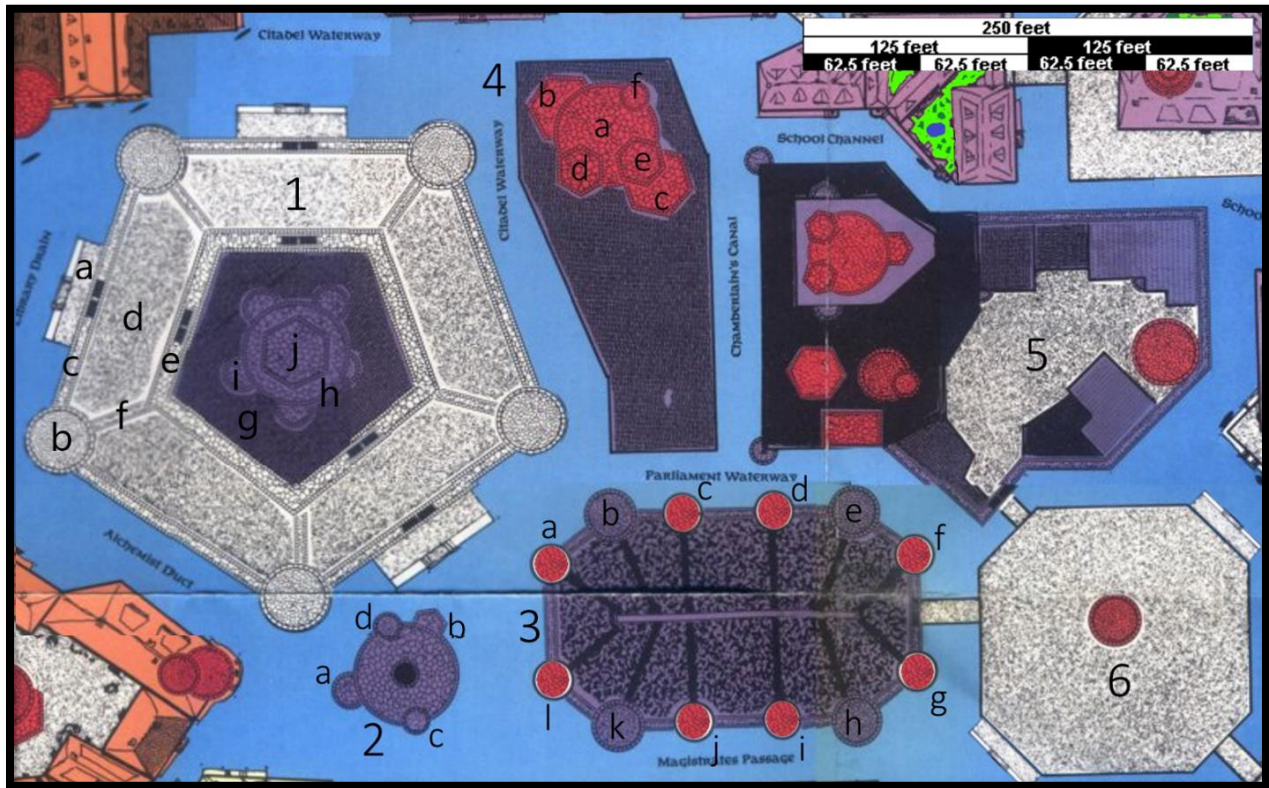


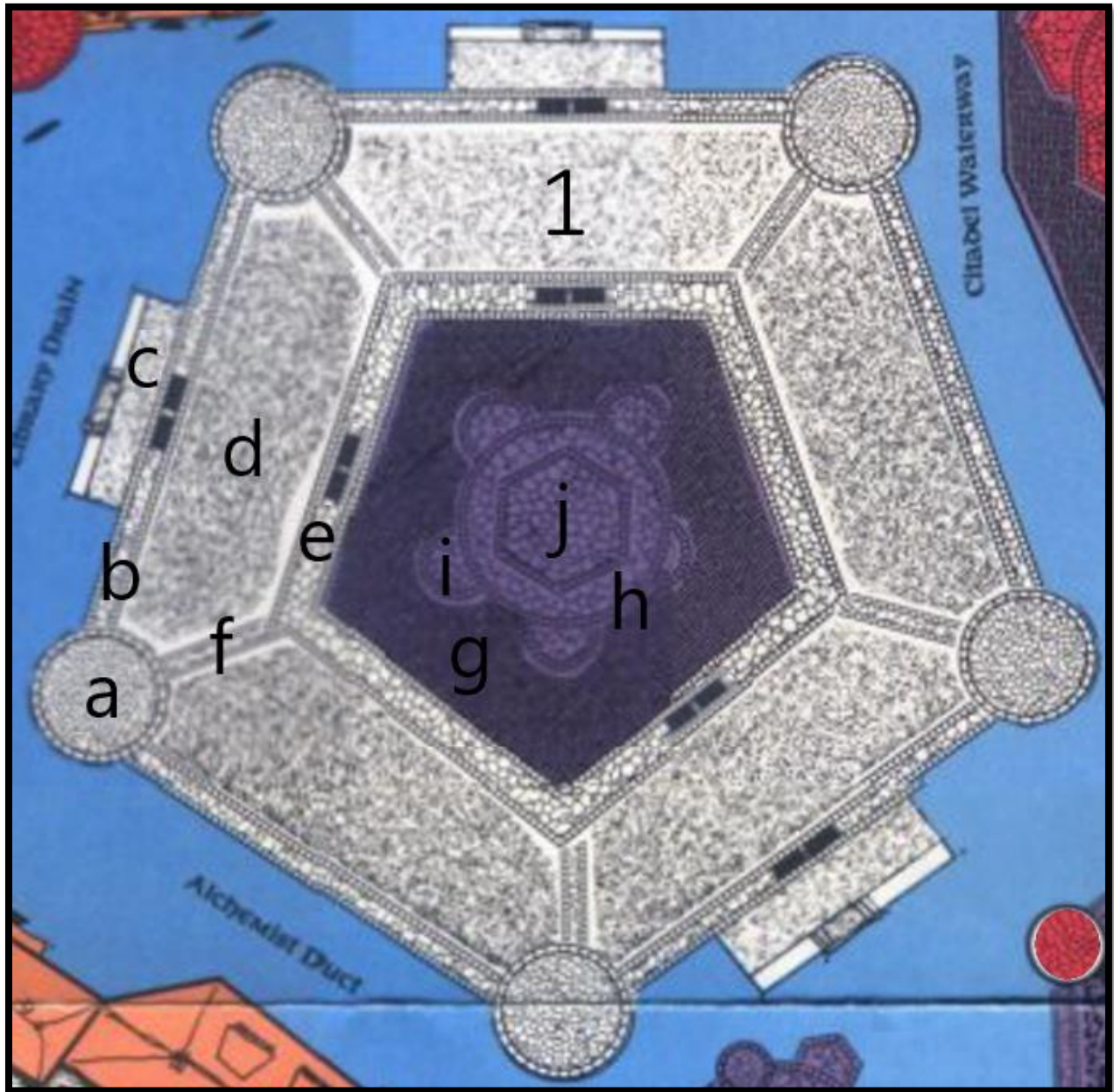
# The Citadel Quarter AC 1014

Population: Varies upon changing levels of soldiers and students living in the Quarter. Approx 1500



One of the most obvious 'problems' one might find in working *The Citadel* in a working campaign setting is the curfew and the Blackwing. I noted that only fandom that covered the Quarter (Ohad Shaham's) likely also saw the inherent problems with the setting as written and neutered the Blackwing to relative insignificance ('Fly over the government district alone. Do not fly lower than 60 feet above the highest tower. Only attack creatures that pose a serious threat to the life of the wizard princes. Never kill'). The basic problem with the Blackwing as well as the curfew is that for several of the buildings, most notably the Great School, the Citadel, and the Parliament building they do not lock up tight at dark and still have significant comings and goings after dark often by high-ranking government officials, military forces and students and faculty of the Great School. Thus, a curfew as written in *Gaz3* is not particularly feasible IMO in this Quarter. So, in this expansion we have eliminated the curfew as well as the Blackwing which at least did its job and helped foil a heist of the Council Vault at the House of Ministers in 1006 but doing so at the cost of its undead life. (see the *Glantrian Almanac* Vol. 2; AC 1005- AC 1009 for ALL the details...). In the period of this writeup, the year AC 1014, the canals are indeed patrolled after dark and quite aggressively around the canals around House of Ministers with any unrecognizable gondola on the water stopped and questioned as regards to its occupants and their destination.

## 1. The Citadel



The Citadel, much as the Grand Army of Glantri (GAG), has changed much since the pre-Great War years of Gaz3. It was, before the Great War (AC 1005 – AC 1009), in essence just a fortified barracks capable of housing a thousand troops. Due the massive expansion of the Grand Army during the Great War and a doubling of the size of the standing army after the war, a large permanent command structure was established thus today The Citadel is the headquarters of the Grand Army of Glantri as well as a formidable defensive structure housing some of the most elite banners of the army.

Five 75-foot-tall defensive towers (a) rise above the outer defensive walls and have several heavy catapults and batteries of Fireball on swivel mounts on the roof to be able to engage ground and aerial targets. The levels below contain many arrow slits for traditional archers as well as several small pedestals for spellcasters to step quickly onto to cast spells onto attackers. Each tower is capable of housing approximately 250 soldiers in time of war. The towers can be accessed either directly from the outer walls or from the inner walls via bridges over the courtyard. The Citadel complex is guarded at all times with three platoons of 30 soldiers working in 8 hour rotating shifts from among the three garrison banners guarding its gates and patrolling its walls. The five towers are manned by one of the on duty platoons.

The five defensive towers are directly connected by the outer defense walls (b) which rise 40 feet above the canals outside the Citadel as well as the interior courtyard. The walls are walked by pairs of sentries dispatched from all 5 towers and will raise the alarm if any watercraft are seen against the outer walls or anything is seen attempting to scale the walls.

Entry and exit of the Citadel is generally done via the three Gondola landings (c) and their gates through the outer walls. Several large gondola are tied up at each gondola landing for use in transporting soldiers of the garrison when the need exists for training or an emergency. A pair of sentries is always on duty on the landings and will turn away any unauthorized visitors that attempt to disembark on the gondola landing. Entrance to The Citadel is highly restricted and entry to the Citadel is usually limited to army personnel or the occasional bureaucrat or noble. Any non-military visitor that claims to have business within the Citadel will be kept waiting outside while the Platoon Sergeant on duty is summoned who will decide whether to let the visitor into the Citadel. The gondola landing gates are guarded by the 2<sup>nd</sup> on duty platoon with each gate having a squad of 10 privates and 1 Deca with the 4<sup>th</sup> squad of the platoon patrolling the outer walls. The Platoon Sergeant oversees entry during their platoons shift at the 3 gondola gates and is often found at one of the three and will be called to any of the other gates when any suspicious or questionable visitors attempt entry. If a Platoon Sergeant is unsure about admitting a visitor, they will summon the Banner Captain on duty to determine if the visitor should be admitted.

Once inside the outer gates a visitor (or attacker) finds themselves in the large open courtyard (d) between the outer and inner walls which is open and completely devoid of cover all the way around the inner walls and the main building of the Citadel. While the courtyard is used for mass assemblies or training exercises it is also a secret potent defense feature in itself. It is secret to all but the officers that the courtyard grounds are actually magically levitated 12 inches over the waters of Glantri City's waterways and are in five un-adjointed sections which can be at a command word known to the officers, from Banner Captain upward, either individually or collectively sunk into the waters surrounding the Citadel to a depth of ten feet.

The inner defensive walls (e) rise 60 feet respectively over the inner courtyard that are guarded by the 3<sup>rd</sup> on duty platoon. The outer defensive towers are connected to the top of the inner defensive wall by five bridges (f) which are 60 feet above the courtyard. The Inner wall also has 3 gates that are manned by 2 soldiers of the 3<sup>rd</sup> platoon but assume anyone within the complex has been authorized and whose primary duty is to keep logs of those who come and go as well as raising the alarm at the first sign of any trouble at the outer gates. The inner gates have stairwells that lead up to the top of the inner defensive walls.

Entering the inner gates brings one into the main Citadel building (g) which consists of five 12-foot-high upper floors and four subterranean floors. The lowest three levels are new to the Citadel and were

started during the height of the Great War in AC 1007 and took three years to complete. The subterranean floors are home stockpiles of food and water in case of siege as well as the armories and barracks of the Banner's assigned to the Citadel with plenty of space for additional troops in case of war or civic emergency. The lowest floor also contains several large spaces, doomsday bunkers, where the Council of Princes, House of Lords and Grand Army High Command can shelter and continue to meet. Though currently housing some 893 officers and soldiers (not counting GAG staff), the Citadel can house nearly 3000 soldiers in case of war or other emergency. The following banners are currently based at the Citadel:

- **Anton's 2<sup>nd</sup> Banner of the 3<sup>rd</sup> Division and Headquarters of the 3<sup>rd</sup> Division:** 120 Privates and 12 Deca Arcaner Cavalry (M3) and 180 Privates and 18 Deca elite Arcaner Cavalry (M5) all armed with slings and staves, 4 Sergeants (M5, 1<sup>st</sup> Circle Fire Master), 6 Senior Sergeants (M7, 2<sup>nd</sup> Circle Fire Master), 2 Lieutenants (M9, 2<sup>nd</sup> Circle Fire Master), Captain Tuen Mulder (M11, 3<sup>rd</sup> Circle Fire Master).  
Vice Commander of the 3<sup>rd</sup> division: Colonel General Chanash Teval (M23, 4<sup>th</sup> Circle Fire Master, Brother 'Vuurzee' of the Radiance), Executive Officer of the 3<sup>rd</sup> Division: Lieutenant General Willem den Toom (M15, 4<sup>th</sup> Circle Death Master) ,1 O4 staff officer, and 5 O3 staff officers.
- **Dolores's 2<sup>nd</sup> Banner of the 1<sup>st</sup> Division:** 120 Privates and 12 Deca elite Arcaner Cavalry (M5) armed with slings and staves, 4 Senior Sergeants (M7); 180 Privates and 18 Deca elite Heavy Cavalry (F6) armed with lances, longswords, and full plate armor; 6 Senior Sergeants (F8), 2 Lieutenants (F9, M9), Captain Otto Kerchemer (M11, 3<sup>rd</sup> Circle Gold Dragon Master)
- **Malachie's 1<sup>st</sup> Banner of the 15<sup>th</sup> Division:** 180 Privates and 18 Deca Arcaner Infantry (M3) armed with slings and staves, 6 Sergeants (M5), 2 Lieutenants (M7), Captain Henk Keemink (M9, 2<sup>nd</sup> Circle Fire Master)

The main Citadel building which once served as the barracks for the garrison, with room to hold far more in times of war or emergency, is today largely taken up by the Headquarters of the Grand Army of Glantri. The ground floor of the building is dominated by a large central open area which has two areas marked off which are magically connected to the North Keep and West Keep at the cities outer walls by a large teleportation (with no error) spell effect allowing mass (max 50 at a time) instantaneous movement between the Citadel and the two outer keeps where an additional seven Banners are stationed.

West Keep: Anton's 1<sup>st</sup> Banner of the 3<sup>rd</sup> Div., Malachie's 2<sup>nd</sup> and 3<sup>rd</sup> Banners of the 15<sup>th</sup> Div.

North Keep: Anton's 3<sup>rd</sup> and 4<sup>th</sup> Banners of the 3<sup>rd</sup> Div; Dolores's 1<sup>st</sup> and 3<sup>rd</sup> Banners of the 1<sup>st</sup> Div.).

The remainder of the ground floor is taken up by storage, dining halls, a Local Temple of Rad, kitchens and offices and living quarters for the officers and NCOs of the garrison Banners. When not on scheduled guard duty a Banner company have ten-hour shifts on duty either spent in drill, training, or education often at the Great School of Magic as the three garrison banners are mage infantry. Occasionally one of the banners will leave the Citadel to join the other banners of its division for exercises or wargames outside Glantri City.

The upper 4 floors of the Citadel building are each taken up by one of the four branches making up the Glantrian Army High Command. All staff officers have working spaces/offices on their respective floors. Staff officers of General rank (O5-O9) have spartan personal quarters in addition to offices. In addition,



the personal staff of each of the Department chiefs, an O5 General and 2 O4 Colonels, also have personal quarters. Those not having personal quarters reside off site, mostly in the Middle-Class Quarter close to the Citadel.

The 2<sup>nd</sup> floor is occupied by the Department of logistics and supplies (Versorgungsabteilung) with each of its five branches: Procurement, Distribution, Transportation, Engineers, and Medical taking a section of the floor. Each branch is led by a general of O5 rank and each has a working staff of 5-10 O4/O3/O2 officers. The Chief of the Versorgungsabteilung, Grand General Lucia Valentinus (Age 58, F13, AL-C) has her main office on this floor. The five branches are responsible for the following:

- Procurement - in charge of selecting and purchasing the food and armaments for the divisions of the GAG.
- Distribution - in charge of collecting the food and armaments from suppliers and maintaining or establishing main supply depots and working with the divisional logistics officers to establish supply lines and the transfer of supplies between the depots and the divisions.
- Transportation - in charge of selecting, procuring, and transferring as needed horses to the divisions.
- Engineer - in charge of maintaining the nations forts castles and assisting the Department of Infrastructure in the maintenance of the nation's main interior roads of Glantri. It also oversees the Pioneer Companies of the division's logistic banners in battlefield or combat construction projects.
- Medical - in charge of recruiting divisional Head Physicians, as well as those skilled with medicine and healing for serving in the various divisional logistic banners. Also establishes guidelines for the proper care and treatment of the soldiers of the GAG.

The 3<sup>rd</sup> Floor is occupied by the Department of Intelligence (Abwehr) with each of its five branches: Ethengar, Sind, Broken Lands, Foreign, and Domestic, each taking a section of the floor. Each branch is led by a general of O7/O6 rank and each has a working staff of 2-3 O5 generals, and 10-15 O4/O3 officers. The Chief of the Abwehr, Grand General Tomor Olziyt (Age 72, M21, AL-L) has his main office on this floor. The five branches are responsible for the following:

- Ethengar - collecting and evaluating intelligence on the Great Khan and his military forces.
- Sind - collecting and evaluating intelligence on the Master of Hule, the resistance to him, and the various military forces in Sind.
- Broken Lands - Official mission is to collect and evaluate intelligence on the Shadow Elves and their military forces in the Eastern Broken Lands. Per direction of the Warden of the Marches, and unknown to the rest of the Council of Princes (and Prince Kol) intelligence is also collected and evaluated on Prince Kol and the humanoids of New Kolland. All intelligence related to New Kolland is rated Top Secret and only for the eyes of Grand General Olziyt and Prince Jaggar.
- Foreign - collecting and evaluating intelligence on other nations such as Thyatis, Darokin, and Rockhome that either pose no direct threat or do not share a border with Glantri.
- Domestic - collecting and evaluating intelligence on subversive elements in the Glantrian military.

The 4<sup>th</sup> Floor is occupied by the Operations Department (Führungsamt) with each of its three branches: Nordwesten, Nordosten, and Südosten taking up a section of the floor. Each branch is led by a general of O7/O6 rank and each with a working staff of 3 O5 generals, and 15 O4/O3 officers. The Chief of the

Führungsamt, Grand General Otto von Taafnen (Age 65, F11, AL-L) has his main office on this floor. The three branches are responsible for the following:

- Nordwesten - covering western Glantri from the border with Sind north to the border with Wendar.
- Nordosten - covering northern Glantri from the central Wendarians to Boldavia and eastward extending to the border with Heldann.
- Südosten - covering central Glantri and southeastern Glantri from Fort Huledain to Estioniarsk

Peacetime mission - Establishing patrol objectives, setting training regimens for the various divisions, and planning war games with threats specific to the regions the divisions are based.

Wartime mission - Strategic planning and analysis. Maintaining coordination between various forces in the field and making sure orders from the Branch and from the Warden of the Marches are delivered and acted upon.

The 5<sup>th</sup> floor is occupied by the Administrative Department (Verwaltungsabteilung) with each of its four branches: Finance, Recruitment, Reserves, and Records taking up a section of the Citadel's top floor. Each branch is led by a general of O5 rank and each with a working staff of 10 O4/O3 officers. The Chief of the Verwaltungsabteilung Grand General Émile Zola (Age 74, M17, AL-N) has his office on this floor. The four branches are responsible for the following:

- Finance - in charge of providing the Council of Princes an annual budget for coming year and receiving the current years allocated funds from the Treasurer of the Council and dispersing pay to the soldiers of the GAG.
- Recruitment - in charge of keeping track of upcoming vacancies in units (retirements/discharges) and recruiting, processing, and dispersing replacements.
- Reserves - in charge of processing those who retire or separate from the GAG and responsible for keeping accurate lists of those who retire, or are separated, discharge veterans in case they need to be called back to duty.
- Records- in charge of the personal files of all soldiers of the GAG making sure all changes in pay grade due to promotion (or demotion) as well as the awarding of medals are correctly notated in the soldier's personal file.

Rising above the main Citadel building is one large main tower (h). The main Citadel tower rises 72 feet above the Citadel's main building. It consists of six 12 foot high floors. The bottom tower level is given over to the Administrative Department and contains the service records for all that served in the Grand Army dating back nearly 100 years. The next two levels are each occupied by the living quarters of Grand General's Von Taafnen and Valentinus. The next level has meeting rooms where Department Heads and the Warden of the Marches could meet and plan in luxury as well as containing quarters for the roop top guards while on duty. Extending out from this level (approximately 100 feet in height over the city) are five defensive platforms (i) which are armed with magical missile batteries as well as heavier batteries of Lightning bolt and Fireball. One of the squads from the three on duty platoons is always on alert duty here and ready to man the defensive batteries on a moment's notice. The final two levels of the tower are taken by the living quarters of Grand General's Olziyt and Zola.

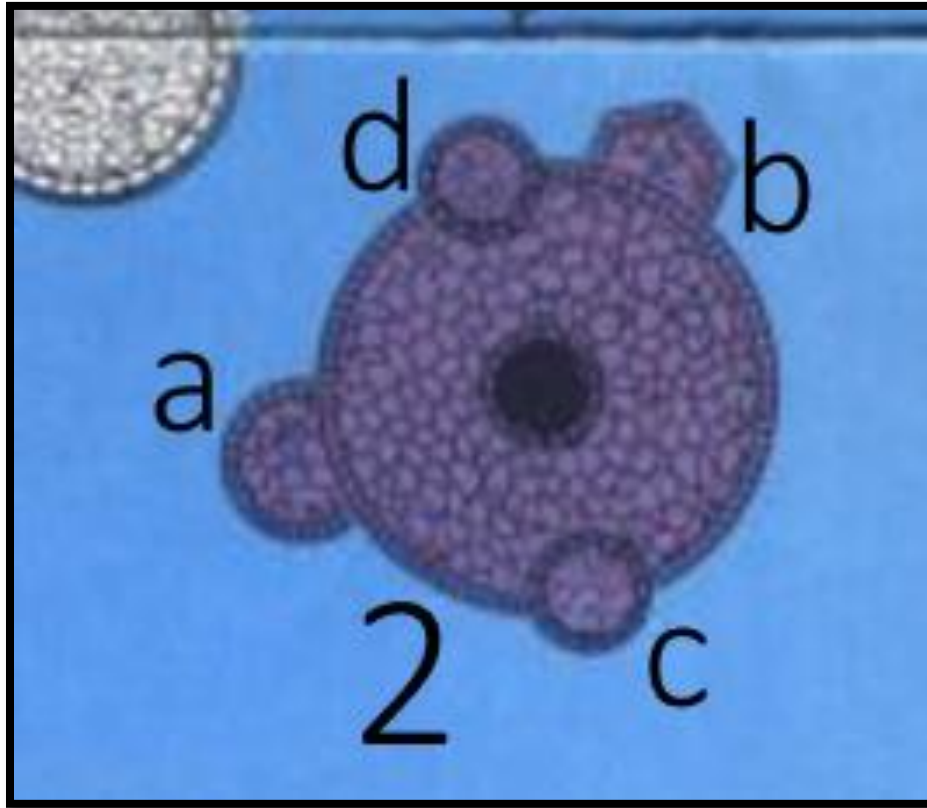
Atop the Citadel tower rises yet another tower (j), the Warden's Tower, containing the personal quarters and working spaces of the Warden of the Marches, currently Prince Jaggar von Drachenfels.

This slim tower has 4 levels making the Warden of the Marches' tower the highest point in Glantri City topping out at an impressive height of 180 feet above the city's canals. The tower also has an exterior stairway that allows access to the top of the Warden's tower from the top of large tower for army troops in case of emergency. The bottom floor of the Warden's tower which has access to the top of the main Citadel Tower and contains a guard post with one squad always on duty as well as living and working quarters for the personal staff of the Warden. The 2<sup>nd</sup> tower level contains a large map room with a detailed map of all Glantri as well as small dining room and kitchen for use by the Warden and small parties of guests. The 3<sup>rd</sup> Level contains the main working office of the Warden as well as a small library stocked with the greatest works of military history and theory. The top level contains the personal living quarters of the Warden of the Marches with access to the roof. The roof contains one of most impressive weapons on Mystara, a twin barreled weapon known as the M.S.-Flak-Zwilling which can fire twin rapid volleys of Meteor Swarms, but with a twist.



The weapon was constructed over several years in great secrecy in preparation for a direct Alphatian attack on the city by a group of military engineers led by Colonel General Hans Grüber who made a final enchantment upon it before completion that extended the range of the weapon 70% beyond the range of a normal Meteor Swarm spell or weapon based upon it to a range of 408 yards (1124 feet), nearly a quarter of a mile, which so surprised the Alphatian mages attacking Glantri City in AC 1009. The weapon was able to catch them in groups assembling over the city, thinking they were out of spell and missile range, and scored 21 confirmed Alphatian kills and were credited with another 12 probable kills. (see the Glantrian Almanac Vol. 2; AC 1005 - AC 1009 for ALL the gory details...) The guns are unmanned normally when Glantri is at peace but can be activated by either General Gruber (presently based at the North Fort) or General Teval within 15 minutes of an alarm of danger to the inner city.

