands or to talk with the Headmaster. It seems that he does one time for each Headmaster. What they talk about is totally unknown but always have dire consequences. Nonetheless Johan let a note to his predeceasing and following pairs to explain his theory about Paalook: that the pooka could very well be the only pooka in existence, and that all pookas encountered could be him in another time and mood (incarnation?). That is still to be denied. Paalook also met Etienne twice (on each of his mandate) and helped him build the Time Machine (TM level).

NA20 **Old private secret experiments laboratory** (pulverized by a time paradox).

Still subject to relapses

NA21 **Old private secret experiments laboratory** (forsaken even by fiends)

NA22 **Old private secret experiments laboratory, now the Hall of the Failed**

being the hall of failed experiments of the Masters of Dreams and Time, a real nightmare of abominations, lost dreams, mad illusions, non wanted feelings and broken fiends.

NA23 **Old below infirmary, now the Failure feeling Laboratory**

NA24 **Old golem guardroom, now the Remorses Laboratory**

NA25 **Old secret laboratory of the Planes, now the main laboratory of the Masters of Dreams and Time.**

The magic of the fiends is too strange and too disturbing to be fully described. Suffice it to say that it deals with the feelings, the dreams and the time collapses and changes that hide in the two. What is done in this room is against all sanity and decency. The Masters of Dreams and Time cannot leave the level but can trap dreamers in their webs. And with enough time, temptations and madness, the victim finally finds himself incarnated in one of his final dreams. Its real body fades and the pour soul and new body became a slave and subject of experiments for the Masters. Many students (and masters) were so trapped. The Headmaster knows it but has little power to reclaim them. In a way the victims called to be trapped or the Masters magic would not reach them and it keeps the power angry population of the School to an acceptable minimum.

NA26 **Old storeroom, now the Bad Choices Laboratory**

NA27 **Old Golem repair room, now the Missed Choices Laboratory**

NA28 **Old Golem guardroom, now the No Good Solutions Choices**

NA29 **Old Room of Major Invocations, now the Thrones of the Masters of Dreams and Time**

NA30 **Old Room of the Planar allies of the School, now the room of Successful Dreams' Slaves**

RF / Flaems Ruins (Ruines Flaems)

Vaults

RF1 **Hall of Acceptance**

the name remained but nobody remember what it meant) where the water from the flooded level boil down in the chasm. This should be enough to empty the Flooded level of all its water but no. Such is the power of the Water Gem. The fall creates a great noise and much vapor in the chasm (from an unknown hot source far below), making it a very bad way to navigate through the levels it crosses. The stairs originally continued downward but now are blocked by rubles

RF2 **Called the Non Symetric Hall by the Students who reach this place,** *it is abandoned*

RF3 **The Hallway of Frescoes.**

This passage go down to RF11 and is covered of old flaemish frescoes of great beauty but fearsome subject representing the Flaems exodus and their betrayal by Alphaks. The passage is still warded by some magical traps of fire.

RF4 **The Imperfect Circle**

was a ritual chamber of unknown purpose. It is said that some old rituals concerning fire charms and divinations are strongly reinforced when practiced in there. It is also said that the room will equally strongly resist any non pure blooded flaems practicing magic in it, with very dire consequences.

RF5 **Hall of the Voices of Fire.**

This majestic hall served ceremonial functions for the first flaemish colons. It is in fact a door to one of their greatest secret. The hall is heavily decorated with a great display of red gold and a rococo flavor. Originally four huge statues of Elemental Princes of Fire occupied the four corners. Three remains. They constantly whispers in the fire elemental tongue. When someone ask for the Right of Access, they test him (still in fire tongue). If he succeeds, it is transported to RF6. If not it is incinerated, never to be seen again. The thing is the fourth statue was destroyed long ago by something escaping through the rock from RF6 (the passage is entirely blocked by tons of unstable rubble and boulders) but the magic is still working, there is just one less test.

RF6 **The Hall of the Fire Masters and the Fire Masters Stairs**

is a crypt and an entrance hall to the first flaemish masters' greatest secrets. Nine brass cylinder (3 meters tall) occupy the room. They are in fact the tombs of the nine first masters of the Flaemish colons. One was destroyed by the escaped foe. They still burn of fire magic energy and each one provides a magical defensive spell. The defenses are activated against each non pure blooded flaemish person in the room. They can only be dispelled by destroying the cylinders. In the center is a staircase (The Fire Masters Stairs)going to RF16

RF7 **The Old Gods corridor**

was a mockery of the old gods of old Alphatia that abandoned the Followers of the Flames during their exodus. The whole corridor is decorated by paints, bas reliefs and statues mocking the gods. Magic is also used (small illusions of amusing and surprising nature). It can be nonetheless dangerous to real and pious followers of the Immortals who will be harassed by dreadful visions and painful headaches. All their clerical magic will be sucked, one memorized spell by round (or magic point or whatever system used).