## 2. Tower of Sighs



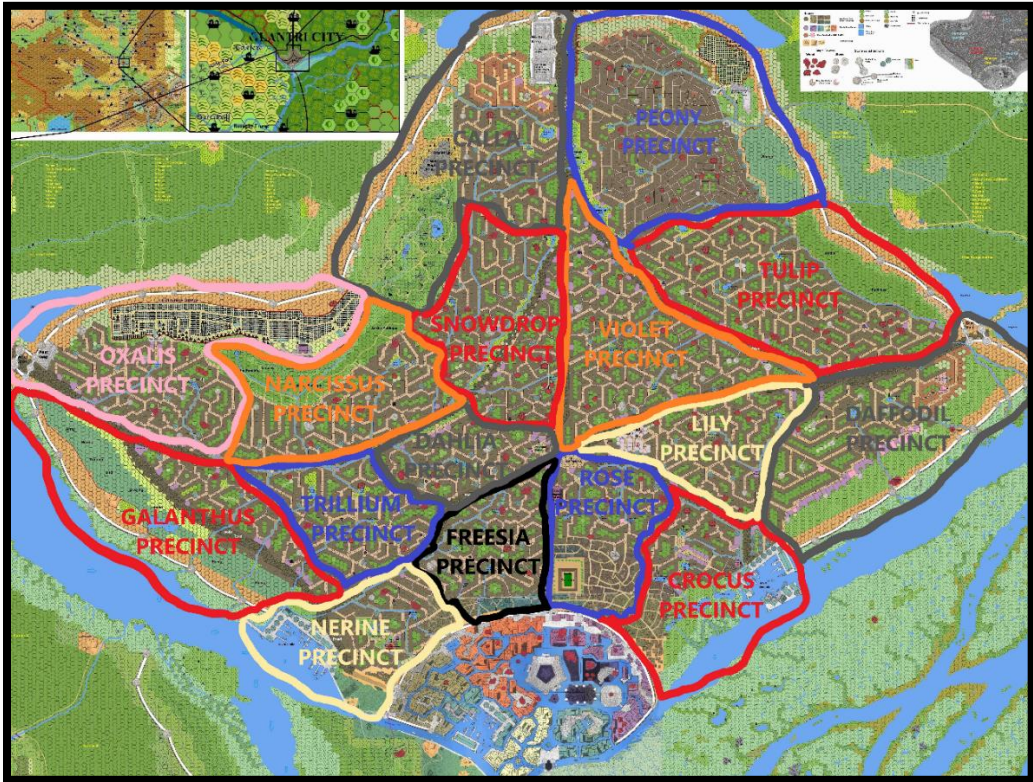
The Tower of Sighs rises nearly 100 feet above the canals and consists of 8 floors with 2 smaller towers rising above the main tower. Underneath the murky waters of the canal is the dreaded Glantrian prison where few who are enter are ever known to emerge again. In addition to being notorious as the main Glantrian prison, The Tower of Sighs is also home of the City Constabulary. However, before describing the Tower to help you perhaps avoid firsthand knowledge of the Tower itself one should be familiar with the City Constabulary is what its various missions are.

The City Constabulary is a large force with many different departments and missions. It is led by Chief Constable Jeffrey Hollyander (Age 53, T14, AL-N) who was appointed by and directly reports to the Supreme Judge of the Council Prince Jherek Virayana IV. Under the umbrella of the City Constabulary are five departments each led by a Constable Major who report to the Chief Constable. Four are known to most to Glantrians with the 5<sup>th</sup> being secretive and known to few in the city and consist of the following departments:

- The City Guard: led by Precinct Constable Major Rosalind Duchenne (Age 48, F24, AL-N) is responsible for maintaining basic law and order from guard posts in each of the city's 28 precincts: 12 inner city and 16 outer city. The City Guard consists of Duchenne, 28 Precinct Captains and approximately 675 Precinct Constables. One Precinct Captain, Igor Dimitrov (Age 33, M11, AL-L) and 30 Constables are stationed at the Tower and are responsible for not just duties at the Tower but also patrolling the waters of the Citadel Precinct.

The Outer Precincts of Glantri City





The Inner Precincts of Glantri City



- The City Inspectorate: led by Constable Major Carise Akerboom (Age 48, M16, 4<sup>th</sup> Circle Water Master, AL-C). and works closely with the City Guard investigating crimes and doing the detective work often need to solve crimes and catch the perpetrators. The City Inspectorate consists of Akerboom, 2 Detective Captains, and 30 Detective Constables. Akerboom along with one Detective Captain, Joachim Meissner (Age 31, T23, AL-N) and 15 Constables are based at the Tower.
- The City Port Authority: led by Constable Major Yarov Dazent (Age 52, F9, AL-N) and is responsible for patrolling the City canals and Vesubian and Isoile Rivers 'within' the city's outer walls. They enforce the cities laws in the port area and waterways and assist Assessors from the Department of Trade in collecting fees and taxes on merchandise arriving in the city. The City Port authority consists of Dazent, 5 Mariner Captains, and 100 Marine Constables. One Canal Captain, Cora McGinty (Age 40, M12, AL-C) and 20 Constables are based at the Tower while Dazent is based in the Port Quarter (see Port Quarter, Port Precinct location #1) with another Port Captain and 20 Constables. The other three Port Captains and their constables are based in the Open Market Port (see Business Quarter, Sovereign Precinct location #21) and the outer city ports of Étienne and Fernando in the Nerine and Crocus Precincts, respectively.
- The City Watch: led by Constable Major Pedro de Asesalpha (Age 54, M34, Brotherhood of the Radiance (Brother Decimo), AL-L). Responsible for peacetime perimeter security of the inner and outer city by its city walls, towers, gates, and watertowers. Its primary tasks are to prevent undocumented entry into the inner city, assist the army in securing and patrolling the outer city walls, document arrivals and departures from the inner and outer city and assist the Department of Trade in collecting tolls and fees from those entering the inner or outer city via its gates. The City Watch consists of de Asesalpha, 60 Sentry Captains and 1200 Sentry Constables all but the Constable Major and a few specially selected Sentry Constables are based outside the Tower. Each Troop of 20 Sentry Constables and its Sentry Captain are rotated every month among the various duty stations around inner and outer Glantri City.
- Le Aquille: is led by Constable Major Josephine Lesinea (Age 41, M27, AL-N). This 5<sup>th</sup> branch of the City Constabulary is its most shadowy as well as its newest and smallest branch and is in charge of collecting intelligence on known and suspected criminal elements within the city. Established by order of Prince Jherek in AC 1006 after the failed Council Vault heist they are un-uniformed and work undercover not to solve crimes like the City Inspectorate but to try to prevent them. They attempt to penetrate identified criminal organizations, such as the Thief's Guild, as well as identify new or unknown criminal groups and uncover intelligence on possible criminal activities which Constable Major Lesinea reports to the Chief Constable. Le Aquille consists of Lesinea, 2 Undercover Captains Jerome Blanchard (Age 25, M14, AL-N) and Alessandro Giacomelli (Age 32, T18, AL-L), and 30 Undercover Constables, all of whom are based at the Tower. The constables of Le Aquille are the elite of the City Constabulary, often drafting the most talented from the other four branches, with all having levels higher than their counterparts in the other departments as well as having the highest percentage of Arcaners within their ranks.

Though not visible on the city map a gondola landing with moorings for Constabulary gondolas surrounds the entire ground level of the tower. Fifteen gondolas of the City Constabulary are docked at the Tower of Sighs and patrol the canals of the Citadel Quarter to make sure all within the Citadel Quarter have valid and current passes to be within the Quarter. While the canals are patrolled day and

night, the patrols are strongest and are most aggressive in checking passes at night. The gondolas of the City Constabulary here at the Tower of Sighs are heavily armed and magically enhanced with defenses and propulsion. The gondola landing steps lead up into the relatively open-air ground floor of the tower which supports the upper floors of the tower via 5 large pillars with one in the center of the tower and four along the exterior of the tower. The large pillars are not all solid stone however as the center one contains an open chute leading from the top floor of the tower down to the lowest dungeon levels which was once used by the Nightwing under the control of Supreme Judge. Two of other pillars contain magical levitation portals giving access between the 2<sup>nd</sup> floor of the tower and the upper subterranean level bypassing the ground level. A traditional stairwell from the ground level leads up to the upper floors of the tower and winds around the central column. One or two constables of the City Guard can be found at a desk on ground level regardless of the time of day to take inquiries and help direct any who come to the Tower of Sighs to speak to specific offices/members of the Constabulary. A waiting area exists for those awaiting their turn to first speak to the desk Constable or to be eventually seen by other Constables on duty.

The 2<sup>nd</sup> floor is where most of the day-to-day business of the City Constabulary at the tower takes place. This floor has an open central area around the central column/staircase surrounded by numerous rooms around the perimeter of the tower floor in which interviews, interrogations and processing of new prisoners are conducted. At any of time of day, in rotating 10-hour shifts, can be found at least one of the three Captains of the City Constabulary assigned to the Tower of Sighs who oversee the routine tower activities of the Tower Constabulary.

Precinct Captain of the City Guard, Igor Dimitrov – 6am to 4pm  
Detective Captain of the City Inspectorate, Joachim Meissner – 2pm to 12am  
Marine Captain of the City Port Authority, Cora McGinty – 10pm to 8am

The north and south pillars (approximately located under tower locations c and d) contain levitation portals with platforms that connect the 2<sup>nd</sup> floor with the upper subterranean prison level. The levitation platforms will move up or down once a command word is spoken and once the recall password is said after exiting the platform it will return to its default level. The default location of the north levitation platform is the 2<sup>nd</sup> floor, and the first sublevel is the default of the southern one. Each platform can hold 10 normal human sized occupants. The platforms rise and lower at a rate of a foot a second meaning a trip between the floors usually takes two minutes.

The next three floors of the tower are laid out much as the 2<sup>nd</sup> floor with a central open space around the main stairwell column used as a common area and are home to the living quarters and armory for the constables of the City Constabulary based at the Tower of Sighs. The City Guard and its Precinct Constables occupy the 3<sup>rd</sup> floor. The 4<sup>th</sup> floor is split between the barracks of the Marine Constables of the Port Authority and Detective Constables of the City Inspectorate. Le Aquille and its Undercover Constables occupy the 5<sup>th</sup> floor.

The 6<sup>th</sup> floor is split equally into the offices and personal living quarters for the Constable Majors of the City Guard and City Watch. A circular stone brattice (a) extends from the 6<sup>th</sup> floor personal living quarters of the Constable Major of the City Guard and contains his private office as well as a small stairwell to an open area atop the brattice which offers a great view of the city and the Middle Class Quarter to the west and the Entertainment Quarter to the south. The 7<sup>th</sup> Floor is also equally split into office and personal space for the Constable Majors of the City Inspectorate and Le Aquille. A 2<sup>nd</sup> stone brattice (b) extends from this floor and contains the private office of the Constable Major of Le Aquille

with access to a private open area atop which offers a stunning view of the Citadel Quarter to the east. The 8<sup>th</sup> and final level of the Tower of Sighs contains a large and richly appointed conference room where the heads of the various departments of the City Constabulary meet with the Chief Constable or occasionally with the Supreme Judge of the Council himself. The conference room is dominated by a large 1/100 scale model of the inner city built onto the floor. There are also several more smaller and private meeting rooms as well as a private dining room with a small kitchen to serve the high ranking members of the City Constabulary. There is no direct access up to the roof from the top floor, instead there are two stairwells directly under the two towers atop the Tower of Sighs.

The Private tower of the Chief Constable (d) is a peaked tower rising 3 stories above the roof of the Tower of Sighs. Its ground floor has access to the roof of the Tower of Sighs and contains the quarters for a small staff that serve the Constables Majors and the Chief Constable, as well as a small guard post of five specially selected elite (Str, Int, and Dex all greater than 13) Sentry Constables from the City Guard who serve as the bodyguards of the Chief Constable and guard his tower as well as the roof of the Tower of Sighs. The 2<sup>nd</sup> and 3<sup>rd</sup> levels of the Chief Constable's tower contain his office/working quarters and personal quarters, respectively.

A 4-story tower (c) also rises above the Tower of Sighs and contains the personal quarters of council charge of The Supreme Judge of the Council which has been Prince Jherek Virayana IV since AC 991. Like the tower of the Chief Constable, it also has access to the roof of the Tower of Sighs. Its ground floor is occupied by quarters for a small staff that attends the Prince including those of his personal chef. A small guard post of Prince Jherek's personal bodyguards (1 F30, 4 F20-F25) control access to upper levels and will rush to his defense in case of aerial or magical intrusion of his quarters above. The 2<sup>nd</sup> level of the Supreme Judges Quarters contains a private dining room and small kitchen. The 3<sup>rd</sup> level contains the Supreme Judge's private office and personal library. The 4<sup>th</sup> floor contains the Supreme Judges private living quarters and has a small stairwell to the tower's roof where the Princes personal mount, a Griffon named Jügderdemidiin (Jügs for short), is stabled.

Underneath the waters of the canals is home to the notorious Glantrian prison, known colloquially as Il Cesso, from which few who enter ever reemerge. The Levitation platforms from the 2<sup>nd</sup> Tower Level takes one to the first dungeon sublevel some 50 feet under the waters of the canal where a guard post of 5 Precinct Constables are always on duty. The guard post has a staircase leading to the 3 sub prison levels where prisoners are housed. The head jailer, who is appointed by the Chief Constable, has his office here and has a staff of 8 jailers, who split 12-hour shifts and handle the basic needs of the prisoners such as providing bare subsistence nourishment. Prisoners are kept in their cells, in isolation and in darkness for the length of their terms. Few are said to emerge from the dungeons, even fewer emerge unchanged by the experience. The prison houses some of the most notorious and dangerous prisoners in Glantri.

In the lowest level of the prison can be found the former Viscountess of Redstone Arbana Jerbat who was caught in the act sending classified military information to Alphatia by the Glantrian Secret Service and was tried and convicted (in secret) by the 1<sup>st</sup> Circuit Court (see Business Quarter, Ducat Precinct location #9) in AC 1007 on the charge High Treason and spying for Alphatia. She was sentenced to a life sentence under the Tower of Sighs. Seven years of solitary confinement and its brutal conditions have done little to dim the fire of the old bat and she remains sharp mentally and has lost nothing her vicious nature. Ever since she forcibly removed the manhood of a jailer with her teeth the guards treat her as the viper she truly is. She greets her jailers every day with the sweetest of mocking invitations and thereafter the vilest of curses (in Alphatian of course) upon having her favors rejected.



In a cell on the middle prison level can be found the former Proprietor of the Two Volcanos Free Province. Agnes Trower, who was convicted in AC 1000 of charges of *Tax Evasion* and *Violation of Allegiance* and was sentenced to consecutive 10-year sentences under the Tower of Sighs. Much lamented among the jailers is the current state of the once beautiful and vivacious Agnes who is 14 years into her sentence is afflicted with leprosy, dementia, a raging 13-year-old set of cases of herpes, chlamydia, gonorrhoea, as well as suffering premature hair loss. She has pretty much lost her sanity and says nothing these days but a single word in between bouts of uncontrolled drooling ...Doaty..Doaty..Doaty ..

Also having a cell in the lowest depths of the dungeon is Luigi Peruggia once the Guild master of the Glantri City branch of the Fellowship of the Pouch. Luigi was the mastermind of the spectacularly bold but ultimately failed attempt to rob the national Treasury underneath the House of Ministers in AC 1006. Luigi is thought by the Guild to have perished in the attempt but was instead captured and tried in secret for Theft and for Tax Evasion. As part of a plea deal the Tax Evasion charge was dropped in exchange for spilling all he knew about Guild operations, especially infiltrators or agents inside the Glantrian government. Instead of five 10-year consecutive sentences, a death sentence in all but name, Luigi was sentenced to a single 10-year concurrent sentence, and with better food and treatment than other prisoners might get and is due to be released in two years.

One thing that should be made clear to those new to Glantri, while the prison under the Tower of Sighs is indeed infamous and feared, it is by no means the only prison in Glantri, or even the only in the city itself. It generally serves as a 'lock 'em up and throw away the key' for the worst or most dangerous of the nation's offenders and often is where those whose crimes (Treason) were against Glantri or the Princes themselves will be imprisoned. High Treason such as *Violation of Allegiance* toward the Council of Princes is usually death by Black Pudding, or in rare cases life imprisonment and those sentences are carried out here. Penalties for being convicted of Treason are more variable dependent on the nature of the crime itself. *Tax Evasion* for amounts over 50 ducats will automatically land an offender in Il Cesso from five to ten years with lesser amounts landing the offender in a city or regional jail to serve terms based on the tax amount evaded equating to 1 month per ducat cheated the Glantrian Treasury. The punishments for *Violations of Allegiance to a Prince or Noble* (including felonies committed against them by a mundaner) are by Glantrian law left to the noble but usually only those convicted in treason cases regarding ruling Princes will be sent here to the Tower of Sighs as conviction on a charge of *Violations of Allegiance* has any punishments carried out and any imprisonment time served, as was the trial itself, in their own fiefs.

The harsh sentences for general felonies (overdue debts, bribery, murder, rape, theft) are rarely carried out at the Tower of Sighs and in sentences in which the removing of fingers was mandated are administered by private contractors (rumored to be psychotics off the street) who live on the bounties pay by the Ministry of Justice for their services. Capital judgement, when required after a conviction of a felony, is handled in a special pit of Green Slime in the lowest level of Glantri City's or a regional main jail. The penalties for the felony conviction of *Unlicensed Spell-Casting* are again also handled by 'private contractors' who make their livings off of the Ministry of Justice bounties paid and a fair number of wizards specialize in the forced dispelling of magic, sex-changing, and feeble-minding with mundaner bounty hunters enjoying simple pleasure of tearing out an offenders tongue.

Those convicted of the felony charge of general *Unlicensed Activities* are fined 100 dc. fine for a first offense with failure or inability to pay the full amount landing one in a city or regional jail cell at the rate



of 3 days per ducat owed. A 2<sup>nd</sup> offense and the convict is given a 1-year sentence at the main city or regional jail. A 3<sup>rd</sup> offense of *Unlicensed Activities* earns one a trip to the jails under the Tower of Sighs for five years and a 4<sup>th</sup> earns one the Black Pudding treatment at the Tower of Sighs.

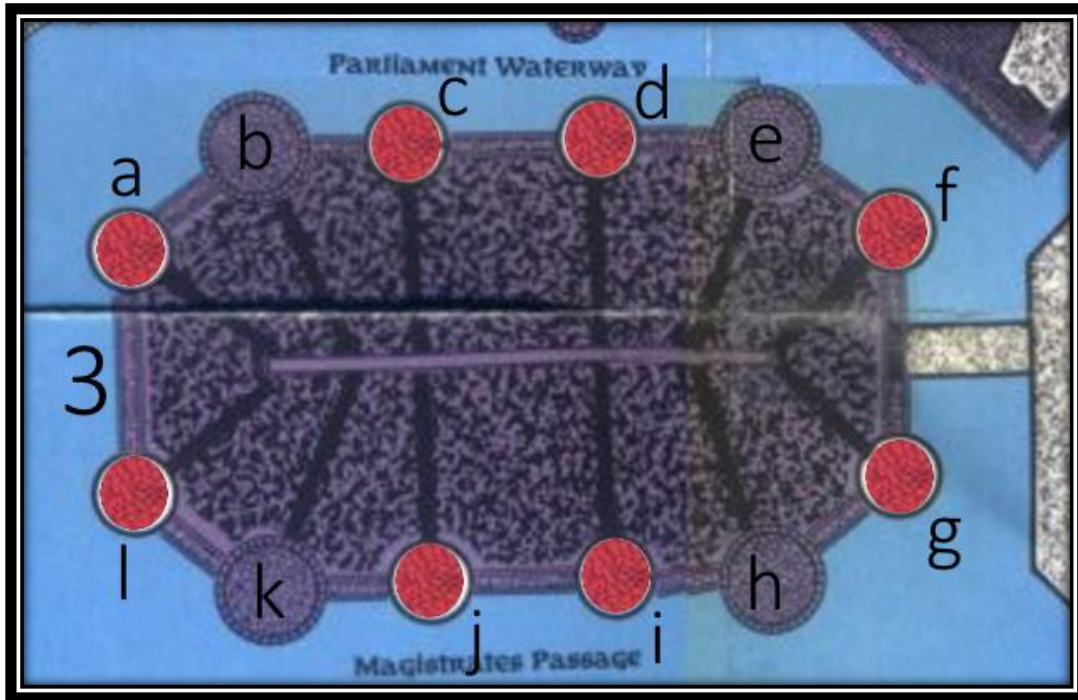
Those convicted of the Misdemeanor crime of *Wounding or Attempting to Wound an Arcaner* will be sent to the main city or regional jail to serve a ten-to-thirty-day sentence. A second conviction will land an offender back into the main city or regional jail to serve a one-year sentence. A third conviction gets the repeat offender a five-year sentence under the Tower of Sighs and a 4<sup>th</sup> conviction earns another trip to the Tower of Sighs but a far less pleasant and much shorter stay as they will be subject to Death by Black Pudding within a day of arriving.

A few words must be said about the (former) crimes of Religion. Before AC 1008 being known as a Cleric and casting their associated magic were high crimes in Glantri and were punishable by death by fire. Even the private worship of any immortal was a crime in Glantri and punishable by death by Black Pudding. With the passing of the Clerical Act of AC 1008, being a cleric or using clerical magic in Glantri became legal but is heavily regulated and requires several expensive licenses.

The Glantrian *Clerical Act of AC 1008* modified the law in Glantri and stated all Clerics in Glantri must be registered and pay a base registration fee of 250 dc. a year. Those found in Glantri without proper registration will suffer the same fate, death by fire, as Clerics did in the past even on a first offense. In addition to the registration fee a Cleric must hold a spellcasting license suitable to their level which like magic user licenses must be renewed every year and is the responsibility of the caster to keep current during the year. This fee comes to 20 dc. per level of a clerical spell. However, as Clerics naturally can cast any spell of any level, they have attained they are responsible for all spells of that level they can cast, which comes to annual license fees of 160 dc. for a cleric only able to 1<sup>st</sup> Level spells. A cleric able to cast 2<sup>nd</sup> Level spells has to pay 480 dc. (320 dc. +160 dc.). A cleric able to cast 3<sup>rd</sup> Level spells has to pay 960 dc. (480 dc. + 320 dc. + 160dc.) etc for higher level clerics. Failure to hold or maintain proper licenses for Clerical spellcasting results in a 1 year jail sentence under the Tower of Sighs. A 2<sup>nd</sup> offense results in death by fire. It is worth noting that note unlike Alphatia, clerics are still considered mundaners In Glantri, so even though they can cast spells they are not considered Arcaners thus are not considered legal heirs to existing dominions and cannot become ruling nobles and establish new dominions. Though Clerics became legal the other facets of the long standing Glantrian laws, and the High Treason crime of *Religion* remained unchanged. Though Clerics, if registered, could not executed simply for being in Glantri any sermonizing or promoting any religion in Glantri still remained a crime of High Treason and with the dire penalties if convicted.

One last note to be made about Glantrian law is to clear up the misunderstanding that the Council of Princes is also a judiciary body. Glantri has a robust set of laws and a huge and powerful legal bureaucracy to enforce them and though Glantrian nobles are exempt from many lesser crimes; those they are subject to are serious charges and are handled much in the same way as any common Glantrian. Any charges of wrongdoing or a potential crime by a ruling Prince, or a noble are brought by Justice of Ministry only after determining the charges has merit and evidence behind them. Neither Princes or noble are judged by the Council of Princes but instead are judged in a court of law like any Glantrian. However as one might expect those cases are not heard in any old court of law but special ones. Charges against a Prince or Princes of Glantri are heard in the High Court of Glantri (see location #3c – The High Court of Glantri) and charges against any other nobles are heard strictly by the 1<sup>st</sup> Circuit Courthouse of Glantri City (see Business Quarter, Ducat Precinct location #9) which has the jurisdiction over any criminal charges brought against a noble.

### 3. The Parliament Building



The Parliament Building completed in AC 1003 a major expansion in which 8 new towers were built around the exterior of the Parliament to add to the 4 existing towers from the original building. The main Parliamentary building consists of two floors each with high 20-foot-high ceilings. The four older towers (b,e,h,k) are each six stories high, the eight newer towers (a,c,d,f,g,l,j,i) are each seven stories high. The Parliament Buildings 50-foot-high exterior wall is topped with a walkway that connects adjoining towers at their 5<sup>th</sup> floor locations. The towers each have primary occupants or functions and are as follows:

- Tower a: The Red House - Spokesmen's Guild
- Tower b: The Tower of Swine - Glantrian Constabulary
- Tower c: The High Tower - Tower of the High Court
- Tower d: The Supreme Tower - Tower of the Council of Princes
- Tower e: The Chancellery Centre - Glantrian Foreign Chancellery
- Tower f: The Daro – Embassy of the Republic of Darokin and residence of its Ambassador
- Tower g: The Lucin – Embassy of the Empire of Thyatis and residence of its Ambassador
- Tower h: Sovereign House - Tower of important foreign delegations
- Tower i: Penny House - Tower of minor foreign delegations
- Tower j: The Blue Belfry - Tower of the President pro temp of the House of Lords
- Tower k: The Polemical Tower - Guild of Magistrates and Konsortium of Glantrian Bureaucrats
- Tower l: The Tower of Ink - Scribes Association

In addition to being the seat of the Parliament of Glantri, known as The House of Lords, it is also home to Foreign Chancellery, and the High Court of Glantri. The three occupants of the building can be summarized per the following:

- The House of Lords which meets every year for an annual session starting on the 1<sup>st</sup> of Thaumont and helps sets policies for coming year as well on voting on proposals passed down to it by the Council of Princes.
- The Foreign Chancellery is led by the Chancellor of Princes, currently Prince Urmahid Krinagar, and is assisted by a bureaucratic cadre of experts in the fields of economics, politics, and military affairs.
- The High Court of Glantri which offers legal advice to the legislative bodies of the Council of Princes and House of Lords. In addition, it serves as an appellate court for all cases throughout Glantri and has jurisdiction over very select, and extremely rare, types of cases.

The Parliamentary building is connected by a bridge with Alexander Platz and guarded at all hours by several members of the City Watch. Only nobles, residents, employees, and guests with signed passes (by the may enter the building. Interior security at the Parliament Building is handled by the Glantrian Constabulary, which is a separate branch from the City Constabulary, which are based here in the Tower of Swine. The 40 Constables assigned to the Parliamentary Building are under command of Constable Major Tanyth Canyon (Age 277, EW7, AL-L) who in turn reports to the Senior Chief Constable who also has her office and living quarters at the top of the Tower of Swine. Senior Chief Constable Marisol Flores Vázquez (Age 54, F28, AL-L) oversees the Glantrian Constabulary in all 21 of the Free Provinces as well as the security for the Parliamentary Building and House of Ministers. Under her are 23 Constable Majors with at least two (and sometimes more depending on the size of the force assigned to each Free Province) Constable Captains each in charge of a department. The size of each Constabulary force varies from several hundred in the Nyra Free Province to several dozen in the Three Fires Free Province. Unlike Chief Constable Hollyander of the City Constabulary who reports directly to the Supreme Judge, Vázquez does not report to the Supreme Judge but instead was appointed by and reports directly to the full Council of Princes.

Upon entering the Parliamentary Building from Alexander Platz, one enters the Grand Foyer which takes up much of the eastern 1/3<sup>rd</sup> of the ground floor. In the center of the foyer is a grand staircase up to the 2<sup>nd</sup> floor. The foyer contains many valuable paintings by famous Glantrian artists as well as sculptures of important Glantrian nobles from the past. Two large fountains are centered in the foyer with scores of richly appointed chairs and couches arranged around the foyer where nobles, magistrates and diplomats can talk and meet informally or simply relax prior to the beginning of parliamentary or court sessions.



The Grand chamber of the House of Lords occupies the center of the ground floor against the outer northern walls. It has two main entrances, one to the east and another to the south. A large library takes up most of the western 1/3 of both the ground floor and 2<sup>nd</sup> floor with an interior staircase connecting both floors of the library. The library can be accessed via the main entrance from the hallways of the ground floor or directly from the Grand chamber of the House of Lords. The library contains many tomes on politics, law, as well as containing a vault with written copies of all the laws of Glantri.

The Grand Chamber of the House of Lords measures 75 feet long by 65 feet wide. A curved ebony table with richly turned and carved legs sits on a raised platform in the northern center of the room. This is the desk of the President pro temp of the House of Lords which is ceremonial position which lasts for a one-year term. The current President is Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath, who is in her 3<sup>rd</sup> term after Lord Eachainn McDougall, Marquis of Dunvegan stepped down in AC 1012. Directly in front of the President's desk, but one tier down, is a hand carved ornate ebony lectern which is used by those addressing the House of Lords. Behind the President's desk is an opaque glass screen where a small lobby is found with doors to the Towers of the High Court and Council of Princes. Any of the Primes (High Judges) or Princes that choose to attend a session at the house of Lords often make their entrance from this small lobby.

Radiating from the President's dais on four semicircular, graduated platforms are 55 hand carved mahogany desks and chairs, one each for every noble, or their designated representative, in Glantri. Each of the desk and chairs was carved by Master woodworker Estelar Carnorin (see Noble Quarter, Crown Precinct location #26). The newest was created for Prince Kol XIV last year, the oldest dates to AC 829 and the foundation of the Republic of Glantri. The first row of 14 desks is reserved for each of the 14 Princes/Princesses. The second row of 14 desks is reserved for the higher minor nobles with the most senior of Viscounts taking the remainder of the desks in the 2<sup>nd</sup> row. The two back rows are filled first by the remaining Viscounts and then finally by the Barons of Glantri. A visitors' gallery overlooks the Chamber supported by eight Ionic columns of variegated Caurenzian marble quarried along the Red River and inspired by the columns of the Megatheon in Thyatis City. Visitors are generally noble family members, foreign diplomats, and Ambassadors as well as Glantrian bureaucrats.



The House of Lords has several subcommittees which handle the particular details of any proposed motions or laws and sends finished version to the full House of Lords for votes. On the first day of a year's session the House of Lords elects a President pro temp which is a largely ceremonial position presiding over the House of the Lords which lasts for a one-year term. The next order of business for a new session of Parliament is establishing its various subcommittees. Usually this is a formality unless members from the past year have died or decided to drop out or decide to change committees. The four subcommittees consist of: Judicial, Financial, Military, and Foreign Relations. The current membership of the four Sub-Committees in AC 1014 are:

- Judicial Review: Chairman Don Fernando de Casanegra, Duke of Hightower (8)  
Dame Geneviève de Sephora, Comtesse de Touraine (6), Signor Antonio di Tarento, County of Glenargyll (6), Dona Isabella de Montebello, Countess of Soth-Kabree (6), and Lady Kristiana Wilhamine, Viscountess of Castelbianco (5)
- Financial Matters: Chairman Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)  
Lady Mariana Terlagand, Marchioness of Berrym (7), Lord Ezechiel Naramis, Viscount of Nathrat (5), Lord Pieter Vandehaar, Viscount of Steenwijk (5), and Lord Niccolo Galateo, Viscount of Fausseflammes (5)
- Military Affairs: Chairman Lord Eachainn McDougal, Marquis of Dunvegan (7)  
Lord Quanil Urbaal, Marquisate of Satolas (7), Herr Franz Lowenroth, Count of Wylon (6), Herr Rolf von Graustein, Viscount of Blofeld (5), and Sire Michel Leconte, Viscount of Amboise (5)
- Foreign Relations: Chairman Lady Sinaria Verlien, Countess of High Sonden (6) *(currently represented at the House of Lords by her son Pieter*  
Signor Griseo Fulvina, Viscount of Verazzano (5), Sir Ansel Widefarer, Viscount of Redstone (5), and Lady Sita Peshwir, Viscountess of d'Ylourgne (5), Lord Mirm Krollnar, Viscount of Bergen (5)

Proposed new Laws in Glantri first come before the Council of Princes. Any motions that are passed on by the Council, either by consent or by vote, are thus sent to the House of Lords for deliberation. A legislative session usually runs for three months. The House of Lords can also be called into special sessions when not in a regular session whenever a motion before the Council of Princes is passed down to the House of Lords. The bulk of a normal legislative session is shaping internal policy for the Glantrian bureaucracy for the calendar year with each subcommittee working up additions or changes to existing policy before going to the floor for a full House vote. Votes at the House of Lords are done by a show of hands and any measure must have two-thirds or more (310) votes to be accepted. The current alignment of the House of Lords after the defection of Baron Sergei Wutyla from House Igorov to House Skullhorn in AC 1014 is as follows:

**Crownguard:** 40 PV; **Linden:** 42 PV; **Ritterburg:** 41 PV; **Igorov:** 35 PV; **Sirrechia:** 35 PV; **Kern:** 33 PV; **Sylaire:** 38 PV; **Morlay:** 20 PV; **Singhabad:** 34 PV; **Skullhorn:** 30 PV; **Ellerovyn:** 36 PV; **Alhambra:** 32 PV; **Silverston:** 33 PV; **Skoldar:** 16 PV

Several of the towers of the Parliament Building are used to support the House of Lords. The Blue Belfry contains several floors of meeting rooms for use by nobles/their representatives. The top floor, the 7<sup>th</sup> floor, has the office of the President pro temp. The 3<sup>rd</sup> through 6<sup>th</sup> floors has short term living quarters available for use by any nobles attending sessions of Parliament which are rarely used as most high-ranking nobles already have homes in the city. The 2<sup>nd</sup> floor has a large meeting room where



nobles, often Sub-committee heads meet. Entrance is gained via a main door on the ground floor nearly opposite the south main entrance to the Grand Chamber. Access to the Blue Belfry can also be gained by the walkway atop the Parliament buildings walls. A single Constable stays on duty at the breezeway passing through the tower at this level and will only question the suspicious looking.

The Polemical Tower is the base of the Guild of Magistrates in Glantri City and where Magistrates are consulted and hired to campaign on behalf of nobles. They can also be employed to argue cases before a Glantrian Court. The Guild also has smaller operations in the Middle Class and West Side quarters of the inner city as well as throughout the outer city. The current Guild master is Viktor Vasnetsov (Age 43, M19, AL-N).

Also having its base of operations is the KGB, the Konsortium of Glantrian Bureaucrats, which lobbies both the Council of Princes and House of Lords on issues regarding the rank-and-file workers of the vast Glantrian Bureaucracy. A good example of the efficiency of the KGB and its longtime leader, Vladimir Putridov (Age 65, F3, AL-N), occurred several years ago when the Council of Princes debated a proposal to eliminate the Moulins Free Province and carve it up between its neighboring provinces. Intense lobbying on behalf of the nameless Glantrian worker by the Konsortium managed to persuade the Council to reject the motion.

The Tower of Ink is the base of the Scribes Association at Parliament. A second branch of the Association is also found in the Middle-Class Quarter. Since all edicts and voting results must be transcribed and translated for the multitude of languages found in Glantri the Scribe's Association remains terribly busy and employs 27 scribes in the Tower of Ink. The leader of the Parliamentary branch of the Association is Fiona Wade (Age 62, M3, AL-L) and keeps her office here at the top of the tower.

The Red House is the abode of the Spokesmen's Guild at Parliament. While the Guild maintains its headquarters and trains new recruits in the Business Quarter (see Business Quarter, Sovereign Precinct location #29) here is where some of the most celebrated members of the Guild can be found. Spread among the floors of the Red House are the living quarters and offices of the Spokesmen employed by various nobles to represent them at Parliament. Many nobles prefer to reside in their own home fiefs, and either are too busy or simply choose not to show up at sessions of the House of Lords and employ a specially trained member of the Guild to represent them at Parliament.

The Supreme Tower is where the real power of Glantri resides and is where the Council of Princes meets. The first three floors of the tower are open air and only contain a circular stairway with doors to the Grand Chamber of the House of Lords at the ground level and the High Court of Glantri on the third floor. The 4<sup>th</sup> floor of the tower is a barracks of the Glantrian Constabulary that controls access to the tower. A large breezeway passes through the 5<sup>th</sup> floor of the tower connecting the tower to the walkways atop the exterior wall of the Parliamentary building and connecting the High Tower to the adjacent High Tower and Chancellery Centre. A contingent of tower guards is always on duty here and will detain any unauthorized persons that enter this area. A stairway from the breezeway level leads up to the 6<sup>th</sup> floor which consists of a grand lounge for use by the Princes of Glantri. The top level of the tower is where the Council of Princes meets. A large C shaped table hand carved imported Sindhian sandalwood not only dominates the room visually, but the wood of the desk provides a distinctive fragrance to the council chamber. A podium for speakers before the Council is placed at the head of the Council table. The walls and tower dome are of semi-transparent glass (reflective on one side and transparent at the other) with 4 doors leading to a circular balcony outside the tower. Not until the climax of the Great War of Alphatia was it suspected that the glass walls and ceiling of the Council

chamber were magically enchanted. During the attack on Glantri City numerous spells of mass destruction were launched by Alphatian wizards' at the top of the Supreme Tower only to be repelled by the permanent anti magic shell enchantments which were put in place when the tower was constructed to protect the princes from any magical assassination attempts from outside the tower.

A meeting of the Council of Princes can be called by any Prince, Head of Ministry, or any other governmental official who was appointed by the Council. Any proposed new motions or laws put before the Council are voted upon by the princes. They can vote yes, no, or abstain. Votes are done in secret through blackballing. the current Princes of the Council and their Council CV in AC 1014 are as follows:

- **Prince Brannart McGregor of Klantyre; Grand Army Commander (Age 84, M33/Lich, 4<sup>th</sup> Circle Death Master, Brother 'Paleglow' of the Radiance): 17 CV**
- **Princess Juliana Vlaardoen of Bergdhoven; Treasurer of the Council, Grand Army Commander (Age 32, M15, 4<sup>th</sup> Circle Fire Master): 22 CV**
- **Prince Jaggar von Drachenfels of Aalban; Warden of the Marches (Age 69, M36, High Master of Dragons): 19 PV**
- **Prince Morphail Gorevitch-Wozlany of Boldavia; Grand Army Commander (Age 321, M28/Nosferatu, High Master of Death): 15 CV**
- **Prince Bartolomeo di Malapietra (Age 26, M14, 3<sup>rd</sup> Circle Earth Master): 15 CV**
- **Prince Harald Haaskinz of Sablestone; Grand Master Great School (Age 80, M36, High Master of Water, Brother 'Bluelight' of the Radiance): 24 CV**
- **Princess Isidore d'Ambreville of Nouvelle Averoigne; Chamberlain of the Land, (Age 83, M14/WWO6): 19 CV**
- **Prince Malachie du Marais of Morlay-Malinbois; Grand Army Commander (Age 58, M14/WWO14, 3<sup>rd</sup> Circle Alchemist): 15 CV**
- **Prince Jherek Virayana IV of Krondahar; Supreme Judge of the Council, Grand Army Commander (Age 56, M36, High Master of Illusions): 25 CV**
- **Prince Urmahid Krinagar of Bramya; Chancellor of Princes (Age 46, M24, 4<sup>th</sup> Circle Illusionist): 22 CV**
- **Princess Carlolina Erewan of Erewan; Grand Army Commander (Age 363, EW20, High Mistress of Runes): 18 CV**
- **Princess Carnelia y Fedorias de Belcadiz of Belcadiz; Grand Army Commander (Age 194, EM20, High Mistress of Witchcraft): 18 CV**
- **Princess Dolores Hillsbury-Aendyr of Blackhill; Grand Army Commander (Age 36, M36/Synn the Night Dragon): 17 CV**
- **Prince Kol XIV of New Kolland (Age 47, KO32/M11): 16 CV**

After the addition of Prince Kol XIV, the 14<sup>th</sup> Prince, to the Council of Princes in AC 1011 the voting structure of the Council was amended to the following:

- requests are denied with 74 votes or less
- requests are sent to the Parliament with votes between 75 and 104
- requests are approved with 105 or more votes

Attendance is not mandatory for the princes when a Council meeting is called for, however it is rare for any of the Princes to miss a session and only do for being indisposed or out of the country. When a Prince is unable to attend a session, the Council will postpone a Council meeting until such a time all Princes, or a representative, are present unless more than half of the attending Princes of the Council deem it imperative and vote in favor of moving on without the absent Prince.

The staircase up from the Grand Foyer takes one to the 2<sup>nd</sup> floor of the Parliamentary building. The 2<sup>nd</sup> floor handles both judicial and diplomatic functions. The eastern third of the 2<sup>nd</sup> floor is largely the domain of the Foreign Chancellery of Glantri. Upon ascending the staircase onto the 2<sup>nd</sup> floor, one finds a large area, on the eastern side of the floor above the Grand Foyer, consisting of a half dozen small and several large meeting rooms where meetings can take place in relative privacy. The rooms are most often used by the bureaucrats of the Foreign Chancellery meeting their counterparts with the various foreign embassies based here in the Parliamentary Building. Five towers house the players in Glantrian diplomacy, and each have doors onto the 2<sup>nd</sup> floor as well as the 1<sup>st</sup> floor. They also are connected by the walkway atop the exterior walls at the tower's 5<sup>th</sup> floor locations.

The Daro is the embassy of the Republic of Darokin which is considered Glantri's most important diplomatic relationship. Upon completion of the construction of the tower in AC 1003 embassy functions relocated here from its previous location in the Noble Quarter at the home of the Darokinian ambassador. The Darokinian ambassador took up residence at The Daro in AC 1008 when the previous residence of the Ambassador was claimed and purchased by the city to address the dire shortage of housing for nobles in the Noble Quarter. The current Ambassador, Senior Diplomat of the DDC Elbridge Gerry (Age 59, NM, AL-L), was appointed by the Chancellor of Darokin in AC 1011 to lead the Darokinian mission to Glantri. In addition to meeting regularly with the Chancellor of Princes or the full Council of Princes to discuss economic and trade issues Gerry meets regularly with the head of the Glantri branch of House Umbarth (see Business Quarter, Sovereign Precinct location #23). The Darokinian ambassador merited special status in Glantri and has full diplomatic immunity and has unrestricted access to any location in the city or throughout Glantri with the exception of the Great School of Magic where he can only visit common areas.

Ambassador Gerry has his personal study and office on the top floor of The Daro, with his living quarters below on the 6<sup>th</sup> floor. The 5<sup>th</sup> floor is taken up by a large common area used by the Ambassador to hold balls and special social events. An exterior balcony connects the tower to the walkway atop the exterior walls. A small contingent of Darokinian Army soldiers is quartered on the 4<sup>th</sup> floor and have jurisdiction for guarding and protecting the tower and all within it. The Constables of Glantri are not allowed into the tower unless permission is granted. The 2<sup>nd</sup> and 3<sup>rd</sup> floors are taken up by living quarters and offices of the staff of the Embassy. The staff includes Darokinian experts on Glantri, its politics, history, military, and economics. This staff will advise the Ambassador when called upon. The ground floor of The Daro is a consulate for Darokinians living or studying in Glantri City and oversees the operation of a number of Darokinian Consulates found in larger settlements throughout much of southern and central Glantri.

The second foreign relationship deemed vital by Glantri is with the Empire of Thyatis and they have their embassy at The Lucin. Thyatis and Glantri have long enjoyed good relations, going back 500 years to the founding of the Kingdom of the Highlands by the Flaem. However, until AC 1005 only a single ambassador was sent to Glantri as they had few direct national mutual interests or connections. From its completion in AC 1003 until AC 1007 the tower was the Embassy of Alfheim. With the conquering of Alfheim and abandonment of its embassy the tower was given over to Thyatis and became its permanent embassy. In the years since the end of the great war the relationship between

the once wartime allies has only become closer helped in large part to the friendships established between the current Emperor of Thyatis, Eusebius Torion, and several nobles and high-level adventurers who formed the backbone of the Glantrian Expeditionary Force that served with such distinction (capturing the Alphatian man-o-war and flagship of the Alphatian Skyship Navy, the Eriadna) at the battle of Retebius in AC 1009. The current Ambassador from Thyatis to Glantri is Lord Michele Karendas (Age 55, F17, AL-N) and has been the Ambassador to Glantri for 17 years. Lord Karendas is a military man through and through and has few other interests but for a thirst for Flaemish women. Much like Ambassador Gerry of Darokin Karendas has the special status of having full diplomatic immunity and also has almost complete access within Glantri.

Lord Karendas maintains his personal quarters and office at the top level of The Lucin with a rooftop stable where he keeps his personal Griffon mount. A large common area including kitchens suitable for hosting grand social events is found on the 6<sup>th</sup> floor. The 5<sup>th</sup> floor is largely open and contains a breezeway where the walkways atop the exterior walls pass through the tower. It was once home to large greenhouse and garden maintained by the elves but that has withered and died through lack of interest by the Thyatians. A guard contingent of elite Thyatian Legionnaires controls access to the upper and lower levels of The Lucin which, like The Daro, is considered territory of the Empire and where Thyatian law not Glantrian is enforced. The 4<sup>th</sup> floor contains the working spaces and personal quarters of the head mage of the Thyatian Embassy Gisela Klatton (Age 52, M33, AL-N) who has been tasked by the Emperor's personal magist, Demetrian Karagenteropolus, to *carefully* learn what she can about any secrets the Great School of Magic may have. Demetrian has a strong suspicion that the destruction of Alphatia was not due to immortal retribution, like most think, but may have been done with magic by Glantrian wizards. So far Gisela has no luck penetrating the deep layers of secrecy regarding the existence of the Radiance. Only the vague rumors of some great magical power the most powerful of Glantrian wizards possess. The 3<sup>rd</sup> floor contains the barracks of the Thyatian Legionnaires, and the bottom two floors contain the personal quarters and offices of the staff of experts on Glantri that advise the Ambassador on Glantrian affairs and on-going events. The staff also oversees a number of Thyatian Consulates mainly found in Caurenze, Aalban, and the major settlements in Glantri like Nyra, Taterhill, and Les Hiboux.

The Sovereign House is where Ambassadors from non-vital but those still deemed as important foreign nations are based. The 5<sup>th</sup> floor walkway goes around the Sovereign House via a balcony rather than through the tower. Unlike the Daro and Lucin, the Sovereign is Glantrian property, and the Ambassadors are guarded and protected by the Glantrian constabulary. The following countries are assigned a floor each in this tower with the highest floors given the greatest diplomatic honor and are as follows:

- 6<sup>th</sup> Floor – Office and personal quarters of the Ambassador of Wendar to Glantri Fenanor Forgemight (Age 598, EM6, AL-L). Forgemight oversees any trade talks with the Princes of Glantri and supervises the operation of the number of Wendarian consulates mostly found in the far western parts of Glantri where Wendarians have mainly settled.
- 5<sup>th</sup> Floor – Contains a large and richly appointed ball room along with several private meeting rooms for events organized by the resident ambassadors along with a kitchen for use for private preparation of meals for the ambassadors.
- 4<sup>th</sup> Floor – Office and personal quarters of the Ambassador of Aengmor to Glantri Lady Kylantha (Age 658, ES12, AL-N). Now into her 2<sup>nd</sup> year as Ambassador to Glantri she spent most of the

first year here before the Council of Princes explaining the desires and intentions of the new nation of Aengmor. So far, if one ignores the three attempted assassination attempts thought to be the work of agents of clans from the former Alheim, the Ambassador has proved successful at easing the fears of the princes of having a peaceful ally replaced with a hostile aggressive rival. Because of her tireless work relations between the two nations are fast becoming quite cordial and mutually beneficial as new trade pacts begin to show dividends to both nations.

- 3<sup>rd</sup> Floor – Contains the living quarters of housekeepers and cooks that the Glantrian Foreign Chancellery employs to attend to the personal needs of the various ambassadors quartered in the Sovereign House.
- 2<sup>nd</sup> Floor – Office and personal quarters of the Ambassador of the Heldannic Territories, Lord Helmut Bamm (Age 47, C26, AL-L). Lord Bamm is highly regarded by the high command of the Grand Army of Glantri for Bamm was the commander of a large force of Heldannic Knights that rode to Glantri's aid near the end of the Great War. After the conclusion of the war, he was assigned to be the new Ambassador to Glantri, and he spends much of time discussing military tactics and history with Princes Jaggar and Malachie as well as Grand General Otto von Taafnen. Tasked by his country to keep his eye on the Glantrian Army he spends most of his time in the capitol and spends his evenings holding court at The Rimshot (Noble Quarter, Rim Quarter location #48) and swapping war stories with Glantrian army officers.
- 1<sup>st</sup> Floor – Office and personal quarters of the Ambassador of Gullavia to Glantri Lady Aamouss (Age 35, M13, AL-C). Even though little official trade takes place between the two nations, a formal relationship is kept between Glantri and its former splinter settlement but now independent kingdom in the Adri Varma. The Ambassador to Glantri is a favorite of the Council of Princes her beauty is matched by few women and her tongue sharper than the most blunt of warriors. Her duties mostly include helping the few Gullavians in Glantri navigate their motherland nation and more pressingly she facilitates the entry and well being of the half dozen or so Gullavians currently studying at the Great School of Magic.

The Ambassadors housed at the Sovereign House do not have same privileges as do the Ambassadors of Darokin and Thyatis. They do not retain any kind of immunity from Glantrian law as Ambassadors and while are free to come and go as they wish into and out of the city they must have authorization by Prince of Glantri to enter any military or magical locations deemed sensitive and must be escorted by a noble or a member of the Foreign Chancellery even if granted such a pass.

The Penny House is where Ambassadors from foreign nations deemed as relatively unimportant foreign nations but having something worth having foreign relations are based. The 5<sup>th</sup> floor walkway passes through the Sovereign House via a breezeway. Like the Sovereign, the Penny House is Glantrian property, and the Ambassadors are guarded and protected by the Glantrian constabulary. The following countries are assigned a floor each in this tower with the highest floors given the greatest diplomatic honor and are as follows:

- 7<sup>th</sup> Floor – Office and personal quarters of the Ambassador of Ierendi to Glantri Lady Gherynid (Age 48, M27, 4<sup>th</sup> Circle Fire Master, AL-C). Gherynid was once the Plenipotentiary of Honor Island to the court of Ierendi but after a failed attempt in AC 1008 to take over Honor Island she was exiled from the Island and had her title revoked. Pleading her case to the King of Ierendi, she was assigned to be the ambassador to Glantri in charge of increasing tourism from the rich



nobles to the Island paradise. At first the Council of Princes were inclined to laugh off Gherynid when she appeared before the Council until Prince Vanserie called for a recess and explained she should be accepted as she is wizard of some power and has knowledge of some of the secrets of the Great School and should be kept close and watched. In the five years she has been ambassador she has done little to stimulate tourism, in her thinking the place sells itself, but has been active socially and attempted to cultivate contacts with the nobility and to begin lay the groundwork necessary to becoming a noble. When the situation seems right, she plans to bargain off her knowledge of Honor Island for votes at the Council for a Barony of her own.