RF8 **Hall of Victory**

depicts the great feats accomplished by the first flaemish colons and especially their victory over the dragons lords of the High Lands and the creation of the Draconic Pact. The room

also serves as a dimensional door (the back door) to the Secret Craft of Dracology (AS1). The room is usually the lair of minor draconic pets of the Craft.

Undercity

RF9 The So Bad Stairs

had their final landing here but they are now obstructed by tons of unstable rubble. Only a thin dash of water found its way through the rocks and falls in the Chasm.

RF10 Hall of Dukes and the Teleport Statues.

This was a great meeting hall of the fire mages of the old flaemish academy. Two big statues of some of their first famous dukes dominate the hall. They are in bad shape but still impressive. One can touch a statue and recite the right power words and will see itself teleported to a secret room. The east statue (whose name is forgotten except for the wisest flaemish lore masters) will bring the invoker to RF13 but the west one will cast him in solid rock in a long ago collapsed room. Curiosity kills the cat.

RF11 Old readying room of the Fire Masters of the Academy

RF12 Old Platform of the Invisible Flames

where great fire magic was conducted. The place is still strong in fire magic and planar energy but is also subject to time paradoxes from NA7. It is still used by some masters of the School (and is considered private ground by the flaemish lords)

RF13 Old Vault of the Dukes,

empty as its treasures have been plundered long time ago. Many of which is now in possession of the Secret Craft of Fire. Traps still remain nonetheless.

RF14 Old Reliquary of the Dukes,

abandoned except for a few non magical relics of the past. Did I mentioned traps? Finding and bringing back one of these relics is one of the favored tests of the Secret Craft of Fire for new applicants.

RF15 The Chasm and the Invisible Flames.

This part of the Chasm is the deeper and goes down to a tiny crack in the Chamber of the Nucleus of the Spheres. The Flaems of old detected soon the escaping energies, even as they were very weak. They called it the Invisible Flames (the Secret Craft of Fire calls them today the Invisible Fumes) and learnt to channel its energy. They found the Nucleus but did not understood really what was the Radiance; they just used its brute energy to power some of their powers and the great Flaems' Secrets (RF6 – RF16-20). Of course the invisible flames (or fumes) are dangerous to breath, to use or to stand near (radiation!). It is believed by Etienne that the Chasm itself was created by a sudden outburst of energy from the unstable Nucleus.

RF16 The Four Pillars of Truth and the Fire Masters Stairs

The stairs from RF6 land here in a natural grotto. There is no decoration but four raw pillars of star metal. Each is marked by an alphantian rune. Activating a specific rune needs an old flaemish ritual involving radiance (that may still lingers in some forgotten or hidden tomes of the Library). Once activated the rune opens an inter-dimensionnal passage to an other grotto. There is no defense in this room. If you managed to reach this exalted place, you are worth standing in

RF17 The pillar of the “Secret” Rune leads to the Cradle of the Protector,

being the planar artifact (an orange-yellow translucent jewel with a living heart of all elements the size of an ogre head) of the Followers of the Fire, the one that kept them alive during their exodus through the dimensions. It is now believed to be a legend, a metaphoric trick of narration. In fact it was hidden here by a handful of masters of fire, and is still active, protecting the School and much of the City against hostile magic (especially elemental). Its effects are subtle but real. It is it that preserved the School from much

greater damage during the 1009 attack of the 1000 mages of Alpathia and the subsequent week without magic. Gaining control (or even touching) the Protector is a campaign aim in it self. Those foolish enough to try without the power and knowledge to try are doomed and will be sucked in the heart of the Jewel to be crushed, downed, incinerated and ripped.

RF18 **The pillar of the “Stasis” Rune leads to the Jail of Alphaks.**

The masters of the Fire held a mighty grudge against Alphaks and they tried to imprison here in a special magical trap. It almost succeed and Alphaks was indeed held a few decades during its quest for immortality. But even with a radiance powered machinery, the Roaring Fiend was too much a power for the masters and he escapes, vowing (as usual) revenge. Etienne tried to repair and improve the machinery at the beginning of its first office as headmaster. But he gave up quickly when he found out about the Radiance. His notes are still here.