- 6<sup>th</sup> Floor – Office and personal quarters of the Ambassador of Vestland to Glantri Lord Magnus Haraldson (Age 25, M7, AL-L). Magnus is the cousin of the King of Vestland King Bergthor Haraldson and was trained in the arcane arts by Konrad von Drachenfels. King Bergthor wanted to see his cousin receive the best training available in arcane arts so sent him to Glantri under the guise of being Ambassador. Thanks to the support of Prince Jaggar, Glantri accepted his letter of introduction as Ambassador to Glantri. An Ambassador to Glantri was thought to be unnecessary, as much as Konrad's was to Vestland, but little reason was found to not accept him. While in Glantri Magnus has found a real passion for politics, the lifeblood of Glantri, and spends as much time following the twists and turns of life at Parliament as he does his part-time studies. He has been Ambassador to Glantri for three years now and has only managed to gain one level of experience.
- 5<sup>th</sup> Floor – The breezeway connected the walkways leading to The Sovereign House to the east and The Blue Belfry to the west. A small detachment of Glantrian constables is on duty here and will detain and question any who attempts unauthorized entry into the Sovereign House.
- 4<sup>th</sup> Floor – Contains a ballroom both smaller and decidedly less ornate than the one in the Sovereign House along with several private meeting rooms for events organized by the resident ambassadors along with a kitchen for use for private preparation of meals for the ambassadors.
- 3<sup>rd</sup> Floor - Contains the living quarters of housekeepers and cooks that the Glantrian Foreign Chancellery employs to attend to the personal needs of the various ambassadors quartered in the Penny House.
- 2<sup>nd</sup> Floor – Office and personal quarters of the Ambassador of Karameikos to Glantri, Ivanka Samsinova (Age 35, M7, AL-L). The appointment of Ivanka in AC 1013 was the latest attempt by Karameikos to try to improve relations between the two nations. Her predecessor, an Alphatian wizard and friend of master Terari, failed in his task miserably when he took the bait of vicious and sustained taunting by Viscount Fulvina (whose son Giulio was killed in action at Retebius) and after losing his cool ended up challenging Griseo to a duel where he was promptly blasted into subatomic particles in a record Dueling Court time of 6 seconds. The latest attempt by Karameikos to improve relations was thought to have more chance of succeeding by sending the sweetest and most inoffensive Ambassador they could. One that, for heaven's sakes, was a NON Alphatian one this time. While it may take years for relations to improve at least Ivanka has not made them worse or got herself killed in a duel.
- 1<sup>st</sup> Floor – Office and personal quarters of the newest and most unique Ambassador to Glantri, the Ambassador to Glantri from the Flying City of Serraine, Dieckhoff (Age 654, Nagpa 7, AL-C),

who just opened diplomatic relations with Glantri this year. What makes Dieckhoff so unique is not the fabulous city he serves but the fact that he is a Nagpa, and the first humanoid Ambassador Glantri has ever had. Dieckhoff has two tasks as given to him by the Grey Front; encourage the very wealthy to come to Serraine and spend their gold, and most importantly learn about the Radiance which the leaders of the Grey Front have recently learned in not a fable but actually exist in Glantri. Prior to the arrival of Ambassador Dieckhoff, the 1<sup>st</sup> floor was the abode of a curious Ambassador from a small island Cathos (which no one in Glantri seems to know where is actually is) a wizard named Zacarius (Age 37, M12, AL-L). Having little to do diplomatically he would often be found in the Grand Foyer hawking beautiful seashells. While most nobles and diplomats found him annoying to the point of simply ignoring, Princess Carlolina took to Ambassador and will regularly greet him and buy up his entire collection of shells and even invite him to her tower for dinner. With the installment of the Ambassador of Serraine Zacarius has been moved to a closet on the 1<sup>st</sup> floor and regularly pesters Dieckhoff to buy some of his seashells.

The Ambassadors housed at the Penny House do not have same privileges or status as do the Ambassadors of the Sovereign House. They do not retain any kind of immunity from Glantrian law as Ambassadors and while are free to come and go as they wish within the city they must have authorization by a Prince of Glantri to leave the city or enter any military or magical locations deemed sensitive and must be escorted by a noble or a member of the Foreign Chancellery even if granted such a pass.

The Chancellery Centre is the tower housing the Glantrian diplomatic corps as well as the offices and quarters of the Chancellor of Princes Urmahid Krinagar. The top floor of the tower contains the personal living quarters and office of Prince Krinagar. The 5<sup>th</sup> floor contains a suite of offices for the three top officials in the diplomatic corps who report directly to the prince. Each of the three is responsible for overseeing one of the three grades of foreign ambassadors to Glantri. The senior position is responsible for Darokin and Thyatis. The position is held by Senior Diplomat Marianita Lucia de Leon y Valdez (Age 48, M31, AL- N) who was once the Ambassador to Karamaikos before the severing of diplomatic ties between the two nations after Karamaikos sided with Alpathia during the Great War. Senior Diplomat Edward Hillbatten (Age 51, F9, AL-L) who was a graduate of the DDC Compound in Darokin City and served for many years as the Glantrian Ambassador to Darokin is responsible for nations of the Sovereign House. The nations of the Penny House nations and any other nations Glantri does not have relations with are handled by Senior Diplomat Ludwig Pöttrich (Age 60, M29, AL-L) who served for 20 years as the Glantrian Ambassador to Alpathia.

The exterior wall walkway goes around the tower at this floor and whose outside doors to the interior of the Chancellery Centre are guarded by Constables and will escort authorized visitors inside to the members of the Chancellery they need to meet. The 4<sup>th</sup> floor contains a large common area designed for hosting diplomatic gatherings and social functions. The bottom three floors host offices for the scores of bureaucrats who serve in the Foreign Chancellery and are well educated in the departments that make up the Foreign Chancellery: economic, cultural, political, and military. These bureaucrats often are handlers or guides for the various Ambassadors and often have their expertise called upon by their departments head to help advise the Chancellor of Princes when a particular situation might call for it. Despite the upheaval and many other changes in Glantri due to a major war, invasion, and the death of over 100,000 Glantrians remarkably its foreign policy has changed little in the last 14 years. Darokin and Thyatis remain on the same good terms Glantri has pretty much always had with them throughout history. Removing the ban on clerics and their magic did nothing to improve relations with Ylaruam

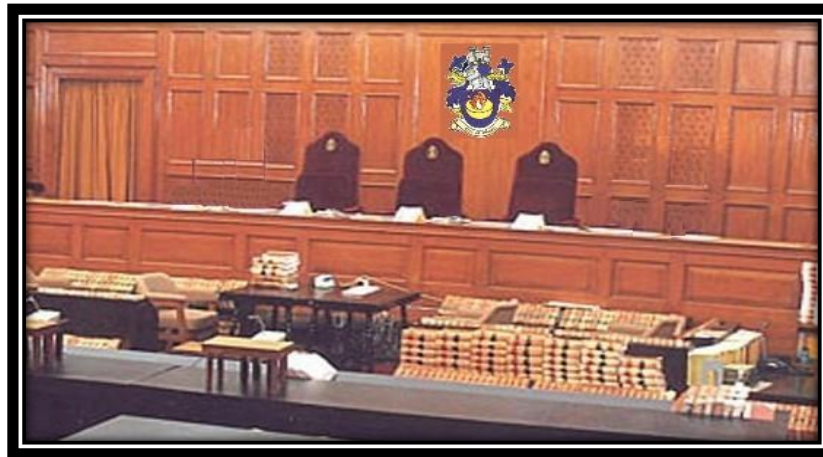
which remain nonexistent. The centuries of hostility with the Ethengarians of the steppes has if anything burned ever hotter as the Ethengarians are blamed for the plague that so ravaged Glantri during the Great War. No official contact exists between the Great Khan and Council of Princes. The antipathy towards Glantri by both Rockhome and the Shires has not dimmed nor do the wizards of Glantri help by continuing to make gruesome experiments on any dwarf they find inside Glantri, so nothing has changed in that thus is no still official contact between Glantri and the Shires or Rockhome. The demise of Alfheim was first thought to be a real blow to Glantri but there have been hints of the possibility of growing a similarly strong relationship with the Shadow elves of Aengmor in the years to come.

The real changes to Glantri's foreign policy came regarding the lands west and north. The enfeoffment of Sablestone along with the annexation and settling of the border lands between the Adri Varma and Black Mountains opened trade routes with both Wendar and the northern Sind that have proved extremely profitable for Glantri. Official Relations with Wendar were pretty much nonexistent in AC 1000 and trade minimal, but 14 years later Wendar is Glantri's third most important foreign relationship. The situation with Sind is much more volatile though as while trade continues the border is heavily guarded by Brannart's divisions of the Grand Army for the Master continues to occupy Sind and poses a threat, remote perhaps, but still a threat to Sablestone and Nouvelle Averoigne. A large influx of refugees started arriving in Glantri from Sind after its fall to The Master and consisted of many learned and powerful wizards. Today they work through their lone voice at Parliament and through other back channels to push Glantri to help free their homeland and bring Glantrian culture and prosperity to their old homes. Time will tell if their well-honed and persuasive messages will gain a large enough of a following among the nobles and Princes to take Glantri to war again so soon after such a destructive war that only ended five years ago.

The 2<sup>nd</sup> floor of the Parliamentary Building is home to the High Court of Glantri which is an extension of the Ministry of Justice. The Ministry, which is based at the House of Ministers and will be more fully detailed there, is responsible for passing judgement on any Glantrian in Glantri City or any of the Free Provinces who are accused of breaking the law by the Constabulary as well as educating all Glantrians, including the nobility, about the many nuances of newly proposed as well as existing laws. The High Court of Glantri consists of three judges who are considered experts in all the nuances of Glantrian law and are referred to by the titles First, Second, or Third Prime depending on their seniority on the High Court. A Prime is the most prestigious title and position, outside of becoming The Minister of Justice, anyone in the Ministry of Justice can hope to attain in Glantri.

While the Supreme Judge of the Council appoints the Minister of Justice from one of the three current Primes of the High Court, the Council of Princes is responsible for the selection of the Primes of the High Court when there is a vacancy. Any Prince can make a nomination for one to serve on the High Court. Nominations are voted upon just as they would any motion with one notable exception. If a nominee does not receive enough votes to reach the voting threshold to be accepted there is no subsequent vote held by the House of Lords thus a nominee is either accepted or is not and thus is considered rejected. In the case of multiple accepted nominees, a final vote is held in which only one nominee can be voted upon with the nominee receiving the most votes becoming the new Prime of the Glantrian High Court. The position is in effect a lifetime position and once selected a judge of the High Court can only be removed with a unanimous vote by the full Council of Princes. The last removal of a Prime was in AC 965 so they happen very rarely. While seniority is acknowledged in their titles, it is more an honorific as there is no real distinction a First Prime and Third Prime and they are considered equals in all practical matters at the High Court.

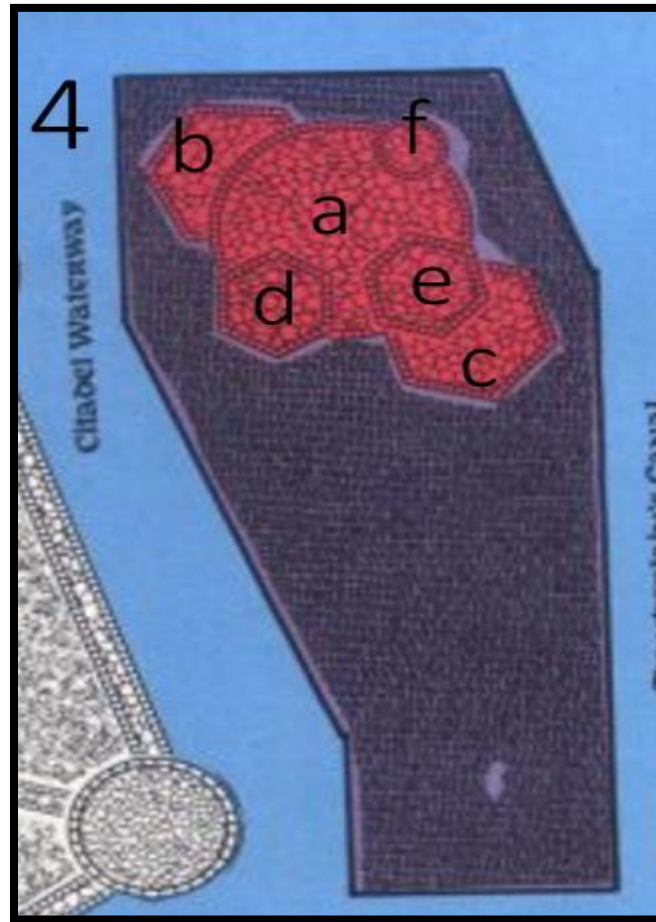
The actual High Court itself almost directly above the House of Lords chamber and takes up most of the center 1/3 of the 2<sup>nd</sup> floor and is an austere mahogany paneled chamber some 50 feet long and 60 foot wide. A raised dais has a long hand carved mahogany desk where the three Primes can sit and refer to scrolls and tomes as needed. Two long carved ebony tables sit on the floor for use by the magistrates for both the prosecution and defense. Beyond the magistrate tables are several rows of benches where interested observers and court scribes can observe and record the proceedings. Two curtained exits are behind the judges table and lead to a small lounge and deliberation room. From that room two doors lead to the 3<sup>rd</sup> floor locations of both towers: The Supreme Tower and The High Tower.



The High Court only on exceedingly rare occasions will preside over cases. Only when a member of the Council of Princes has been formally charged with a crime will the High Court actually adjudicate the case. The High Court mostly serves as an appellant court for cases under the jurisdiction of the Ministry of Justice. However, only in rare cases the High Court will hear appeals of lower court rulings, and even when they do reversals of the lower court decisions are extremely rare. There are no appeals of decisions or sentences given out by the Council of Princes, nor by any noble within their dominion. The Primes of the High Court the judges often serve as judicial advisors to the Council of Princes, and the House of Lords, on all matters regarding Glantrian Law.

The High Tower contains the living quarters of the three Primes as well as for the small personal staff each employs. The High Tower has a bit unusual structure in that its three upper floors are divided into three separate three floor personal and working quarters for each of the Primes with all having stairwells in the breezeway 5<sup>th</sup> floor location. A guard detachment of Constables is always on duty here and will stop any unauthorized or unannounced visitors. The 4<sup>th</sup> floor of the tower consists of common areas for kitchens and servants for the Primes. The bottom three floors are open air with a circular stairwell winding around the edge of the tower leading to entrances to the High Court and Grand Chamber of the House of Lords. The current First Prime is Lord Heini Aendyr-Heliövaara (Age 76, F5, AL-L) who is a cousin of the Aendyr family, the daughter of Prince Cadwallon's youngest sister, and was first selected to be a Prime by the Council of Princes in AC 999. Giorgio Maggi (Age 69, M16, AL-N) is the 2<sup>nd</sup> Prime and was selected by Prince Jherek IV in AC 1004 after being the Judicator of the Hiboux Free Province for ten years. The newest judge of the High Court is the 3<sup>rd</sup> Prime Kurt Vermeer (Age 63, NM, AL-N) who served as the Subminister of the Department of Adjudication when chosen to serve on the High Court in AC 1012.

## 4. The House of Ministers



The House of Ministers is the home of the vast and burdensome Glantrian bureaucracy. The House of Ministers is an imposing four-story building of dark blue stone with a large tower of light blue stone atop it which glows dimly in the night. Hundreds of bureaucrats and ministers work at the House of Ministers in one of the five main departments making up the entity that is The Executive aka the Glantrian Bureaucracy. The five Ministries are as follows:

- The Ministry of Documents oversees licensing in Glantri, and it maintains records of all Glantrian citizens, and conducts a census every 15 years.
- The Ministry of Justice which oversees the court system in the Free Provinces and in Glantri City.
- The Mercantile Ministry which oversees the regulation of financial institutions, foreign and domestic trade, as well as running special state-run commercial enterprises.
- The Ministry of Coin which oversees most financial matters including taxation and minting currency.
- The Interior Ministry which oversees the administration and sees to the welfare of the land and citizens of the 21 Free Provinces as well as the city of Glantri and its suburbs.



The House of Ministers is only open during normal work hours (8 am-12pm /3pm-7pm) five days a week. The House of Ministers in Glantri City is only the head of a vast bureaucracy that covers the whole nation. Regional centers are often mentioned when describing the Ministries and their departments and are as found as follows: (listed in order of importance and status):

[http://pandius.com/Glantri\\_1014\\_map.png](http://pandius.com/Glantri_1014_map.png)

- Glantri City (46,000) - The main city administrative office is located in the Snowdrop Precinct of the outer city.
- Nyra: (2500) is the administrative seat of the Nyra Free Province
- Taterhill: (5000) is the administrative seat of the Taterhill Free Province
- Arsenyev: (1189) is the administrative seat of the Western Czaikow Hills Free Province
- Fiere: (789) is the administrative seat of the Silver Sierras Free Province
- Les Hiboux: (3500) is the administrative seat of the Hiboux Free Province
- Angoulême: (575) is the administrative seat of the Isoile Free Province
- Moulins: (2500) is the administrative seat of the Moulins Free Province
- Vorstadt: (1300) is the administrative seat of the Nordling Free Province
- Estoniarsk: (350) is the administrative seat of the Tchernovodsk Free Province
- Sydarthur: (600) is the West End Free Province (formally Sablestone Free Province)
- Parabiago: (500) is the administrative seat of the De Glace Free Province.
- Soligalich: (350) is the administrative seat of the Eastern Czaikow Free Province
- Desana: (850) is the administrative seat of the Two Volcanoes Free Province
- Mylissis: (1050) is the administrative seat of The Southern Hills Free Province
- Aguilar: (550) is the administrative seat of the Colossus Mounts Free Province.
- Savator: (367) is the administrative seat of the Black Mountains Free Province.
- Fash'her: (339) is the administrative seat of the Western Wendarian Ranges Free Province
- Leynorn Woods: (700) is the administrative seat of the Central Wendarian Ranges Free Province.
- Redwood: (275) is the administrative seat of the Eastern Wendarian Ranges Free Province
- Cinigiago: (225) is the administrative seat of the Three Fires Free Province.
- Xnauri (150) is the administrative seat of the newly created (AC 1012) Borderland Free Province.

The only access to the building is a via a sheltered gondola dock open to the waters of the Parliament Waterway.



Upon landing at the Gondola Port there are two entrances into the House of Ministers. A large magic door provides an entrance into the building for employees of the House of Ministers. Permanent spell effects of Detect Invisibility and Detect Magic are upon the entry area to this portal which is also guarded by several members of the Glantrian Constabulary. An employee must have special medallion to enter which is a silver medallion with the employee's name and department itched onto it and with a special enchantment that will allow entry through the door. Any nobles or those with special passes, signed by a noble or subminister or Ministry, granting permission to enter are let inside by the guards. Anyone who attempts to enter that is deemed suspicious and unrecognized will be politely asked by the Guards to provide further identification and the password for the day. All employees of the House of Ministers, including those of the Ministry of Documents, must clear entry procedures and enter through the magic door and once they enter, they enter a grand entry area which has a main staircase leading up the 2<sup>nd</sup> floor and to the Ministry of Documents or down to the subterranean levels where the Ministry of Coin is located. A 2<sup>nd</sup> staircase is located under the towers atop the House of Ministers and connects the first floor to the four floors and tower above. The only entrance for the public is a stairwell upon the dock itself which takes those seeking assistance with licenses up the 2<sup>nd</sup> floor and the Ministry of Documents.

The Ministry of Documents and its three departments, Licenses, Records, and Utterance take up the whole of the 2<sup>nd</sup> floor of the House of Ministers. Upon entering the 2<sup>nd</sup> floor via the public stairwell, one enters a large service area taking up the eastern half the 2<sup>nd</sup> floor above the Gondola port and takes a number and waits for their number to be called. Once summoned they are seen by an employee of the Department of Licenses who will assist the customer with applying for new licenses, addition to or renewal of existing licenses, or simply assisting with any questions or issues a customer may have. Applications for new licenses for Private Spell Casting must be approved by an official of the Great School of Magic and applicants are told to come back in seven days and if their applications are accepted, they pay their fee which is given over to the Ministry of Coin, as all license fees are, but are credited to the balance sheet of the Great School of Magic. While this location is the central location for licensing in Glantri City it is one of many throughout Glantri. With the exception of applications for Private Spell Casting, applications for licenses can be taken out in dominion and Free Territory administrative centers. New applications for Private Spell Casting can only be applied for at this location, The actual documentation for licenses issued outside of the actual House of Ministers location are done in triplicate, one for the applicant, and one each for the administrative center and for the master vault of the Department of Records, the copy of which is forwarded by the administrative center to the House of Ministers along with the payment of the fees. The western half of the 2<sup>nd</sup> floor above the gondola port is taken up by offices of officials and scribes of the Department of Licenses that produce new or amend existing licenses for customers, providing two copies: one for the customer and another for the Department of Records to be put on file. The Department of Licenses employs 42 clerks and scribes at the House of Ministers. The current Subminister of the Department of Licenses is Jacob van Loon (Age 55, M7, AL-N) and has served as the department head since AC 1008 when the plague claimed the life of the previous subminister.

The remainder of the 2<sup>nd</sup> floor of the House of Ministers is largely occupied by the Department of Records. The Department of Records employees nearly 150 people at the House of Ministers who receive copies of all licenses issued, certificates of birth or death, and results from magical testing from throughout Glantri. Yylid, an Okarian from the woods of Fausseflames, has been Subminister of the Department of Records since its beginning in 868 and is the longest tenured Glantrian minister. A stairwell from this floor lead to the 3<sup>rd</sup> and 4<sup>th</sup> floors where all the personal files of all citizens of Glantri are kept. In addition to maintaining and updating personal files the Department of Records also is

responsible for conducting a census of the population of Glantri every 15 years. Such a process is a mammoth undertaking in such a largely rural country. A census is often understood to never be completely accurate due to births and deaths in the year long process of conducting a census. Glantri's population in AC 999 officially was 804,766. After the Great War, Thar's Invasion, and the Great Plague the Glantri lost a significant amount of its population. A great debate waged last year at the Council of Princes, often including the Minister of Documents, about what to do with the new humanoid population of New Kolland and Borderlands Free Province and whether they should or could be counted in the census due to start this year or simply counted separately. For now, the Council has directed to the Ministry of Documents to indeed count them but count them separately.

The third department of the Ministry of Documents is also found on the 2<sup>nd</sup> floor is the feared Department of the Utterance whose agents, Inspectors of the Utterance, are charged with working undercover through Glantri to discover and bring to court those found to be practicing any unlicensed activities, but with a special emphasis on catching those practicing unlicensed spell casting. The current Subminister in charge of the Department of the Utterance is Felipe Jacinto y Domenech (Age 247, EmL10 Attk G, AL-L). Felipe succeeded the current Minister of Documents in AC 999 as Subminister of the Department of the Utterance and has proven to be a highly effective minister and is largely credited for the near eradication in AC 1004 of the People's Spellcasting Company in Glantri City. Unlicensed activities are a felony under Glantrian law and apply to all Glantrians, even nobles, but not to Princes within their own Principalities. Inspectors of the Utterance have great power and can demand any citizen, including all nobles to produce their licenses. Refusal to produce licenses upon request is also considered a felony and is punishable, over and above any possible penalty for actual unlicensed activity, by a fine of 10 cr. for a first offense. The Department of the Utterance office at the House of Ministers employs nearly 50 Inspectors of the Utterance and another 25 clerks and scribes. Inspectors of the Utterance however are found all through Glantri and are often undercover and appear to be members of the Glantrian Constabulary, a noble's own dominion Constabulary, or as bureaucrats of other government departments. Most Inspectors are spell casters and Belcadizan elves are particularly prized as Inspectors and thus are heavily recruited and highly compensated.

The heads of the three departments are appointed by the Minister of Documents who in turn is appointed by and thus answerable to the Council of Princes. The current Minister of Documents is Tuonela (Age 76, M11, 3<sup>rd</sup> Circle Air Master, AL-L) and has served for as Minister for almost 15 years and for 40 years before that was a member of the Department of the Utterance, first as an Inspector of the Utterance and later its department Head. He is one of the few Alphetians of high ministerial rank remaining in the Glantrian government, but he has plans to retire in the next year or two.

The first floor is where the offices of the Ministries of Justice, Mercantile, and Interior are located. The Ministry of Justice is the smallest Ministry in terms of number of employees at the House of Ministers and is led by The Minister of Justice Hugh Keir Daghish (Age 68, M4, AL-N) who was appointed to his position by the Supreme Judge of the Council, Prince Jherek Virayana IV, in AC 1012 after he had served 17 years on the High Court of Glantri. Three departments make up the Ministry of Justice: The Departments of Adjudication, Promulgation, Procuracy which are led by Subministers appointed by the Minister of Justice.

The Department of Adjudication is responsible for passing judgement on any Glantrian who are accused of breaking the law by the Constabulary. Subminister Judge Khaltmaagiin Elbegdorj (Age 48, M16, AL-L) has led the Department since AC 1012 and keeps a rather small staff of 20 which gather reports and summaries of court decisions from the 22 regional high courthouses. Within the borders of the

Principalities and within lesser noble dominions the judgements of guilt and innocence are handled by the ruler or by his designated official, except when they themselves are accused of crimes against Glantrian Law. Nobles have their cases heard exclusively at the 1<sup>st</sup> Circuit Courthouse (see Business Quarter/Ducat Precinct location #9) while members of the Council of Princes are only by the High Court of Glantri. Notations of convictions and resulting sentences are passed on by the Subminister's staff to the Department of Records which are then notated on the personal files of the citizen.

The Department of Promulgation is responsible for keeping the judges of the Ministry as well as the Constabulary informed as to the particulars of new laws in addition to educating the public to the existence and meanings of new laws. The Subminister of the Department, Judge Elena Biaggioni (Age 53, M6, AL-N) was appointed just last after serving as Head Judge of the Nyra Free Province for seven years. The department employs many scribes at Parliament who are responsible for the dictation and translation of new laws and a small staff of 15 who help pass down the particular of new laws and changes to existing laws to the Chief Constables and Head Judges of the 22 jurisdictions for which the Ministry is responsible.

The Department of Procuracy is responsible for the prosecution of those charged with violating Glantrian law. The Subminister of the Department is Lord William Hillsbury (Age 79, F2, AL-L), the 2<sup>nd</sup> child of Duke Edward Hillsbury and older brother of Edwards successor the former Duchess of Fenswick Margaret Hillsbury. He has served as head of the Department since AC 1006 and was the Chief Procurator of Glantri City for four years prior to his promotion. He has a small staff of 10 here at the House of Ministers which work closely their counterparts in the Department of Promulgation to make sure Procurators in all 22 of its jurisdictions are kept abreast of changes in Glantrian laws as well as passing on specific guidance from the Minister of Justice or from the Council of Princes regarding the enforcement of Glantri's laws.

The Interior Ministry is the 2<sup>nd</sup> largest Ministry at the House of Ministers in terms of employees and takes up a large part of the first floor and is led by Interior Minister Arryn Erewan (Age 723, EW18, AL-L) who was appointed by her good friend Prince Charon Erewan, then Chamberlain of the Land, in 912. The spritely elven woman is now working under her seventh Chamberlain of the Land with Princess Isidore d'Ambreville becoming Chamberlain in AC 1011. Arryn is in an institution in herself at the House of Ministers and whose knowledge and expertise is deferred to by most of the Princes of the Council. The Ministry of Interior consists of three Departments: Natural Resources, Infrastructure, and Education & Health which are led by Subministers appointed by the Interior Minister.

The Department of Natural Resources is responsible for the conservation, development, and exploitation of Glantri's natural resources in its Free Provinces as well as providing expertise and advice to any noble for his dominion. The Department works closely with the Department of Mintage to make sure the Department's needs for gold, silver, and copper are met. Subminister Alain Philippe (Age 38, M13, AL-L) was appointed in AC 1011 after a mere two years after being promoted to the head of the department's prestigious Desana branch. The Department has one of the highest employment rates of GSoM graduates as the positions often require high degrees of education and scientific knowledge. The Subminister has a staff of 25 which collate reports from their field offices throughout the country as well as assist the Chief in passing down orders or priorities to the offices in the Free Provinces that have come down from the Council of Princes or Chamberlain of the Land.

The Department of Infrastructure is responsible for the maintenance of the nation's roads, bridges, and public buildings as well as the construction of any new projects approved by the Chamberlain of the Land or the Council of Princes. The Subminister of Infrastructure, Lady Käthe von Graustein (Age 69, F8, AL-L), is former Grand Army Engineer and has been serving as Subminister for 15 years. The Department employs a small staff of 10 at the House of Ministers which assist the Subminister in passing progress reports of public works in progress to the Minister of Interior as well as passing down instructions on needed repairs or the details of new projects down to its 22 field offices. The Department only operates in the Free Provinces and Glantri City, as infrastructure is a responsibility and expense that is assumed by a ruling noble in his lands.

The Department of Education & Health is the largest of the three Departments of the Ministry of the Interior and is responsible for providing a free general education to any child of the Free Provinces and in Glantri City as overseeing the operation of operation of all Glantri's hospitals. Jassin Eruanna (Age 578, EW14, AL-N) has been serving as the Subminister of the Department since 912 and was the Master of Botany at Erewan University for a hundred years before that. The Department is also responsible for overseeing and notating of the results of tests for latent magical ability (see Citadel Quarter entry #5 for more specific information). As part of its education function the Department also runs a series of orphanages for which take orphaned children and take care of their basic needs and education. The Subminister has a large staff of nearly 100 at the House of Ministers assigned to oversee and ensure proper operation in each of the 23 districts in Glantri as well as at the various hospitals throughout Glantri.

The third and last of the Ministries found on the first floor, The Mercantile Ministry, is also the newest of the Ministries and was created in AC 1004. The Minister of Merch is he is affectionately called by all, including the Council of Princes who appointed him, is Duane Berry Betts (Age 53, NM, AL-N) who was born in Wendar and moved to Glantri as a child and became a naturalized Glantrian citizen years later. He proved instrumental in solidifying good trade terms and friendly relations with Wendar to the north and when the Council of Princes created the Mercantile Ministry, he was a near unanimous choice to be its first Minister. The Mercantile Ministry is made up of three departments: The Departments of Banking, Trade, and Commerce which are led by Subministers appointed by the Mercantile Minister.

The Department of Banking is led by Subminister Jerry Prentle Morgan (Age 52, M9, AL-L) a naturalized Glantrian citizen from Darokin and alumni of the prestigious School of Economics at the University of Al-Azrad in Selenica. The Department of Banking oversees the operation of the financial institutions of Glantri which provide banking, and money lending services and is also the smallest Department in the Glantrian government. The entire Department is found in the House of Ministers. Morgan has a staff of 25 agents, mostly accountants, who are dispatched across the nation as needed to conduct audits or arbitrate conflicts and disputes between institutions and their clients, and any decisions reached are considered binding. The Department also handles the complex calculations of the taxes owed to the Council by the banks and has audit authority with the banks.

Glantri has a rather unique financial consideration that its neighboring nations do not. Due to the high percentage of magic users in Glantri, small local banks and money lenders found in most nations are largely absent for they can be easily robbed and looted by magic users able to bypass physical barriers and defenses that would protect such a small bank in backwater nations like Karamaikos. The widespread use of magic in Glantri has consolidated the operation of banks into large institutions which are able to afford the substantial, and costly, magical defenses needed in Glantri to protect their vaults. The primary function of the Department of Banking is ensuring public trust in its banks by testing the efficacy of the defenses of major banking operations in Glantri against attempted magical and mundane

high-level thievery. The Subminister has a working list of thieves, wizards, and other experienced high level (18-25) rogues that he regularly contracts for attempts to penetrate a banks defenses. The Subminister has been directed to test every major bank in Glantri once a year and failures of the banks defenses result in significant fines by the Department if a follow up test (no earlier than six months from the first) is again failed.

The Department of Trade is responsible for the collection of duties and tariffs upon merchants and their goods entering Glantri as well as collecting various fees and tolls upon merchants within Glantri which help fund the Department of Infrastructure. The Subminister of Trade is Aryan Pasayat (Age 72, M28, AL-L) who is the first ever Glantrian minister of Sindhian descent. Aryan also is the father of Shreya Pasayat who now runs the family Trading House Aryan established. (see Business Quarter #29) He was promoted to the position upon the department's establishment in AC 1004. The Subminister has a staff of 50 that includes aides, and scribes that assist the Subminister in implementing any specific instructions by the Council ('tax the Rad out of gems, we have a glut of them in the market') and accounting for the field office's collections of tariffs and fees on trade into and within Glantri. A notable division of the Department of Trade, that is one of the most beloved Glantrian institutions by commoner and wizard alike, is the GAAA which provides local information and updates on road conditions and travel hazards ('our eye in the sky reports a band of rampaging Ethengarian raiders raping cattle on the Alexander Glantri Parkway some 10 miles north of Bramya, travel conditions in the area are **red**, do not travel in the area unless it's absolutely necessary). The GAA has also rated all of Glantrians roads in terms of their quality and provides advice to merchants and travelers for not only the safest but quickest ways to get around Glantri.





The Department of Trade has offices in all 22 regional centers and in each capital of the Principalities, but its most important and well-staffed locations are at Trintan in the Nyra Free Province, Anupama in the Barony of Fallsburg, Kirkcudbright in the Barony of Lantruen, Estioniarsk in the Tchernovodsk Free Province, as well as Glantri City with its main city office being the Snowdrop Precinct of the outer city. The agents of the department, known as the Gold Agents, will intercept caravans or even lone wagons entering Glantri and will inspect and document all items being brought into the country. Another agent of the Department of Trade, known as Adjusters, will calculate the tariff fees that must be paid to enter the country. Once inside Glantri however the coins do not stop flowing. Gold Agents in interior settlements will demand to see receipts of the initial tariff payment and depending on circumstance like plausibility of having avoided a settlement where they would have met a Gold Agent, they will be confined, and their goods confiscated, until not only the tariffs but also a healthy penalty are paid. Those caught within the border but close enough to perhaps not avoided an agent of Gold purposefully go through the inspection and payment routine normally. Any refusal to pay or fraud will result in the Constabulary being called and possibly detention and confiscation resulting. Once past the initial tariff process merchants within Glantri are often still subject to fees and tolls. Most often these result from entry fees to towns and cities but several dominions have been known to require toll payments for any wagons using its roads.

The third and final Department of the Mercantile Ministry is one of its most profitable to the Council and the treasury. The Department of Commerce runs several state-owned businesses which provide services for the people of Glantri for good fair market prices for there is no legal competition to the services the Department provides. The Subminister of the department, Alexander Sergeyevich Lazerov (Age 53, M20, AL-L) has been the subminister since AC 1010 and has a staff of 40 who help the Subminister oversee the services the department provides through Glantri and processes and handles payments arriving from the 22 regional centers and see to their deposits in the National Treasury. The payments for services rendered by the Department in the Principalities and individual dominions are forwarded to the nearest regional center for their transmission to the House of Ministers.

The most famous service the department provides are those of the Magic"Я"Us stores found in all the major settlements of Glantri. In this store a Glantrian can buy and sell all kinds of magic: spell scrolls, potions, wands, and in the larger stores even powerful miscellaneous magic items. Prices are set at fair market value and unlike the People's Spell Casting Company all magic items are inspected and authenticated, and special detailed notes are given regarding non-permanent items and noting how many charges remain. Other services the department includes are ones such as low cost licensed clerical healing and hiring out security specialists to nobles and the wealthy to protect high value locations.

Descending the 81 stairs of main circular stairwell from the ground floor entry area takes one 25 feet below the waters of the surrounding canals to the subterranean home of the fifth ministry of the House of Ministers, the Ministry of Coin. At the landing of the stairs is a guard post with four Glantrian Constables on duty during working hours. They do not actively check those descending the stairs, having gained a certain familiarity with the permanent staff of the Ministry. Any who are not recognized have their passes or medallion examined and have the daily password reverified. At night two Iron Golems, gifts to the Ministry from Hildegard von Drachenfels in AC 1009, guard the entrance to the Ministry. Both Golems have perches 20 feet above the lower landing and were given specific instructions by Hildegard to attack and kill anyone exiting the stairwell on the lower landing after receiving a command word from one of the Constable Captains at the close of the business day. A different command word

also given by a Constable Captain before the beginning of the workday puts the Iron Golems into a default mode where they appear to be nothing more than grotesque looking statues.

A large main door from the landing leads to a large (100'x60') area known as the Chamber of Coin, directly under the floors of main building, where the Ministry of Coin has its offices. The Minister of Coin is responsible for the minting of Glantrian currency, the collection of taxes from the lowest born to the highest born and managing the national treasury held in the Council Vault. The current Minister of Coin is Hannie De Verstaeyen (Age 62, M19, 3<sup>rd</sup> Circle Death Master, AL-N) who was appointed by the Treasurer of the Council, Prince Vanserie Vlaardoen, in AC 1005 and rules her three Departments, Mintage, Collections, and Reckoning with an iron fist. Hannie previously served as Subminister of Collections and before that was the Chief Taxation official of the Taterhill Free Province.

The Department of Collections has the largest staff overall but the smallest presence at the House of Ministers. The Chief of the Department, Natahua Sverdlov (Age 49, T23, AL-N), oversees a vast operation that has agents in towns and villages all throughout Glantri. Sverdlov is new to her position just being appointed by Minister De Verstaeyen last year after being Chief Taxation official in Glantri City for the last five years. The agents of the Department of Collections are responsible for collecting the quarterly taxes due the Council of Princes. By each designated quarterly Tax Day all received taxes, with notarized records are due, having been collected from throughout Glantri in each Principality and at all 21 of the regional offices of the Department and then forwarded here to the Department of Reckoning. Nobles who collect their own taxes from their population then pay their taxes to the Department. Most nobles come directly to the House of Ministers and submit their records and taxes here. A small staff of 10 collectors works here at the House of Ministers and handles transactions of nobles or others living in the Noble and Citadel Quarters.

Quarterly taxes consist of two elements. The Council tax takes 20% of a Glantrian's earnings during that quarter. Magic can be used to help verify a taxpayer's claim of an income by indicating possible fraud which will trigger a visit to the taxpayer by an agent of Reckoning. A quarterly flat tax is also collected from each citizen based on where they live.

- Urban (city or town over 1000 inhabitants) **1 dc.**
- Rural (settled areas and settlements less than 1000 inhabitants) **4 sv.**
- Borderland (unsettled areas) **2 sv.**

Special attention is paid by all tax collectors (including those of dominions who are independent of the Department of Collections) to adventurers or drifters. Any obvious outsider or drifter seemingly flush with gold will quickly be confronted by a tax collector and ask to see any receipts for tax payments. Anyone unable to produce receipts will be taken to the local office of the Constabulary where either assessed taxes will be willingly paid on their adventuring booty before being released or they will be put into a cell until an agent of Reckoning (or similar official of a ruling noble) can arrive to confirm if they are in violation of the law and the serious charge (see Citadel location #2) of tax evasion.

Reckoning is the largest of the three Departments by staff at the House of Ministers and employees around 225 people who accept tax payments from the whole of Glantri and verify totals against the receipts. Dolgorsürengiin Nyambayar (Age 61, M19, AL-L) is the current Subminister of the department and been in charge of Reckoning since AC 1006. Nyambayar is notable for being related by marriage to Prince Jherek Virayana IV and is the husband of Prince Jherek's older sister Altandöl and was promoted to Subminister after his predecessor was executed for his role in the barely averted attempt to rob the

nations Council Vault. (see the Glantrian Almanac Vol. 2; AC 1005 - AC 1009 for ALL the gory details...). Tax collections are sent magically to this location from each of the 22 regional collection sites using large, enchanted chests in which any non-organic matter placed in them is teleported, once the lid is closed, to linked chests in the Accounting Chamber, a large secure room at the far north end of the Chamber of Coin. Nobles will often come here to pay their personal and dominion taxes directly to the staff of the Department of Collections who immediately transfer them to the scribes and accountants of the Department of Reckoning.

Once taxes are received, be in person or remotely, they are taken along with the accompanying scrollwork a large series of room in the Accounting Chamber where payments are counted and checked to verify, they match the totals indicated in the scrollwork. Any discrepancies are red flagged for special agents of Reckoning who will first recount to make sure the initial count was correct and if there is still a discrepancy will launch an official investigation of the individual. Any returns deemed to be suspicious even if every is in order are referred to the subminister who will decide if an investigation is warranted. Usually, 1 out of every 250 returns is randomly selected for an audit which will involve Agents of Reckoning making discreet, often magical inquires, to make sure that all possible income was listed on a return and that income was not undeclared to the Department of Collections.

In addition to investigating possible fraud, receiving, and documenting taxes collected by the Department of Collections the Department of Reckoning has one last special function, the management of the national treasury vault known as the Council Vault. Access to the Council Vault, which lays 50 feet below the Chamber of Coins can now after AC 1006 only be gained via a special teleport location in a room off the Accounting Chamber. Rather than being verbally activated the teleport location is triggered by a special magic ring enchanted by Prince Vanserie Vlaardoen in AC 1007. Only four exist and the following people have a ring, the Treasurer of the Council, the Minister of Coin, the Subminister of Reckoning and his second in charge who is a specially chosen and rigorously vetted Agent of Reckoning. Director of the Council Vault Andreas Siplowitz (Age 36, M15, AL-L) is in charge of overseeing a small division of the department that handles withdraws and deposits and will escort withdrawn funds to their ordered destination.

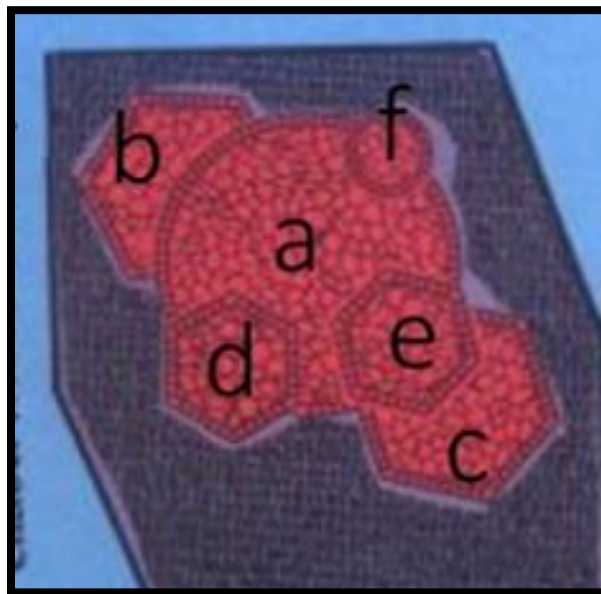
The Council Vault itself has had its defenses upgraded significantly since AC 1006 when the vault itself was accessed before the thieves were finally overcome and killed or captured. All walls, ceilings and floors are lead lined to prevent ethereal access and special spells protect the individual compartments with the Director of the Council Vault and the two ministers having the magic to counteract the defenses to gain access. The Great War drained much of the nation's reserves of wealth but has slowly started to rebound in the years since the end of the war. In AC 1005 at the onset of the Great War with Alphatia the Council Vault had hard currency reserves in excess of 260,000 crowns (nearly 11 million gold pieces) but after four years of war, even with the financial acumen of the Treasurer of the Council Vanserie Vlaardoen the currency reserves of Glantri fell to a mere 3000 crowns. In the five years since the end of the war the reserves have rebounded quickly in large part to all the newly created wartime dominions which allowed greater taxation to be taken from the population. Today the Council Vault is slowly being refilled and has nearly 18,000 crowns.

The Department of Mintage is the newest and smallest of the departments of the Ministry of Coin and is overseen by Subminister Édith du Châtelet (Age 63, M15, AL-L). The department was created in AC 1006 when, due the exigencies of the war, the long-standing tradition of having the Archduke of Westheath produce new common Glantri coins, and each Principality produce its own unique crown, was ended and the process centralized under control of the Treasurer of the Council and the Minister of Coin. Édith

oversaw the operations of Nouvelle Averoine's mint. With the assumption of the process of minting coins Minister De Verstaeyen turned to Édith and the heads of other Glantrian mints and offered them positions, with a large pay increase, to do the same work for the Ministry of Coin. After a series of interviews and magical examinations for securities sake the Minister of Coin offered Édith the position as head of the Glantrian mint and the rank of Subminister. Along with many master coin smiths Édith relocated to Glantri City to continue their work.

The Glantrian Mint is in a chamber in the northwest end of the Chamber of Coin. They spend their workdays filling orders from the Minister of Coin for new common coins and touching up damaged or worn coins that have been taken out of circulation. The copper penny and silver sovereigns receive the least requests for new replacements but conversely are the most easily damaged or worn and need the most repair. The crown is obviously the most unique coin in Glantri, perhaps the known world and enchanted with dwenomers that make the coins glow. Often dispelled crowns are sent to the Mint to be re-enchanted. Some bunk has been spread about the coins having actual magical abilities but is not true and only believed by those that think Glantri is a kingdom and think tin foil and red hats make good fashion accessories. A master smith from each Principality is responsible for the crowns representing each of the Principalities. They engrave flattering images of the ruling Prince upon the coins. The newest master smith is quite the curiosity and subject of water cooler discussion around the Chamber of Coin. Master smith Urzoth Yasgash (Age 37, O5, AL-N) is an Orc who in addition to being a figure of great curiosity as a rare humanoid metalsmith of great talent, able to actually engrave flattering images of Prince Kol, but is also known for a strong case of body odor and a bad case of fleas.

Rising above the House of Ministers is an impressive series of towers in which is probably the greatest concentration of power and influence in Glantri.



A main tower (a) rises over 70 feet over the top of the House of Ministers building with two smaller towers (b,c) connected to the main tower at its 1<sup>st</sup> floor locations. The main tower is connected to the interior of the House of Ministers by the northern most interior stairway of the House of Ministers. A large circular stairwell connects all the floors and leads to The 1<sup>st</sup> floor of the main tower is a richly

appointed common area with a large reception area and several smaller private rooms where receptions, parties, and meetings can be held. The five upper floors each contain the main offices and living quarters of the Ministers as follows:

- 2<sup>nd</sup> Floor – The Minister of Documents
- 3<sup>rd</sup> Floor – The Mercantile Minister
- 4<sup>th</sup> Floor – The Minister of Justice
- 5<sup>th</sup> Floor – The Interior Minister
- 6<sup>th</sup> Floor – The Minister of Coin

The southern small tower (c) is a small 3 story 36-foot high tower that contains the quarters of a small staff to serve the needs of the ministers and kitchen to prepare meals for the Ministers as well as a dining room for the meals of the platoon of elite Glantrian Constabulary stationed at the House of Ministers. The northern small tower (b) is another small 3 story 36-foot high tower that hold a small stable of 3 trained griffons that can take off and land from the roof of the tower. A small staff of handlers and riders occupies the 1<sup>st</sup> and 2<sup>nd</sup> floors of the tower while the stables occupy the 3<sup>rd</sup> floor of the tower. The Griffons are used for sending and receiving messages and dispatches when magical means are not deemed safe or to send/receive messages from remote areas far from major settlements in which magical means of sending or receiving messages has not established.

Rising above the main tower are three slim towers. Tower (f) is a 4 story tower rising almost 50 feet over the roof of the main tower. It has the quarters and living spaces and armory of a specially selected elite contingent of the Glantrian Constabulary assigned to guard the House of Ministers. There are currently 50 Constables (F5, M5), with 2 Constable Captains (F7, M7) who are all commanded by Constable Major Victoria Radcliffe (Age 37, M14, AL-N) who in turn reports to Senior Chief Constable Marisol Flores Vázquez at the Tower of Swine at the Parliament House. The constables maintain a light presence during the day when the House of Ministers is occupied and mainly guard the Gondola Port and keep unauthorized bureaucrats of the House of Ministers from entering the towers unless they have written permission. At night however a large guard presence is maintained at the Gondola Dock to turn anyone away but those with special passes issued by the Council of Princes or a Minister. In addition to guarding the Gondola Dock and the Constables regularly patrol the hallways of the 4 main floors of the building at night for intruders who might have bypassed the Gondola Port. A small guard post of 2 Constables is posted at the top of the stairwell leading down to the Ministry of Coin and guarding against anyone descending the stairs as well as listening for any sounds of intruders who made it past them triggering the Iron Golem guards at the bottom of the staircase. A stairwell connects the guard tower and tower below it. Normally five Constables are found on duty on the roof of the main tower and will respond violently to any intrusion atop the main tower.

The top of the main tower contains entrance to towers (d) and (e). Tower (d) is the 4 story 50-foot-high tower of Princess Dolores of Blackhill. Her tower in addition to having her personal quarters also houses a small staff to attend to her needs and a handful of personal bodyguards. The remaining tower (e) is just over 60 feet high and contains the personal quarter of Princess Carlolina and has space for her small staff and force of bodyguards which guard her and her tower when she is in the city. Both Princesses tend to avoid to arduous exits of the their towers through the House of Ministers and almost always come and go from their towers either via teleport or via magical means like Fly spells



## 5. The Great School of Magic

(Please see the works of Robin [http://pandius.com/Great\\_School\\_of\\_Magic\\_in\\_detail.pdf](http://pandius.com/Great_School_of_Magic_in_detail.pdf) and Thomas [http://pandius.com/GSoM\\_Staff\\_I\\_Senior\\_personnel.pdf](http://pandius.com/GSoM_Staff_I_Senior_personnel.pdf) for they both provided inspiration and ideas for this work)

There is truly little to say about The Great School of Magic that was not detailed by Robin in all those glorious 555 pages of erotic Glantrian goodness. One subject, I felt that could use further exploration was detailing who and how the Great School is used so I'll riff a bit about the students that study at the Great School.

Before going into the actual student body, one must look overall at the population of Glantri. As a Magocracy it has often been asked just how many users of magic are found in Glantri. Per the most recent census data compiled by the Department of Records in AC 1000 there were 804,766 Glantrians. From that AC 1000 census data the top 5 ethnic groups for percentage of magic using population are as follows:

- Elves (Belcadiz, Erewan, and Wendarian) – 43,683 (100% of population)
- Alphatian – 16,532 (21% of population)
- Flaemish – 38,340 (19% of population)
- Averoignian – 9,057 (12% of population)
- Kaelic and Fen – 4,783 (7.5% of population)

While updated census data reflecting the losses of the war will not start being tabulated until next year The Department of Records notes that the Principalities of Glantri today has a total of 118,158 licensed spellcasters which would be 16.3% of its estimated AC 1014 population of some 725,000 Glantrians . The general mastery of spellcasters in Glantri based on those licenses has been estimated by the Mistress of Records of the Great School of Magic, Tyrsa Quirieth, to be as follows: around 25% of the spellcasting population in Glantri do exceed basic spellcasting and can only cast 1<sup>st</sup> level spells, 20% are able to cast 2<sup>nd</sup> level spells, 22.5% 3<sup>rd</sup> level spells, 15.5% 4<sup>th</sup> level spells, 10% 5<sup>th</sup> level spells, and 7% can cast 6<sup>th</sup> level and higher spells. Quirieth also estimates approximately 280 Glantrian wizards have reached ultimate mastery of Magic as well as have some 40 elves.