RF19 **The Pillar of the “Infinity” Rune leads to the Laboratory of the Clones of the Masters.**

The Masters of Fire understanding that their enemies numbers will be increasing and theirs will be diminishing (especially when they found out that Followers of Air had already built an empire!), tried to perfect their cloning techniques and especially tried to clone themselves. That way, each time one of them ill die, a clone (even less powerful because it was created from a younger state) will take its place. They used radiance to enhance the process and give the clones greater powers. But the result was unstable and the clones were troubled by illness and madness crisis. The project stopped with the fall of Braejr. Nonetheless Etienne reworked the project from the beginning and its mastery of radiance allow him to succeed were the Masters of Fire failed. But he did not want to create a line of masters, just to provide temporary clones to defend the School and the Nucleus in the direst circumstances. He made radiance clones of all the Founders of the Light of Rads and of all Headmasters. These clones are conscious of what they are and have very limited life (from a day to a month depending of the need). They are loyal to Rad and Rad only.

RF20 **The Pillar of the “Power” Rune is the only mortal way to reach the Nucleus of The Spheres.**

The ritual to activated it has been erased by Etienne from all sources he had knowledge of. Of course surviving only a few seconds in such an exalted place as the Chamber of the Nucleus is another story...

CM / Masters' Crypt (Crypte des Maîtres)

The Crypt is the School's graveyard for students, masters and worthy mages and heroes of Glantri. It hosts the tombs of all founders, some of which where secretly transported here by Etienne and are still though to be in their official burial chambers. Etienne used the corpses for his Founder's Salon (GM26). As long as the remains of the founders stay in these tombs, their “spirit (memories of sort) can be summoned by the Headmaster in the Salon to talk. He also wanted to honor whose he considers his real followers and servants. All secret tombs (marked a) can be accessed by touching the statue and saying the correct magic word. It is to be noted that Alexander Glantri's “spirit” cannot be summoned even by Etienne. The Headmasters are not here for their corpses serve in the Clone machine in RF19 but they have false vault in the Princes' Crypt to pay them homage and to meditate on their great virtues.

Necropolis (level -7)

CM1 The Wake Hall, Etienne's Platform and Statue of Etienne

a: tomb of Etienne (empty of course, contains a small Platform (Millenium Platform) leading to Etienne's own levels)

CM2 Temple of Rad

- CM3 Students' Crypt
- CM4 **Secret stairs to the Forge of the Magician-Princes**
- CM5 Martyrs' Crypt, Statue of Borso di Sfonti
a: tomb of Borso
- CM6 Artists' Crypt, Statue of Robert of Haaskinz
a: tomb of Robert
- CM7 Allies' Crypt, Statue of Aendyr
a: tomb of Aendyr
- CM8 Scholars' Crypt, Statue of Fernando di Belcadiz
a: tomb of Fernando
- CM9 Shepards' Crypt, Statue of Jaccob Vlaardoen
a: tomb of Jaccob
- CM10 Cultural Censors' Crypt, Statue of Morphail Gorevitch-Woslany
a: tomb of Morphail (empty of course)
- CM11 Heroes of the Republic's Crypt, Statue of Alexander Glantri
a: tomb of Alexander Glantri !
- CM12 Light of Rad's Figthers' Crypt, Statue of Toktai Virayana
a: tomb of Toktai
- CM13 Princes' Crypt, Statue of Freidrich von Drachenfels
a: tomb of Friedrich

Zones and levels yet to be described:

- *The Forge of the Magician-Princes and the Secret Craft of Alchemy (level -9)*
- *The Pact of the Dragons (or more honestly their prison) (levels -10 and -11)*
- *The Last Refuge of the d'Ambreville (level -11)*
- *The Time Machine (level -13)*
- *The New Etienne's Laboratory (level -15, after his return in 1012 only)*
- *The Secret Craft of Illusion (Dimension of Nightmare)*
- *The Nucleus of the Spheres (so very far below)*
- *The Stairs of All Secrets (extra-dimensional space)*
- *The Lost Student's Room (F54c in level 4 in fact an extra-dimensional space)*
- *The Itinerant Laboratory (dimensional and time traveling space)*
- *The Corner of Sneaky Ambush (extra-dimensional space)*
- *The Zoo (dimensional pocket)*
- *The World That Was A Leaf (level 6, a reduced world on a diphased leaf or something very twisted like that)*