The Interior Ministry through its Department of Education oversees and records testing results, which are done free of charge at any Temple of Rad. Testing is a simple measure of drawing blood from the subject and casting the specialized Shepherd of Rad spell, 'Detect the Potential' (a 3<sup>rd</sup> level variant of the common 1<sup>st</sup> level spell Detect Magic), which magically tests for the presence of Maga-Cromagamorons which are microscopic life forms (binomial name Stultus Proditor) in the blood of those with the latent ability to learn with proper training to cast magic spells and become magic users. The presence of Mega-Cromagamorons is often an inherited trait that is passed to a child from their parents. Testing is not officially done before the age of 5 until any potential magical abilities have fully manifested. Many nobles do have their children tested early but it is not unheard of to achieve false results before they have turned the age of 5. Most Glantrians who test positive for latent magical ability learn at home by private education by their parents or are taught by Shepherds of Rad as part of their public education and rarely advance beyond basic (1-3) levels of magical ability. Most Principalities and many of the larger Free Provinces also have schools of advanced learning where one can receive a rigorous education in magic beyond a basic education, and where students can advance beyond basic levels of mastery. Some,

however, skip formal schooling once they have become spellcasters and take an apprenticeship under a master but for those Glantrians who can afford the fees and tuition nearly all choose to try to attend the Great School of Magic.

The Great School of Magic is funded and supported by income derived from several sources. The fees from the *Private Spellcasting* license required of all spellcasters in Glantri, a tax on transactions based on spellcraft known as the *Utterance Right*, and the tuition and fees all students at the Great School must pay. According to the Master Bursar of the Great School of Magic, Friedrich ‘Gopher’ Grandy, the annual budget of the Great School of Magic is larger than some smaller nations like Vestland or Karamaikos but allows the Great School to hire and retain many of the most talented spellcasters and notable scholars in the world. The fees from *Private Spellcasting* and from tuition and fees remain fairly constant from year to year but as seen during the Great War with Alphatia the largest source of income for the Great School, the *Utterance Right*, can be variable and the drop off in magical business during the last years of the war caused the Great School great hardship and required the temporary lowering of wages especially as the budgetary surpluses of the Great School of Magic were appropriated by the Treasurer of the Council to help offset the massive expenditures of the expanded Grand Army coupled with the loss of trade and taxation of much of southern Glantri. Today in AC 1014 the nation has largely recovered economically from the Great War and has resumed a sense of pre-war normality in its allocated funds though not as high as pre-war pre population loss amounts had been.

Income Generated for Great School of Magic (AC 1014: 118,158 spellcasters)					
	# of Spellcasters	Private Spellcasting	Utterance Right	Full time Student Tuition/Fees	Part Time Student Tuition/Fees
1st Level Spells	40,173 (34%)	401,730 Dc/yr	2,410,000 Dc/yr	60,900 Dc/yr (29 students)	96,480 Dc/yr (402 students)
2nd Level Spells	11,816 (10%)	354,480 Dc/yr	472,800 Dc/yr	112,700 Dc/yr (23 students)	189,980 Dc/yr (236 students)
3rd Level Spells	27,176 (23%)	1,630,560 Dc/yr	3,261,000 Dc/yr	184,800 Dc/yr (24 students)	895,950 Dc/yr (543 students)
4th Level Spells	10,634 (9%)	1,063,400 Dc/yr	850,400 Dc/yr	283,500 Dc/yr (27 students)	588,300 Dc/yr (212 students)
5th Level Spells	17,724 (15%)	2,658,600 Dc/yr	1,329,500 Dc/yr		1,610,700 Dc/yr (354 students)
6th Level Spells	4,490 (3.8%)	942,900 Dc/yr	269,400 Dc/yr		655,200 Dc/yr (90 students)
7th Level Spells	2,836 (2.4%)	794,080 Dc/yr	198,800 Dc/yr		606,480 Dc/yr (57 students)
8th Level Spells	1,891 (1.6%)	680,780 Dc/yr	151,200 Dc/yr		658,350 Dc/yr (45 students)
9th Level Spells	1,418 (1.2%)	638,100 Dc/yr	127,800 Dc/yr		737,100 Dc/yr (26 students)
<b>Totals</b>	<b>118,158</b>	<b>9,164,630 Dc/yr</b>	<b>9,070,900 Dc/yr</b>	<b>641,900 Dc/yr (103 students)</b>	<b>4,887,275 Dc/yr (1,965 students)</b>

Total Income
24,915,970 Dc/yr
41,526.5 Cr/mo

Almost 75% of the annual budget of the Great School goes to Academic and Administrative salaries with the remaining 25% going to operating expenses along with several magic related expenses. The greatest change in the finances of the Great School of Magic in the last decade or so has been in its expenditures. Due to the near financial meltdown Glantri suffered due to Thar’s invasion, the plague, and the necessary expansion of the Grand Army several expenditures that were once covered by the general budget have now been shifted to the budget of the Great School of Magic. While the general education of most Glantrians is covered by the Temple of Rad free of charge, Glantri has always provided a stipend to the Temple to offset expenses incurred by the Temple in providing this vital function to the population of Glantri. Those funds are delivered by the Master Bursar to the Grand Temple of Rad in the Noble Quarter of the city on a monthly basis.

The budget of the school also provides a large amount to be disbursed by the Foreign Chancellery in support of magic schools and guilds in friendly nations or nations Glantri wants to cultivate closer relations with. Much of the allotted coin goes to Glantri's closest and most reliable ally, Darokin, but a substantial amount is given the Uppsala School of Magic in Vestland which has, in addition to creating a good diplomatic relationship, helped elevate it to the 3<sup>rd</sup> most prestigious school of magic in the known world behind the Great School of Magic and the Collegium Arcanum in Thyatis City. Funds are also given out to wizards who act as agents and informers in other nations and keep tabs on the magical activities of rival or enemy nations such as Karameikos and Sind.

Monthly Expenses of the Great School of Magic (AC 1014)								
<b>Instructor Salaries</b>	Grandmaster of the Great School of Magic	High Masters of Magic and Instruction		Arch Masters of Labs&Exp/Libraries		Arch Masters of Magic Items, Wands&Staves, and Spellcasting		Arch Masters of Academic Schools
	300 Cr	600 Cr (300 Cr x 2)		560 Cr (280 Cr x 2)		2600 Cr (260 Cr x 10)		960 Cr (240 Cr x 4)
		Magic/Spellcasting Masters	Academic Masters	Senior Professors	Professors			
		5280 Cr (220 Cr x 24)		6800 Cr (200 Cr x 34)		5,550 Cr (150 Cr x 37)		6,400 Cr (100 Cr x 64)
<b>Administrative Salaries</b>	High Master of Administration	Master of Admissions	Master Bursar	Master of Licences	Master of Records	Administers of Staff and Faculty		Masters of Facilities, Provisions, and Sublevels
	300 Cr	200 Cr	175 Cr	150 Cr	125 Cr	200 Cr (100 Cr x 2)		225 Cr (75 Cr x 3)
		School Physician & Master of Stables			Museum Curator, Capt of Guards, and Portier		Staff and Guards	
		100 Cr (50 Cr x 2)			75 Cr (25 Cr x 3)		300 Cr (250)	
<b>Salaries Personal Staff of Grand Master</b>	Secretary to the Grandmaster	Butler		Scribe		Chef	Captain of Grandmaster's Guards	
	150 Cr	50 Cr		100 Cr		75 Cr	100 Cr	
							150 (50 Cr x 3)	
<b>Mandatory/Fixed Expenses</b>	Building Upkeep & Maintenance	Grounds Upkeep	Upkeep Libraries	Food & Drink	Inks & Scrolls	Remote Research Facilities (4)	Payments to Temple of Rad for Schooling	GSS - Glantrian Secret Service
	250 Cr	75 Cr	100 Cr	100 Cr	275 Cr	2000 Cr	750 Cr	1800 Cr
<b>Discretionary/Variable Expenses</b>	New Library Tomes	New & Replacement Spell Components		New Laboratory Specimens		New Museum Additions	Support of Foreign Wizards & Schools	
	(AC1014 average per month)	1000 Cr	2000 Cr		500 Cr		150 Cr	1000 Cr
Average Monthly Surplus - 301.5 Cr. Unspent Income is kept in Council Vault but is kept separate from Glantrian currency reserves. Currently the Great School of Magic has 12,545 Cr in the Council Vault earmarked for future expenses, budgetary shortfalls, or national emergencies.								

The Great School of Magic also has four remote research facilities located in Glantri which receive large stipends from the annual budget. The largest is the *School of Magic Dependence* in the Hiboux Free Province some 9 miles northeast of Les Hiboux. Here is where spells and skills deemed too dangerous for the Great School itself are taught. The Great School of Magic also supports three research stations; the Anapa Research Station in the Three Fires Free Province and the Mount Lea Research Station in the Two Volcanoes Free Province which specialize in Geology and Vulcanism, and the newest research station Tholl Votar in the caverns of New Kolland studying fire and elemental magic adjacent to a major lava flow deep underground in the former Lower Trollhatten.

Those that attend the Great School of Magic fall into three categories. The first and smallest of the three are those that study at the Great School of Magic full time. Any full-time students at the Great School are required to live on campus as the Grand Master Etienne d'Ambreville believed that magical instruction was not merely learning magic but was also a mental education in which outside distractions should be kept to a minimum. Thus, the founding Grand Master established from the beginning that the school would be highly structured to instill responsibility and discipline in its students and thought it important to stress social interactions between the students by having them live and study together fulltime for here Glantri's potential future leaders and rulers would be engaging with their future peers,

where lifelong friendships would be established, and lifelong enmities and rivalries would be cast. Full time students are grouped into various dormitory groups based on their social class.

Eagle Dormitory which is exclusively for students of families of ruling Princes/Princesses

Hawk, Vulture, and Jay Dormitories which are for students of lesser Glantrian Nobility as well as students of foreign high nobility.

The Owl, Swan, and Rooster Dormitories which are for students from non-noble Glantrian families from the Arcaner class as well as foreign minor nobility. Various scholarship winners, even from mundaner families will be assigned to these dormitories.

The Raven Dormitory is for any student from a mundaner family as well as non-noble foreigners who can pass the entrance exam and afford the fees to attend the Great School.

Currently there are 20 noble students studying at the Great School and are assigned to the following Dormitories:

- Eagles – *Monique d’Ambreville* (Age 13, M8, 1<sup>st</sup> Circle Alchemist, AL-N), *Miguelito de Belcadiz* (Age 34, EM5, 1<sup>st</sup> Circle Blue Dragon Master, AL-N), *Tolui Krinagar* (Age 8, M3, AL-L), *Rina Krinagar* (Age 14, M7, AL-N), *Rejladan Virayana* (Age 21, M9, 1<sup>st</sup> Circle Illusionist, due to take Graduation test during term, AL-L), and *Thendain Erewan* (Age 84, EW8, 2<sup>nd</sup> Circle Gold Dragon Master, AL-L)
- Hawks – *Threndel Widefarer* (Age 55, EM2, AL-C), *Raffaella Fulvina* (Age 7, M1, AL-L), *Tabitha von Graustein-Jaenecke* (Age 7, NM, AL-N), and *Ota Koorteweg* (Age 19, M9, 1<sup>st</sup> Circle Death Master, due to take Graduation test during term, AL-C)
- Vultures – *William Steurt* (Age 7, M2, AL-C), *Katya Verlien-Zirchevski* (Age 11, M8, 2<sup>nd</sup> Circle Fire Master, 1<sup>st</sup> Circle Alchemist, AL-L), *Gaston Leconte-Foch* (Age 10, M2, AL-N), *Ysabel de Fedorias* (Age 104, EM6, 1<sup>st</sup> Circle Witch, AL-L), and *Chiara Fulvina* (Age 7, NM, AL-L)
- Jays – *Mary McDougall* (Age 9, M2, AL-N), *Rafael de Casanegra* (Age 55, EM8, 1<sup>st</sup> Circle Air Master, AL-N), *Friedrich von Graustein* (Age 9, M1, AL-C), *Heidi Stransky* (Age 10, NM, AL-N), and *Frans Verlien-Rjevans* (Age 16, M8, 1<sup>st</sup> Circle Fire Master, AL-C)

There are currently 53 students in the AC 1014 class split among the Owl, Swan and Rooster Dormitories and another 28 students in the Raven Dormitory. A few words might be said about some of the details about full time students at the Great School. It is mentioned in Gaz 3 that students may only advance to half their parents’ level before coming of age and becoming an adult at age 16. Personally, your humble guide to Glantri, Micky the Mage, thinks that is worth ignoring as a parent’s level has nothing to do with a child’s potential especially as the parent is not educating the child but is by the finest wizards at the finest magic school in the world.

The other two classes of students at the Great School of Magic are both considered part-time students and do not live at the Great School. The first are the non-graduates and are the largest class of student at the Great School. According to the Mistress of Admissions, Sibylle d’Oléans, there were nearly 25,000 non graduate arcaners on the rolls at the Great School in AC 1013 and just under 10% of them, some

2000, attended classes at the Great School at some point during the year. Only 10% of them, according to the Director, were accepted directly via sponsor (noble or a full-time faculty member of the school) while the rest had to pass an entrance exam. (Note that since the beginning of the Great War in AC 1005 non-Glantrians need to both pass the entrance exam AND have a sponsor to gain admittance to the school). Upon passing the entrance exam the school assigns an instructor to the student who will often tailor the student's curriculum to a student's desires and interests. The remaining class of student at The Great School is the part time graduate. For the most part graduate students use the libraries, laboratories, and other facilities of the Great School for their own research, or they might take courses they find of interest and pay the tuition fee. The Great School will waive the tuition fee for instructors and many graduate students will offer to teach classes as tuition fees for graduate students can be quite exorbitant (starting at 45 dc. a day for a 9<sup>th</sup> level wizard). As part time non-graduate students there are no chores or mandatory sessions at the Temple of Rad only classwork.

A school term lasts for 10 months a year, starting Vaternont 1 and going through to Eirmont 28 The School operates on a quarterly term basis with four 10-week quarters making up a yearly school term. The schedule of a normal Great School of Magic term is as follows:

Nuwmont 1-24: End of Winter Break. No classes.

Nuwmont 25-28: Pre-Term. Orientation for new students, moving in, and scheduling of classes for the upcoming quarter.

Vaternont 1: First day of 1<sup>st</sup> Quarter of the New Term. Traditionally the Grand Master will hold a function that evening and will personally welcome all new and returning students and give speech on the state of the Magocracy.

Vaternont 18: Monsters Fair. Classes meet but often field trips into the city are taken by low level classes teaching Monster Lore.

Thaumont 14: Spring Break. No formal classes, but students are put to work blowing up the ice walls put up the previous winter. (Date can vary based on how early or late the rivers thaw)

Thaumont 25-28: Arcanium. No classes but strict enforcement of a 10pm curfew. Violation results in revoking of city passes and mandatory menial chores for the days remaining in the wizard's fair.

Flaurmont 12-14: End of 1<sup>st</sup> Quarter. Final exams and scheduling of 2<sup>nd</sup> Quarter classes.

Flaurmont 15: First day of 2<sup>nd</sup> Quarter.

Flaurmont 20: Army Day. Classes meet as normal but often field trips will be arranged for classes with military themed studies.

Yarthmont 14-15: Gondola Games. Rest day for students. No classes.

Klarmont 15: Night of the Red Moon: Classes meet but nights are often chaotic and the School a madhouse and full of activity the whole night. Masters often get little to no sleep thus...

Klarmont 16: Temple of Rad Day. No classes, classes are given over to Shepherd of Rad and spent the often-beautiful summer day outside in Temples of Rad in the city weeding the gardens and performing light menial duties for the Temples.



Klarmont 26-28: End of 2<sup>nd</sup> Quarter. Final exams and scheduling of 3<sup>rd</sup> Quarter classes.

Felmont 1: First day of 3<sup>rd</sup> Quarter.

Felmont 14: Feria de Toros. No classes and city pass issued but strict enforcement of a 10pm curfew. Violators assigned extra chores and revoking of a city pass for the Vyonnese Carnival in Fyrmont.

Fyrmont 15: Vyonnese Carnival. No classes and city pass issued but strict enforcement of a 10pm curfew. Violators assigned extra chores and a fine of 2 cr. on their student accounts.

Ambyrmont 12-14: End of 3<sup>rd</sup> Quarter. Final exams and scheduling of 4<sup>th</sup> Quarter classes.

Ambyrmont 15: First day of 4<sup>th</sup> Quarter.

Ambyrmont 26: Fire Night. Rest day for students. No classes.

Sviftmont 6: Ethengarian New Year. Rest day for students. No classes.

Sviftmont 14: Raising of the Walls. Day off for students with city passes with a 10pm curfew. Curfew violators assigned extra chores and a fine of 2 cr. on their student accounts.

Eirmont 5: Necromantia. Rest day for students. No classes.

Eirmont 14: Glantri Ice Games. Day off for students with city passes with a 10pm curfew. Curfew violators assigned extra chores and a fine of 2 cr. on their student accounts.

Eirmont 24: Victory Day. Celebration day for students. No classes.

Eirmont 26-28: End of 4<sup>th</sup> Quarter and School term. Final exams and moving out of students for winter break.

Kaldmont 1-28: Beginning of Winter Break. No classes. Dormitories closed.

Another tidbit of Gaz3 with regards to the Great School that could be tweaked is student advancement. Per Gaz 3 a child gains one level of experience per 12 months of study when it is unreasonable (as well as unrealistic) that the school, much less a student could manage 7 days a week for 12 straight months of study. One can reasonably assume the need for breaks for the student as well as the school (instructors have lives as well and take vacations). So, to simplify matters and bookkeeping for the advancement of NPCs in a campaign. and upon completing a full term of study a student would gain one level of experience. Though rarely happening, and only by the most talented of students, students can advance on their own personal studies while they are still students and gain additional levels over and above the education they receive from their masters at the Great School.

The Masters at the Great School of Magic are some of the most capable, powerful, and knowledgeable in all the world in matters both academic and arcane. They are assisted by professors and part time lecturers in educating the students at the Great School both academically and magically. The current staff of at the Great School of Magic is as follows:

# Grand Master of the Great School of Magic

Prince Harald Haaskinz (1010) Age 80, M36, High Master of Water, Brotherhood of the Radiance  
(Brother Bluelight), AL - Lawful



Secretary to the Grand Master
<p>Maflarel Wynters (992) Age 583, ES16, 3<sup>rd</sup> Circle Cryptomancer, AL-L</p>
<p>Maflarel is highly efficient in arranging the Grand Master's schedule and appointments as well as managing his personal staff. It was known to the former Grand Master but as of yet not by Prince Harald that Maflarel is a Shadowelf posing as an albino Wendarian forest elf and is the Head of the Second Shadow in Glantri. With Rad no longer limiting his discoveries and with Harald unaware of the nature of his Secretary, Maflarel was the first to discover the Radiance and use its powers outside of the knowledge of the Brotherhood in 1011.</p>



Personal Staff of the Grand Master



High Mistress of Administration
<p>Marjatta Mäkri (1008) Age 82, M33, Air Elementalist of the 1<sup>st</sup> Circle, AL-C</p>
<p>Marjatta is the rare Alphanian wizard who is not interested or a specialist in air magic. She rose to her current position after the plague claimed the prior Head in 1008. Before that she had been the Master Bursar for 15 years and a professor of Economics for the 20 years before that. Marjatta wishes she could have moved up the ranks of the instructional ladder rather than the administrative but after being passed over for the position of Master of Economics she later took the offered position of Master Bursar and ended up on the admin side.</p>



Administrative Masters of the Great School of Magic



High Master of Magic
<p>Yuri Atropov (997) Age 104, M36, 4<sup>th</sup> Circle Alchemist, AL-N</p>
<p>Yuri is one of the most famous Arch Mages in all Glantri and has been teaching spell casting at the Great School since 939 and has taught magic at some point to nearly every current noble (and many past ones) in Glantri today. Before becoming High Master of Magic, Yuri was the Arch Master of Abjuration for 11 years. Yuri has 14 grandchildren and is most proud of his grandson, Gregor who just last year became Master of Mathematics. Yuri fully enjoys teaching, especially the young noble children at the school, and has no plans to retire anytime soon.</p>



Magical Arch Masters of the Great School of Magic



High Master of Academics
<p>Aelrindel Ilistyl (924) Age 812, EW20, 4<sup>th</sup> Circle Cryptomancer, AL-L</p>
<p>Aelrinde was one of Grandmaster Etienne d'Ambreville's first hires when he established the Great School of Magic and was previously the Arch Master of Libraries before his promotion to High Master in 924. He was appointed Master of Ancient History upon the establishment of the school in 875 and served several decades before taking over the libraries. He is considered one of the world's foremost experts in Ancient History and today oversees all aspect of non-magical education at the Great School including its libraries and laboratories.</p>



Academic Arch Masters of the Great School of Magic

## Secretary to the Grand Master

Maflarel Wynters (992) Age 583, ES16, 3<sup>rd</sup> Circle Cryptomancer, AL-L



### Personal Staff of the Grand Master

Butler	Scribe	Chef	Stress Alleviator
<p style="text-align: center;">Nicolás Lorca y Goya de Francia (1001) Age 59, NM/WWO2, AL-N</p>	<p style="text-align: center;">Rowan Zarovan (1011), Age 24, M10, 2<sup>nd</sup> Circle Water Elementalist, AL-L</p>	<p style="text-align: center;">Elly Den Adel (1010), Age 275, M14, Nosferatu (781), AL-N</p>	<p style="text-align: center;">Little Michael (1012) Age 2, Alpha Male Traladaran Blue Feline, AL - very C</p>
<p>Nicolás was once the head Butler at the Belcadiz House before being fired in 1001 (along with the entire house staff, cooks included) after a semi successful heist of the Princesses jewels from her personal quarters. At the strange recommendation of Lord Anton Vlaardoen, The Grand Master Etienne d'Ambreville hired the unemployed master Butler for his own personal staff and was retained by Prince Harald when he became Grand Master in 1010.</p>	<p>Rowan is a young and rather attractive young Darokinian woman that was once a student of Grand Master Harald and later became his lover. After her graduation and Harald becoming Grand Master, Harald installed Rowan as his personal scribe and while she is blessed with excellent penmanship, Harald adores her for her other qualities. For her part Rowan loves the Grand Master even if she knows he will never leave his wife and marry her.</p>	<p>Never let it be said that the Grand Master has not an eye for beauty, for Elly is one, but also a sense of humor as while Elly might be an undead, she is a master chef and enjoys cooking always using raw meat often with fresh fruit imported from Ierendi which the Grand Master loves. Adel's undead nature is known to all the senior staff at the school but have been assured that Elly is under strict rules regarding her personal dining habits. No humans, only animals on pain of vaporization.</p>	<p>The Grand Master has one constant companion in his personal quarters, to be found even when his personal scribe is clothed and in an upright position. It is his personal pride and joy, his two-year-old cat which is a little terror that loves to knock potions over, urinate on his personal research papers when he feels he is not getting enough attention and even craps on reports from Karameikos on the progress of <i>their</i> school of magic.</p>

The Grand Master has a small contingent of Guards which answers only to the Grand Master and whose first and only mission is protecting the life of the Grand Master.

### Captain of the Grand Master's Guard

Johan de Guyt (1011)

Age 55 (25), F34, AL-L, Leather armor +5, 1 special weapon, various defensive magical items

Johan and the three other bodyguards of the Grand Master under his command (F24-F30) are specially (and secretly) trained at the Citadel in combating high level wizards and their magic. Fighters chosen to be trained to be a bodyguard to the Grand Master are almost always Grand Army veterans. All are armed with special weapon (a sword) which is a Minor Artifact created by Etienne d'Ambreville (Rad) and is passed from an old member to a new member when a new bodyguard replaces a previous one. The Artifact (sword) is a +5 Sword against all targets, +10 versus Spellcaster, and has some especially potent powers with the attack power of Slicing, defense power of Anti-Magic Shell, and finally a most potent attack allows the wielder of the sword to cast an Anti-Magic Ray up to 60' away. The Artifacts have a handicap that they do not recharge automatically but must be recharged (fed) by a special 8<sup>th</sup> level Radiance spell. They also possess the Penalty of the user risking suffering d20 points of wounds each time a power is used.

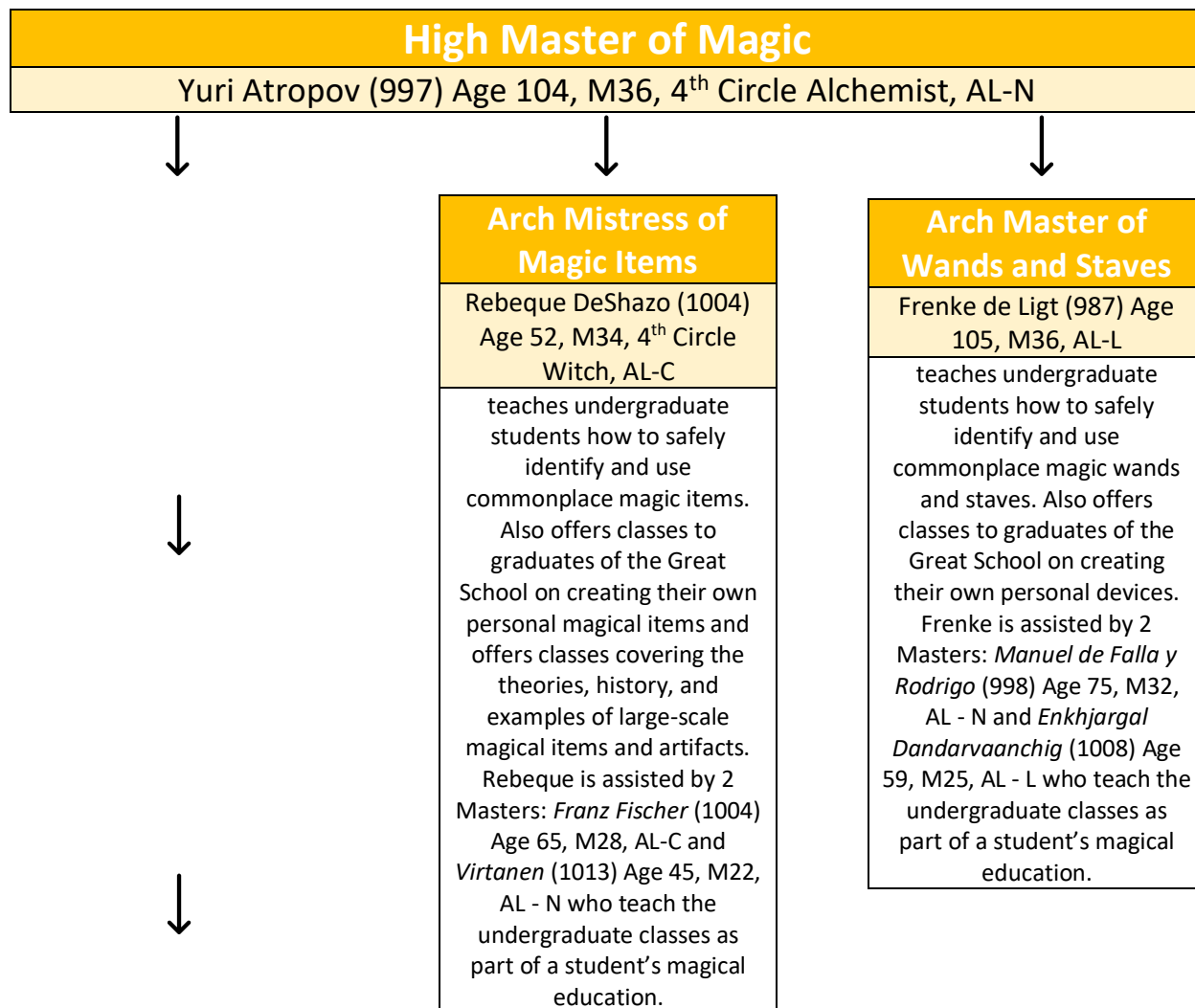
## High Mistress of Administration

Marjatta Mäkri (1008) Age 82, M33, Air Elementalist of the 1<sup>st</sup> Circle, AL-C



### Administrative Masters of the Great School of Magic

Mistress of Admissions	Faculty Administrator	Student Administrator	Mistress of Records
Sibylle d'Oléans (1010) Age 72, M28, AL-L	Filip Horgotzen (1000) Age 57, M15, 3 <sup>rd</sup> Circle Fire Elementalist, AL-N	Mario di Selenici (993) Age 70, M21, AL-C	Tyrsa Quirieth (954) Age 590, EW15, AL-N
Oversees the testing of new applicants and the admission of accepted students and their assignments to their new dormitories.	Oversees the hiring and retention of the schools staff and instructors as well as also assigning off campus housing to newly promoted Masters of the School	Oversees the students population and is responsible for enforcing the rules and punishments for infractions	Oversees record keeping of all students notating grades, spells learned, and current level of mastery.
Temple of Rad	Master Bursar	Master of Facilities	Mistress of Licenses
Rafael Ramirez (1012) Age 49, EM13, AL-L	Friedrich 'Gopher' Grandy (1008) Age 62, M23, AL-N	Dann von Neek (974) Age 88, M29, AL-N	Olga Trigascu (1004) Age 78, M22, AL-L
This regional temple is led by a Senior Shepherd and oversees 10 inner city temples and sees to the spiritual education of the student body.	Responsible for disbursing of Council funding for wages to staff, and annual expenditures as well as collecting spell license fees.	In charge of repairs and maintenance of the school building and its grounds. Also serves as the Master of the Dueling Court	Oversees the issuing of Spell casting licenses in Glantri and updating a spellcasters personal files. Works closely with the Ministry of Documents.
School Physician	Master of Stables	Master of Provisions	Master of Components
Dodelyn Folgrasse (1013) Age 47, M11, 3 <sup>rd</sup> Circle Necromancer, AL-C	Tuncay Armağan (1007) Age 38, M9, AL-L	Hervé Brillard (1009) Age 35, M14, 3 <sup>rd</sup> Circle Earth Elementalist, AL-L	Haedda Elaine Buer (1009) Age 61, M29, AL-C
Sees to the personal care and health of the student body as well as of the school's faculty	Oversees the care and training of the schools Griffons	Sees to the procuring, storage, and distribution of food, scrolls, ink, and other basic material needs of the school.	Oversees the acquisition or procurement of spell Components for the labs of the Great School.
Captain of Guards	Museum Curator	Master of Sublevels	Master Portier
Jodol Debunk (1009) Age 47, F18, AL-L	Lisa Maniguri (989) M9, Age 75, AL-L	Ewan Ramsay (988) Age 65, M31, 4 <sup>th</sup> Circle Water Elementalist, AL-C	Irwyn (945) Age ?, Pooka 9, AL-C
Oversees the Schools guard force which provides site security for the school and its students and staff	In charge of the operation, maintenance of the schools museums as well as procuring new additions for them.	In charge of the schools below canal levels and oversees the final tests of graduating wizards.	in charge entries and exists via the Magic Door at the entrance of the school. Takes the form of a large teddy bear.



<b>Arch Masters of Spellcraft</b>	
<b>Arch Mistress of Abjuration</b>	<b>Arch Master of Alteration</b>
Alizé Chanfreau (997) Age 98, M36, AL-L	Andrea Cortese (1010) Age 79, M36, AL-N
<b>Arch Mistress of Conjunction</b>	<b>Arch Master of Divination</b>
Erika Vandierendonck (978) Age 117, M36, AL-C	Juan de Bazán y Olivar (956) Age 646, EM20, AL-L
<b>Arch Master of Enchantment</b>	<b>Arch Master of Evocation</b>
Lord Taivas Urbaal (1004) Age 94, M36, AL-N	Joos van Rijthoven (966) Age 136, M36, AL-C
<b>Arch Master of Illusion</b>	<b>Arch Mistress of Necromancy</b>
Chingay Gökmen (991) Age 102, M36, AL-C	Winnie Duncan-Shaw (1012) Age 71, M35, AL-N



While the D&D BEMCI rules and the detailing of the Mystaran setting do not have specialist wizards as a class as it does in AD&D, the spells that any magic user may learn are broken into 8 schools of magic of which contain related spells that spellcasters can become experts or specialize in, thus gaining access to the most rare and arcane of spells. Spells are not just broken into their level but their relative obscurity and difficulty with Basic being the most commonly known and with the most instructors able to teach the spell to very rare which are spells known only to experts and only taught by a select few instructors.

<i>Spell study is affected by the rarity of spells.</i>			
<b>Basic spells :</b>	$([Int. + Lvl] \times 2)$	-3x spell level)	=% success
Common spells;	$([Int. + Lvl] \times 2)$	-4x spell level)	=% success
Uncommon Spells;	$([Int. + Lvl] \times 2)$	-5x spell level)	=% success
Rare Spells;	$([Int. + Lvl] \times 2)$	-7x spell level)	=% success
Very Rare Spells;	$([Int. + Lvl] \times 2)$	-10x spell level)	=% success

There is some variance among some of the spells which some are more commonly known and thus available to specific groups of spellcasters (i.e., Alphantians with air related spells and Flaems with fire spells) and are noted as follows:

- (a) Consider spell 1 level higher for Flaemish spellcasters or 2 levels higher for any members of the Secret Craft of Fire Elementalism
- (b) Consider spell 1 level higher for Alphantian wizards or 2 levels higher for any members of the Secret Craft of Air Elementalism
- (c) Consider spell 2 levels higher for members of the Secret Craft of Earth Elementalism
- (d) Consider spell 2 levels higher for members of the Secret Craft of Water Elementalism
- (e) Consider spell 2 levels higher for members of the Secret Craft of Illusions/Dream Magic
- (f) Consider spell 2 levels higher for members of the Secret Craft of Necromancy
- (g) Consider spell 2 levels higher for member of the Secret Craft of Dracology

Normally the Arch Masters and Masters of each spellcasting school only instruct undergraduate nobles and powerful postgraduates but have been known to occasionally take non-noble undergraduates of exceptional magical talent. In the rare cases of having more postgraduate students needing advanced instruction than there are available spellcasting masters then the academic masters will take the students.

## Arch Mistress of Abjuration

**Alizé Chanfreau (997) Age 98, M36, AL-L**

Alizé is a rarity among the Arch Masters in that she came to academia later in life and spent many years as an adventurer. She advanced quickly in levels and became an Arch Mage when she turned 35. After retiring from adventuring when she turned 40, she decided to apply to the Great School and was given a Professorship in Languages. After a decade she became Mistress of Languages then several years later became a Mistress of Abjuration. She became the Arch Mistress of Abjuration when the former Arch Master, Yuri Atropov, became the High Master of Magic. She is unmarried but with 3 children. She has 2 Masters of Abjuration under her: *Igor Sergeevich Tchelychev* (997 - Age 89, M36, AL - L) and *Nirupama Bahamri* (1009 - Age 63, M32, AL-L) that assist Alizé with providing advanced magical education for noble undergraduates and high-level postgraduates.

Basic Spells (15) - Anti-Magic Shell, Close Gate, Contingency, Dispel Magic, Immunity, Mindmask, Mind Barrier, Prismatic Wall, Protection from Evil, Protection from Evil 10' Rad, Protection from Normal Missiles, Remove Charm, Remove Curse, Remove Geas, Survival

Common Spells (12) - Alarm, Cloak Against All Peril, Counterspell Immunity, Dispel Fog, Extinguish, Finery and Freshness, Fire Trap (a), Guards and Wards, Invisible Mail, Protection from Hunger and Thirst, Resist Energy Drain (f), Spell Turning

Uncommon Spells (9) - Dispel Illusion (e), Edward's Untranslatable Writings, Ethereal Alarm, Explosive Runes, Filter, Fulvina's Suppress Magic Aura, Genevieve's Defense Against Lycanthropes, Protection from Elements (a,b,c,d), Repulsion

Rare Spells (8) - Banishment, Carlijn's Fire Proofing, Carnelia's Undead Ward, Étienne's Room of Secrecy, Jaggar's Strengthened Bastion, Michel's Cage of Faraday, Vansarie's Safe Room, Volospin's Great Dispelling of Magic

Very Rare Spells (4) - Alizé's Guardian Mantle, Étienne's Wall of Dispelling Magic, Fear Ward, Johann's Dragon Scales (g)

## Arch Master of Alteration

**Andrea Cortese (1010) Age 79, M36, 4<sup>th</sup> Circle Earth Elementalist, AL-N**

Andrea is considered one of the most talented wizard Caurenze has ever produced. Considered a prodigy as a child, he was one of the few non-nobles taken as a student by Grand Master Momai Virayana. Upon graduating at the age of 13 he was recruited and became the youngest Inspector of the Utterance in the history of Glantri. After 10 eventful years Andrea retired and returned to the Great School and has quickly worked his way up the 2<sup>nd</sup> most prestigious spellcasting position at the school becoming the Arch Master of Alteration after Prince Harald became Grand Master in AC 1010. He is considered one of the favorites to eventually succeed High Master Atropov. He has 4 Masters of Alteration under him: *Manuel Carlos Sanchez* (989, M36, Age 91, AL - N) *Bok de Korver* (997 - Age 84, M35, 4<sup>th</sup> Circle Fire Elementalist, AL - C), *Nina Antonova* (1006 - Age 73, M30, AL-N), and *Jeroen Rijkaard* (1010 - Age 52, M32, AL-L) that all assist Andrea with providing advanced magical education for noble undergraduates and high-level postgraduates.

Basic Spells (40) - Continual Darkness, Continual Light, Curse, Darkness, Dimension Door, Disintegration, Dissolve, Flesh to Stone, Fly, Growth of Plants, Harden, Haste, Hold Portal, Infravision, Knock, Levitation,

Light, Lower Water, Magic Door, Magic Lock, Move Earth, Passwall, Polymorph Any Object, Polymorph Other, Polymorph Self, Reverse Gravity, Shrink Plants, Slow, Shapechange, Statue, Stone to Flesh, Telekinesis, Teleport, Teleport Any Object, Timestop, Travel, Water Breathing, Weather Control, Wizard Eye, Wizard Lock

Common Spells (24) - [Affect Normal Fires \(a\)](#), [Bleach](#), [Color](#), [Climate](#), [Control Winds \(b\)](#), [Displacer Field](#), [Distance Distortion](#), [Enlarge](#), [Extension I](#), [Extension II](#), [Extension III](#), [Fabricate](#), [Feather Fall \(b\)](#), [Firewater \(a,d\)](#), [Gaseous Form](#), [Greater Etherealness \(e\)](#), [Irritation](#), [Jump](#), [Lesser Etherealness \(e\)](#), [Metamorphose Liquids](#), [Reduce](#), [Spider Climb](#), [Strength](#), [Swiftly Devour the Written Word](#)

Uncommon Spells (21) - [Animate Gargoyle \(c\)](#), [Breathe In the Magic \(a,c,d\)](#), [Calm Wind \(b\)](#), [Create Air \(b\)](#), [Create Atmosphere \(b\)](#), [Fire Breathing \(a\)](#), [Float in Air \(b\)](#), [Giampaolo's Perfect Petrification \(c\)](#), [Glasse](#), [Heat Air \(b\)](#), [Quicken Pace](#), [Retain the Protective Girth \(d\)](#), [Ride the Wind \(b\)](#), [Soil Breathing \(c\)](#), [See Through Fire \(a\)](#), [See Through the Water \(d\)](#), [Sinaria's Seething Combustion \(a\)](#), [Stone Shape \(c\)](#), [Tatsijänkä's Teleporting Tool \(b\)](#), [Water Tension \(d\)](#), [Wind Wall \(b\)](#)

Rare Spells (14) - [Air Walk \(b\)](#), [Airy Earth \(c\)](#), [Create Water \(d\)](#), [Innocenti's Stony Tentacles \(c\)](#), [Grasping the Elusive Fluid \(d\)](#), [Hildegard's Wrath \(c\)](#), [Lucrecia's Crystal Nails \(c\)](#), [Mario's Stoneskin \(c\)](#), [Maximilian's Earthen Grasp \(c\)](#), [Part Water \(d\)](#), [Remove Distinguishing Marks](#), [Soften Earth and Stone \(c\)](#), [Tereis' Star Eye](#), [Transmute Water to Dust \(d\)](#)

Very Rare Spells (7) - [Andrea's Return the Traveler](#), [Duo-Dimension](#), [Embezzle](#), [Étienne's Circle of Teleportation](#), [Halzunthram's Ride \(b\)](#), [Hämäläinen's Walk Upon the Winds \(b\)](#), [Jaggar's Pierce Any Shield](#)

<b>Arch Mistress of Conjunction</b>
<b>Erika Vandierendonck (978) Age 117, M36, 4<sup>th</sup> Circle Fire Elementalist, AL-C</b>
Erika was born into wealthy Flaemish family and was found to have a substantial talent for magic and was sent to the Great School of Magic as a child. After graduating she took a position in Estioniarsk with the Department of Records. Later when her children were old enough to attend the Great School Erika resigned from the Ministry of Documents and accepted a teaching position at the Great School as a Professor of Planar Studies. Erika rapidly became known as one of the most talented Conjurers at the school and was chosen to be a Mistress of Conjunction in 947 and was the obvious choice for Arch Master when the previous one passed away. She has 2 Masters of Conjunction under her: <i>Archibald McMillian</i> (989 - Age 89, M34, 4 <sup>th</sup> Circle Water Elementalist, AL - L) and <i>Gianni Scarpelli</i> (996 - Age 93, M36, 4 <sup>th</sup> Circle Earth Elementalist, AL-L) that assist Erika with providing advanced magical education for noble undergraduates and high-level postgraduates.

Basic Spells (14) - [Conjure Elemental](#), [Create Any Monster](#), [Create Magical Monsters](#), [Create Normal Monsters](#), [Death Spell](#), [Invisible Stalker](#), [Gate](#), [Maze](#), [Power Word Blind](#), [Power Word Kill](#), [Power Word Stun](#), [Summon Object](#), [Symbol](#), [Wish](#)

Common Spells (6) - - [Brannart's Acid Kiss](#), [Everpresent Record](#), [Flame Arrow \(a\)](#), [Grease](#), [Halo of Eyes](#), [Push](#)

Uncommon Spells (4) - [Conjure Animals](#), [Major Elemental Conjunction \(a,b,c,d\)](#), [Summon Ethereal Denizen \(e\)](#), [Tereis' Scents and Aromas](#)

Rare Spells (3) - [Harald's Angry Wave \(d\)](#), [Gateway \(a,b,c,d\)](#), [Pieter's Pyramid of Fire \(a\)](#)

Very Rare Spells (3) - [Rodolphus' Firm Swarm \(a\)](#), [Sphere of Ultimate Destruction](#), [Tiberius's Animate Stone \(c\)](#)

### Arch Master of Divination

#### Juan de Bazán y Olivar (956) Age 646, EM20, AL-L

Juan is from one of the great five Belcadiz families whose grandfather was one of the key figures of the Belcadizan migration from Destreza in 1080 BC. Juan has been at the Great School of Magic since it was first founded and for years served as the Master of Immortal Philosophy before being tapped by the Grand Master Pierre d'Ambreville to be a Master of Divination spellcasting in 895. With the passing in 956 of the Arch Master, the famous Darokinian Mage-Merchant Symon Sazz, Juan was promoted to Arch Master. He has 2 Masters of Divination under him: Jannetje Schaft (971 - Age 95, M34, AL - L) and *Hildegard von Hotty* (1012 - Age 42, M27, AL-C) that assist Juan with providing advanced magical education for noble undergraduates and high-level postgraduates

Basic Spells (15)- Analyze, Appear, Clairvoyance, [Comprehend Languages](#), Contact Outer Plane, Detect Evil, Detect Invisible, Detect Magic, ESP, [Find Familiar](#), Locate Object, Lore, Open Mind, Read Languages, Read Magic

Common Spells (9)- [Accounting](#), [Clairaudience](#), [Clear Sight](#), [Count Coins](#), [Detect Lie](#), [Evaluate](#), [Predict Weather \(b\)](#), [Sense Life](#), [Tongues](#)

Uncommon Spells (5) - [Detect Scrying](#), [Detect Undead \(f\)](#), [Ignore Bad Road Conditions](#), [Know Value](#), [Magic Mirror](#)

Rare Spells (5) -[Detect Secret Passages and Portals](#), [Find Traps](#), [Inventory](#), [Johan's Arcane Eye \(g\)](#), [Seek the Traveler](#)

Very Rare Spells (4) - [Fiona's Warped Sense \(a,b,c,d\)](#), [Genevieve's Eye on the Wolf](#), [Symon's Caravan Check](#), [Symon's Load Check](#)

### Arch Master of Enchantment

#### Lord Taivas Urbaal (1004) Age 94, M36, High Master of Air Elementalism, AL-N

Taivas was the 2<sup>nd</sup> son of Musa Urbaal and younger brother to Emeth Urbaal. Knowing his brother would inherit their father's noble title Taivas invested all of his time and energy into magical research. He was a fabulously talented air wizard and found he had a great passion for flight and air ships. The research and prototypes were quite the drain on his now noble brother's finances, so he decided to let others pay for his research and joined the faculty of the Great School as a Master of Magic Items. He scored his greatest coup in 997 when he designed the Dragonfly which earned him a promotion to Arch Master of Magic Items. Though wrecked by a party of adventurers in AC 1002 it elevated him in the eyes of the Grandmaster to where Taivas was promoted over the two Masters of Enchantment to become the new Arch Master of Enchantment when the old Arch Master died in 1004. He has 3 Masters of Enchantment/Charm under him: *Rosalia de Castro y Salinas* (912 - Age 596, EM20, 4<sup>th</sup> Circle Witch, AL - N), *Arnald Lebouc* (980 - Age 112, M36, AL - N) and *Sergey Vsevolodovich Belavenets* (1004 - Age 77, M32, AL-C) that assist Taivas with providing advanced magical education for noble undergraduates and high-level postgraduates.

Basic Spells (16) - [Calm Animal](#), Charm Monster, Charm Person, Charm Plants, Confusion, Dance, Feeblemind, Free Monster, Free Person, Geas, Hold Monster, Hold Person, Mass Charm, Permanence, [Prepare Enchantment](#), Sleep

Common Spells (10) - [Command Beast of Burden](#), [Crowd Summoning](#), [Deeppockets](#), [Forget](#), [Fumble](#), [Etienne's Rejuvenating Touch](#), [Phantom Musician](#), [Savoir Faire](#), [Silver Tongue](#), [Stage Presence](#)

Uncommon Spells (9) - [Control Bats](#), [Fire Charm \(a\)](#), [Free Animal](#), [Harald's Counterflowing Currents \(d\)](#), [Hold Animal](#), [Lion's Roar](#), [Michel's Improved Sleep](#), [Mind Fog \(e\)](#), [Sinaria's Annoying Shriek](#)

Rare Spells (8) - [Bind the Feline](#), [Control Gargoyle \(c\)](#), [Rowan's Reversal of the Flowing Years](#), [Rowan's Soothing Bath of Cures](#), [Sinaria's Charming Melody](#), [Sinaria's Disturbing Tune](#), [Sink](#), [Wallace's Unwetness \(d\)](#)

Very Rare Spells (4) - [Automatic Pilot](#), [Genevieve's Emotional Landscapes](#), [Malachie's Unbreakable Lover's Promise \(g\)](#), [Volospin's Crushing Stare](#)

<b>Arch Master of Evocation</b>
<b>Joos van Rijthoven (966) Age 136, M36, 2<sup>nd</sup> Circle Red Dragon Master, AL-C</b>
Joos is considered the be the equal at the school of High Master Atropov in terms of magical ability, knowledge, and reputation. Having long served as the Arch Master of Evocation he campaigned hard for the position of High Master of Magic but was passed over for Atropov and is likely too old to be considered for the position in the future even if his health had not started to fail as it has the last few years. He has 3 Masters of Evocation under him: <i>Inge Schippers</i> (975 - Age 98, M36, 4 <sup>th</sup> Circle Alchemist, AL - L), <i>Thierry Chappuis</i> (1000 - Age 77, M35, AL-C), and <i>Synnöve von Hausen</i> (1009 - Age 53, M33, AL-C) that assist Joos with providing advanced magical education for noble undergraduates and high-level postgraduates.

Basic Spells (21) - [Clothform](#), [Cloudkill](#), [Delayed Blast Fireball](#), [Explosive Cloud](#), [Fireball](#), [Floating Disk](#), [Force Field](#), [Ice Storm/Wall of Ice](#), [Ironform](#), [Lightning Bolt](#), [Magic Missile](#), [Meteor Swarm](#), [Shield](#), [Steelform](#), [Stoneform](#), [Sword](#), [Wall of Fire](#), [Wall of Iron](#), [Wall of Stone](#), [Web](#), [Woodform](#)

Common Spells (14) - [Burning Hands \(a\)](#), [Cone of Cold](#), [Copy](#), [Dig](#), [Float Move](#), [Gust of Wind \(b\)](#), [Improved Magic Missile](#), [Produce Flame \(1<sup>st</sup> level\) \(a\)](#), [Shatter](#), [Shocking Grasp \(2<sup>nd</sup> level\)](#), [Stinking Cloud \(b\)](#), [Stone Bolt \(c\)](#), [Stonewall \(c\)](#), [Woodwall](#)

Uncommon Spells (13) - [Brannart's Acid Grip](#), [Chain Lightning](#), [Clothwall](#), [Diana's Defense](#), [Flame Blade \(3<sup>rd</sup> Level\) \(a\)](#), [Ironwall](#), [Lapis Bonds](#), [Meraan's Fire Implosion \(level 3\) \(a\)](#), [Sinaria's Deafening Rumble](#), [Sinaria's Noise of Shattering](#), [Sinaria's Stunning Boom](#), [Wall of Water \(d\)](#), [Wind Breath \(b\)](#)

Rare Spells (10) - [Eachainn's Sabre of Light](#), [Fire Shield \(a\)](#), [Oilskin](#), [Shout](#), [Steelwall](#), [Cheiromar's Warning Trumpet](#), [Micky's Capture the Moment](#), [Vandeeker's Burning Tool \(a\)](#), [Whirlwind \(b\)](#), [Wilhelmine's Discs of Flame \(a\)](#)

Very Rare Spells (9) - [Bartolomeo's Wall of Gemstone \(c\)](#), [Bind the Fiery Winged Messenger to Your Will \(a\)](#), [Duel-Shield](#), [Fire Quench \(a\)](#), [Fire Storm \(a\)](#), [King Fernando's Grasping Hand](#), [Sinaria's Roaring Earthquake](#), [Quentin's Crazy Upward Rain \(d\)](#), [Vanserie's Flaming Exit \(a\)](#)

## Arch Master of Illusion

### Chingay Gökmen (991) Age 102, M36, 4<sup>th</sup> Circle Illusionist, AL-C

Chingay was the lifelong best friend of Prince Jherek III and his sister became Jherek's first wife and mother to current Prince Jherek IV. Chingay has long been considered the most talented spellcaster in the traditional Krongaharian illusionary spellcasting in all Glantri and has been teaching at the Great School since he was in his 30's. He has previously been the Master of Stables and Master of Animal Lore before being selected to be a Master of Illusion in 968. He has been a member of the Secret Craft of Illusion since he was 7 and previously served as High Master after the tragic death of Prince Jherek III until his son was ready and experienced enough to assume the position after which Chingay stepped aside. Chingay has 2 Masters of Illusion/Dream Magic under him: *Dugarsürengeiin Oyuunbold* (991 - Age 89, M33, 4<sup>th</sup> Circle Illusionist, AL-L) and *Kōryū Tadaharu* (1005 - Age 75, M32, 4<sup>th</sup> Circle Illusionist, AL-C) that assist Chingay with providing advanced magical education for noble undergraduates and high-level postgraduates.

Basic Spells (10) - Hallucinatory Terrain, [Hypnotism](#), Invisibility, Invisibility 10' Rad, Mass Invisibility, Massmorph, Mirror Image, Phantasmal Force, Projected Image, Ventriloquism

Common Spells (8) - [Change Self \(e\)](#), [Disguise](#), [Hypnotic Pattern \(e\)](#), [Impersonate](#), [Improved Phantasmal Force \(e\)](#), [Magic Mouth](#), [Mimicry](#), [Seeming \(e\)](#)

Uncommon Spells (7) - [Advanced Illusion \(e\)](#), [Blur \(e\)](#), [Dream \(e\)](#), [Fear \(e\)](#), [Detect Basic Illusions \(e\)](#), [Permanent Illusion\(e\)](#), [Veil \(e\)](#)

Rare Spells (7) - [Corpse Visage \(f\)](#), [Descent into Madness \(e\)](#), [Endless Slumber\(e\)](#), [Eyes Wide Open \(e\)](#), [Programmed Illusion \(e\)](#), [Smuggling](#), [Szasa's Blood of Life \(f\)](#)

Very Rare Spells (5) - [Improved Invisibility \(5<sup>th</sup> level\) \(e\)](#), [Programmed Amnesia \(e\)](#), [Shadow Blink \(e\)](#), [Shadow Cloak \(e\)](#), [Shadow Walk \(e\)](#)

## Arch Mistress of Necromancy

### Winnie Duncan-Shaw (1012) Age 71, M35, 3<sup>rd</sup> Circle Death Master, AL-L

Winnie is the newest of the Arch Masters and is not what one would expect to find as the Arch Master of such a misunderstood feared deviant school of magic. Winnie is rarely found without a smile on her face and is regarded as one of the most friendly and pleasant of all the Arch Masters. Though a Necromancer, Winnie is far more interested in the knowledge rather than power and for the reverse applications of studying death magic which is healing the living. Winnie graduated the Great School at 16 as with both her wizard diploma and as a Glantrian Physician. She worked for years at Chinggis hospital in Braastar before taking a Professorship in the Department of the Healing Arts eventually becoming Master of the School in 975. In 989 she was promoted to Mistress of Necromancy. After the Arch Master disappeared under mysterious circumstance several years ago, she was a surprise pick by the Grand Master to become Arch Mistress over the more experienced and tenured Master Metius. The greater surprise to many is the interest the Grand Master, Prince Harald, has recently shown with Winnie and her research. The question of why and what common interest they may have is a matter of much discussion in high social and academic circles. Winnie is happily married so romance has been discounted by most. Winnie has 2 Masters of Necromancy under her: *Adriaan Metius* (986 - Age 84, M36, 4<sup>th</sup> Death Master, AL - C) and *Andrei Pavlovich Chekov* (1012 - Age 57, M29, AL-N) that assist Winnie with providing advanced magical education for noble undergraduates and high-level postgraduates.



**Consider all spells 2 levels higher (or as a Basic spell) only for members of the Secret Craft of Necromancy**

Basic Spells (4) - Animate Dead, Clone, Heal, Reincarnation

Common Spells (10) - [Animate Dead Animals](#), [Chill Touch](#), [Contagion](#), [Locate Remains](#), [Ray of Enfeeblement](#), [Ray of Fatigue](#), [Speak with Dead](#), [Summon Shadow](#), [Winnie's Wound Conferral](#), [Winnie's Wound Transfer](#)

Uncommon Spells (7) - [Control Undead](#), [Dance Macabre](#), [Delay Death](#), [Feign Death](#), [Ghoul Touch](#), [Hold Undead](#), [Magic Jar](#)

Rare Spells (9) - [Angus's Rotting Touch](#), [Blackmantle](#), [Boris's Unholy Blessing](#), [Create Undead](#), [Death Ward](#), [Energy Drain](#), [Regenerate](#) (8<sup>th</sup> Level), [Ungrateful Dead](#), [Willen's Wall of Bone](#)

Very Rare Spells (5) - [Angus's Get off my Lawn!](#), [Death Chariot](#), [Nikolai's Vampiric Counterpart](#), [Valdemar's Rebirth](#) (9<sup>th</sup> level), [Wither](#) (8<sup>th</sup> level)

## 1<sup>st</sup> Level Spells (57)

Affect Normal Fires, Alarm, Analyze, Bleach, Burning Hands, Calm Animal, Charm Person, Change Self, Chill Touch, Clear Sight, Copy, Corpse Visage, Count Coins, Create Water, Dance Macabre, Darkness, Detect Secret Passages and Portals, Detect Magic, Detect Undead, Enlarge, Evaluate, Extinguish, Feather Fall, Find Familiar, Firewater, Float In Air, Float Move, Floating Disk, Grasping the Elusive Fluid, Grease, Heat Air, Hold Portal, Hypnotism, Ignore Bad Road Conditions, Jump, Light, Locate Remains, Magic Missile, Metamorphose Liquids, Oilskin, Produce Flame, Protection from Evil, Push, Ray of Fatigue, Read Languages, Read Magic, Reduce, See Through Fire, Sense Life, Shield, Sleep, Spider Climb, Swiftly Devour the Written Word, Tereis' Scents and Aromas, Vandeecker's Burning Tool, Ventriloquism, Wallace's Unwetness

## 2<sup>nd</sup> Level Spells (56)

Blur, Brannart's Acid Kiss, Color, Continual Darkness, Continual Light, Crowd Summoning, Deepockets, Detect Basic Illusions, Detect Evil, Detect Invisible, Displacer Field, ESP, Ethereal Alarm, Etienne's Rejuvenating Touch, Filter, Finery and Freshness, Forget, Ghoul Touch, Giampaolo's Perfect Petrification, Hypnotic Pattern, Improved Magic Missile, Invisibility, Irritation, Knock, Levitation, Lion's Roar, Locate Object, Lucrecia's Crystal Nails, Magic Mouth, Maximilian's Earthen Grasp, Mimicry, Mindmask, Mirror Image, Phantasmal Force, Phantom Musician, Predict Weather, Protection from Hunger and Thirst, Quicken Pace, Ray of Enfeeblement, Ride the Wind, Savoir Faire, Shatter, Shocking Grasp, Silver Tongue, Sinaria's Annoying Shriek, Soften Earth and Stone, Stage Presence, Strength, Stinking Cloud, Symon's Load Check, Szasza's Blood of Life, Volospin's Crushing Stare, Water Tension, Wilhelmine's Discs of Flame, Web, Wizard Lock

### 3<sup>rd</sup> Level Spells (57)

Animate Dead Animals, Bind the Feline, Brannart's Acid Grip, Fire Breathing, Clairaudience, Clairvoyance, Climate, Cloak Against All Peril, Command Beast of Burden, Comprehend Languages, Create Air, Delay Death, Detect Lie, Diana's Defense, Dispel Fog, Dispel Magic, Edward's Untranslatable Writings, Explosive Runes, Feign Death, Find Traps, Fireball, Flame Arrow, Flame Blade, Fly, Free Person, Gaseous Form, Genevieve's Eye on the Wolf, Gust of Wind, Harald's Counterflowing Currents, Haste, Hold Person, Hold Undead, Improved Phantasmal Force, Infravision, Inventory, Invisible Mail, Invisibility 10' Rad, Johan's Arcane Eye, Lightning Bolt, Meraan's Fire Implosion, Protection from Elements, Protection from Evil 10' Rad, Protection from Normal Missiles, Resist Energy Drain, Retain the Protective Girth, See Through the Water, Shadow Blink, Shadow Cloak, Sinaria's Seething Combustion, Sinaria's Stunning Boom, Slow, Smuggling, Speak with Dead, Stone Bolt, Wall of Water, Water Breathing, Wind Wall

### 4<sup>th</sup> Level Spells (57)

Accounting, Animate Gargoyle, Bind the Fiery Winged Messenger to Your Will, Charm Monster, Cheiromar's Warning Trumpet, Clothform, Clothwall, Confusion, Contagion, Control Bats, Counterspell Immunity, Create Atmosphere, Curse, Detect Scrying, Dig, Dimension Door, Dispel Illusion, Eachainn's Sabre of Light, Everpresent Record, Embezzle, Extension I, Fear, Fire Charm, Fire Shield, Fire Trap, Free Animal, Fulvina's Suppress Magic Aura, Fumble, Genevieve's Defense Against Lycanthropes, Growth of Plants, Halo of Eyes, Hold Animal, Magic Mirror, Mario's Stoneskin, Massmorph, Michel's Improved Sleep, Hallucinatory Terrain, Ice Storm/Wall of Ice, Polymorph Other, Polymorph Self, Quentin's Crazy Upward Rain, Remove Curse, Remove Distinguishing Marks, Soil Breathing, Rowan's Reversal of the Flowing Years, Rowan's Soothing Bath of Cures, Shout, Shrink Plants, Sinaria's Noise of Shattering, Summon Ethereal Denizen, Symon's Caravan Check, Tereis' Star Eye, Tongues, Wall of Fire, Wind Breath, Winnie's Wound Transfer, Wizard Eye

### 5<sup>th</sup> Level Spells (48)

Advanced Illusion, Air Walk, Airy Earth, Angus's Rotting Touch, Animate Dead, Automatic Pilot, Bartolomeo's Wall of Gemstone, Boris's Unholy Blessing, Cloudkill, Cone of Cold, Conjure Elemental, Contact Outer Plane, Control Gargoyle, Control Winds, Dissolve, Distance Distortion, Dream, Étienne's Room of Secrecy, Extension II, Fabricate, Feeblemind, Free Monster, Harden, Hold Monster, Improved Invisibility, Innocenti's Stony Tentacles, Jaggar's Strengthened Bastion, Know Value, Lapis Bonds, Lesser Etherealness, Magic Jar, Malachie's Unbreakable Lover's Promise, Micky's Capture the Moment, Mind Fog, Passwall, Pieter's Pyramid of Fire, Prepare Enchantment, Seeming, Sinaria's Disturbing Tune, Spell Turning, Stone Shape, Summon Shadow, Telekinesis, Teleport, Wall of Stone, Willen's Wall of Bone, Woodform, Woodwall

### 6<sup>th</sup> Level Spells (40)

Anti-Magic Shell, Blackmantle, Calm Wind, Carlijn's Fire Proofing, Carnelia's Undead Ward, Chain Lightning, Conjure Animals, Create Undead, Death Spell, Disguise, Disintegration, Endless Slumber, Extension III, Eyes Wide Open, Flesh to Stone, Geas, Glassee, Guards and Wards, Invisible Stalker, Lower Water, Move Earth, Part Water, Permanent Illusion, Programmed Illusion, Projected Image, Reincarnation, Remove Geas, Repulsion, Seek the Traveler, Sinaria's Deafening Rumble, Stone to Flesh, Stoneform, Stonewall, Transmute Water to Dust, Vansarie's Safe Room, Veil, Volospin's Great Dispelling of Magic, Wall of Iron, Weather Control, Whirlwind

## 7<sup>th</sup> Level Spells (37)

Alizé's Guardian Mantle, Appear, Banishment, Breath In the Magic, Charm Plants, Control Undead, Create Normal Monsters, Death Chariot, Delayed Blast Fireball, Descent into Madness, Duo-Dimension, Étienne's Circle of Teleportation, Fire Quench, Fire Storm, Gateway, Greater Etherealness, Harald's Angry Wave, Hildegard's Wrath, Ironform, Ironwall, King Fernando's Grasping Hand, Lore, Magic Door, Magic Lock, Major Elemental Conjunction, Mass Invisibility, Michel's Cage of Faraday, Nikolai's Vampiric Counterpart, Power Word Stun, Reverse Gravity, Shadow Walk, Sinaria's Charming Melody, Statue, Summon Object, Sword, Teleport Any Object, Winnie's Wound Conferral

## 8<sup>th</sup> Level Spells (31)

Andrea's Return the Traveler, Angus's Get off my Lawn!, Clone, Create Magical Monsters, Dance, Duel-Shield, Étienne's Wall of Dispelling Magic, Explosive Cloud, Fear Ward, Force Field, Genevieve's Emotional Landscapes, Halzunthram's Ride, Impersonate, Mass Charm, Mind Barrier, Open Mind, Permanence, Polymorph Any Object, Power Word Blind, Regenerate, Remove Charm, Sinaria's Roaring Earthquake, Sink, Steelform, Steelwall, Symbol, Tatsijänkä's Teleporting Tool, Tiberius's Animate Stone, Travel, Vanserie's Flaming Exit, Wither

## 9<sup>th</sup> Level Spells (25)

Close Gate, Contingency, Create Any Monster, Death Ward, Energy Drain, Fiona's Warped Sense, Gate, Hämäläinen's Walk Upon the Winds, Heal, Immunity, Jaggar's Pierce Any Shield, Johann's Dragon Scales, Maze, Meteor Swarm, Power Word Kill, Prismatic Wall, Programmed Amnesia, Rodolphus' Fire Swarm, Shapechange, Sphere of Ultimate Destruction, Survival, Timestop, Ungrateful Dead, Valdemar's Rebirth, Wish

Most undergraduate magical education, along with the occasional overflow instruction of postgraduates, is handled by the academic masters whose particular spellcasting interests and talents are noted in their statistics by the following abbreviations along with the numbers of academic masters who are considered experts in those schools of magic:

Abju - Abjuration, Altr - Alteration, Conj - Conjunction, Divn - Divination, Ench - Enchantment, Evoc - Evocation, Illu - Illusion, Necr - Necromancy.

In very rare cases undergraduate magical instruction has been handled by the Senior Professors but this rare as the Grandmaster wants his students, even the humblest of students, to receive the best of training and education and are only employed when the Masters are all occupied.

While handling spellcasting instruction and skilled Glantrian wizards, the academic masters are first and foremost academic experts in their chosen fields. However, is not rare, the current Grand Master being a prime example, to have academic masters being promoted or meritoriously assigned to become spellcasting masters which are more prestigious (and better paid) positions at the school.

**High Master of Academics**  
 Aelrindel Ilistyl (924) Age 812, EW20, 4<sup>th</sup> Circle Cryptomancer, AL-L



**Arch Master of Laboratories and Experiments**

Lord Paarstalla (973) Age 121, M36, 4<sup>th</sup> Circle Alchemist, AL-N

The harsh and demanding Paarstalla is known to only a select few to actually be *Paarstalla Aendyr* the son of Gepin Aendyr. He was sent to the Great School of Magic as a child and never left, having joined the faculty soon after graduating. Paarstalla and his staff of 4 Masters and 8 Professors who teach basic through advanced classes on magical laboratory and magical experiment methods.

**Arch Master of Libraries**

Georg Rjevans (972) Age 97, M29, 4<sup>th</sup> Circle Fire Master, AL-C

Georg was previously the Master of Literature and Arch Master of the Humanities before taking charge of the Great School's many libraries. Rjevans is related by marriage to the great Verlien family via his son's marriage to the daughter of the Duchess of High Sonden Sinaria Verlien. The Arch Master and his staff of librarians administer the Great Library as well as its 42 other smaller specialized libraries. Rjevans also oversees sees the acquisitions of new tomes and the replacing old ones and also teaches classes on building and maintaining magical and mundane libraries.

**Arch Masters of the Academic Schools**

Life Sciences	Natural Sciences	Social Sciences	Humanities
Luis y Garcia del Oliver (984), Age 697, EM20 (Divn), AL-N	Myriam de Veyt (1004) Age 74, M34 (Conj), 4 <sup>th</sup> Circle Fire Master, AL-N	Heinrich Schneider (995) Age 84, M36 (Abju), 4 <sup>th</sup> Circle White Dracologist, AL-N	Bradana Primrose (1013) Age 68, M32 (Evoc), AL-L
The School of Life Sciences covers the study of life and living things and has 8 departments and is led by Oliver who is from one of the most famous of Belcadizan families and is a world-renowned expert on insects and was previously the Master of Arthropodology.	The School of Natural Sciences covers the study of inanimate natural objects and has 6 sub departments and is led by Myriam, a Flaem from a noted family of wizards, who was previously the Master of Planar Studies before becoming Arch Master of the School of Natural Sciences	. The School of Social Sciences covers the study of society and social relationships and has 8 sub departments and is led by Heinrich who is a formidable Arch Mage and who was previously the Master of Politics before becoming the Arch Master of the School of Life Sciences.	The School of Humanities covers the studies of the various aspects of Human culture and has 8 sub departments and is led by Bradana who previously was the Mistress of Public Speaking and is the wife of one of the richest men in all Glantri, the chairman of the Bank of Glenmoorloch.

## School of the Life Sciences

Masters of each department each have (1d4+1) Professors working under them. Numbers of Professors under each Master of the department are listed in parenthesis.



<b>Masters of the School of Life Sciences</b>			
<b>Master of Animal Lore (2)</b>	<b>Master of Biology (3)</b>	<b>Mistress of Botany and Herbalism (2)</b>	<b>Master of the Healing Arts (4)</b>
Tsendyn Damdinsuren (1008) Age 53, M19 (Illu), 3 <sup>rd</sup> Circle Illusionist, AL-L	Gaston Van der Kil (984) Age 79, M29 (Necr), AL-N	Jaana Hotten (1008) Age 51, M23 (Abju), AL-L	Guillaume Lloris (989) Age 97, M35 (Divn), 4 <sup>th</sup> Circle Alchemist, AL-L
teaches beginning students the habits and traits and preferred habitats of the commonly found animals of the wild around Mystara. The program also offers elective classes in training common animals and with certain animals how to ride them.	teaches beginning students basic human(oid) biology. Elective classes are offered which teach advanced biological concepts as well as classes that introduce the study of Necromancy and the science of Magical ability and the study of the microscopic life forms the Maga-Cromagamorons .	teaches basic Botany classes as part of the student's general curriculum. Elective and advanced classes can be taken with the on specialized Botanical concepts as well as the study of Herbalism in conjunction with the Department of the Healing Arts. A popular elective class is the Mandragora class	teaches non-magical healing techniques. Classes are not part of the regular students curriculum but part of a specialized elective program with specialized Herbal and Biological classes which leads one to becoming a certified Glantrian Physician.

<b>Master of Arthropodology (3)</b>	<b>Master of Lesser Monster Lore (4)</b>	<b>Master of Greater Monster Lore (5)</b>	<b>Master of Dracology (3)</b>
Francois de Boissieu (984) Age 93, M31 (Altr), AL-C	Angus McClintock (1014) Age 43, M24 (Abju), AL-L	Vuorinen (981) Age 75, M31 (Evoc), WT113, AL-N	Baron Mikael Zirchevski (1014) Age 35, M15 (Altr), 3 <sup>rd</sup> Circle White Dracologist, AL-N
teaches students beginning classes featuring an overview of the biology and habitats of Arachnids, Insects, Myriapods, and Crustaceans. The program also offers specialized classes which go into far greater study into the individual subgroups or classes on specific creatures	teaches beginning students the habits and traits of commonly found monsters and their habitat. The program also offers elective classes that focus on particular common monsters and go into far more detail and usually have live specimens as instructional tools	teaches beginning students an overview of the habits and traits of magical monsters and their habitat. The program also offers elective classes that focus on a particular monster and go into far more detail and occasionally have live specimens as instructional tools.	teaches basic classes on the habits, traits, and special abilities of the various types of Dragons and their habitat. The program also offers elective classes that focus on specific dragon types and are known to have young hatchlings as instructional tools especially for examining their unique biology.

## School of Natural Sciences

Masters of each department each have (1d4+1) Professors working under them. Numbers of Professors under each Master of the department are listed in parenthesis.



<b>Masters of the School of Natural Sciences</b>			
<b>Mistress of Astronomy and Meteorology (2)</b>	<b>Mistress of Alchemy and Chemistry (4)</b>	<b>Mistress of Geology and Vulcanism (3)</b>	<b>Master of Mathematics (4)</b>
Lady Tereis Haaskinz (1011), Age 68, M19 (Conj), 4 <sup>th</sup> Circle Air Elemental, AL-C	Gabriela Mendoza y Zapatero (1002) Age 74, M22 (Ench), 4 <sup>th</sup> Circle Alchemist, AL-N	Lucrezia Fiola (992) Age 80, M27 (Evoc), 4 <sup>th</sup> Circle Earth Elemental, AL-L	Gregor Atropov (1013) Age 41, M25 (Ench), AL-L
teaches beginning students the basics of both Astronomy and Meteorology. Elective classes are available in Astrology and for students who have mastered their required math classes that more rigorously explore the science of both field. Advanced classes involve rigorous study of a specific topic.	teaches introductory and intermediate alchemy to beginning students. Also teaches an introductory class in Chemistry to beginning students. Offers elective classes teaching advanced concepts combining Magic and Alchemy and well as classes in intermediate and advanced courses in Chemistry	teaches the fundamentals of geology to beginning students. Offers elective classes focusing on a more rigorous geological study of Geology along with introductory and advanced classes in the study of Vulcanism with study at the two main field research sites in the Twin Volcanos FP and Three Fires FP.	teaches beginning students their basic arithmetic and the fundamentals of mathematics. Later core curriculum classes teach geometry, algebra, and introducing Calculus. The Department also has advanced classes on Calculus, differential equations, number theory, differential geometry, and statistics.

<b>Master of Physics and Engineering (3)</b>	<b>Mistress of Planar Studies (5)</b>
Anton Kiergaard (973) Age 90, M36 (Evoc), AL-C	Lucinde van Holl (1013), Age 81, M29 (Altr), 4 <sup>th</sup> Circle Fire Master, AL-L
offers advanced courses for students who have completed the mandatory mathematical coursework. Classes are offered in Optics, Acoustic, electromagnetism, and thermodynamics. Advanced classes are also offered in Structural Engineering and Civil Engineering.	teaches beginning students basic planar geography and the magical properties of the inner planes as part of the basic curriculum. Elective courses involve rigorous instruction on a specific planes geographical and magical properties. Advanced classes undertake trips to the planes for hands on experience and study.



## School of Social Sciences

Masters of each department each have (1d6+1) Professors working under them. Numbers of Professors under each Master of the department are listed in parenthesis.



### Masters of the School of Social Sciences

Master of Law (2)	Master of Politics (2)	Master of Economics and Business (3)	Mistress of Ancient History (3)
Judge (Ret.) Charles Evans (999) Age 91, M22 (Divn), AL-N	Duchess Yolanda de Belcadiz-Casanegra (995) Age 339, EM10 (Ench), 1 <sup>st</sup> Circle Witch, AL-L	Pierfrancisco Battiato (1010) Age 59, M26 (Illu), AL-C	Arbane Bilgrammus (923), Age 634, EW14, 3 <sup>rd</sup> Circle Alchemist, AL-N
teaches beginning students the principals, practices, and theories of law as well as offering an overview of the laws and legal system of Glantri. Elective and advanced classes offer more rigorous treatments of legal concepts and applications in Glantri and in other neighboring nations.	teaches beginning students the principals, practices, and theories of politics as well as offering an overview of the politics, past and present of Glantri. Elective and advanced classes offer more rigorous focused treatments of the politics in Glantri as well as have classes on other neighboring nations.	teaches beginning students the fundamentals of personal finance and market economics. Elective classes focus on economic theories, international trade, and high finance,	teaches beginning students an general overview of the history of Mystara from the Blackmoor Empire to the arrival of the Alphatians. Elective and advanced classes are offered which focus on particular areas, empires, or events.

Mistress of Contemporary History and Geography (4)	Mistress Glantrian History and Geography (2)	Master of Languages (5)	Master of Military Sciences (4)
Raffaella Benvenuto (1005) Age 62, M19 (Abju)), 3 <sup>rd</sup> Circle Green Dracologist, AL-C	Baroness Danira Voshane-Rientha (1005) Age 41, M23 (Conj), Brotherhood of the Radiance (Brother Azureone), 1 <sup>st</sup> Circle Fire Elementalist, AL-L	David Fume (984) Age 88, M32 (Necr), AL-N	Colonel General (Ret.) Jacob van Wassenaer (1012) Age 64, M25 (Altr), AL-N
teaches beginning students a general overview of the history and geography of Mystara from the arrival of the Alphatians to the present day. Elective and advanced classes are offered which focus on particular areas, empires, or events.	teaches beginning students the geography and history of Glantri from the arrival of the Flaem to the present day. Elective and advanced classes each focus on the history of one of the races and ethnic groups of Glantri.	offers elective classes teaching a student nearly any language spoken on Mystara today. If one of the staff does not know a language a student wants to learn the GSoM will go to great effort and expense to find one who does and hire them to teach the class.	offers general elective classes in general military history, classic military tactics, and magical mass combat tactics. Advanced classes are available that offer more rigorous and detailed study of martial topics with emphasis placed on the place of magic on the battlefield.

## School of the Humanities

Masters of each department each have (1d4+1) Professors working under them. Numbers of Professors under each Master of the department are listed in parenthesis.



<b>Masters of the School of Humanities</b>			
<b>Master of Penmanship, Inks, and Scrolls (4)</b>	<b>Mistress of Public Speaking (2)</b>	<b>Mistress of Glantrian Society and Etiquette (2)</b>	<b>Mistress of Cartography (3)</b>
Paasikivi (990) Age 79, M32 (Conj), 4 <sup>th</sup> Circle Air Elementalist, AL-L	Bettina Dörrie (1013) Age 43, M13 (Altr), 3 <sup>rd</sup> Circle Blue Dracologist, AL-N	Lady Margaret McDougall (1001) Age 48, M12 (Ench), 3 <sup>rd</sup> Circle Cryptomancer, AL-L	Robin of Groningen (1007) Age ?, M24 (Evoc), 3 <sup>rd</sup> Circle Witch, AL-L
<p>teaches young students how to properly write. Teaches beginning students about the different kinds of inks and scroll parchments. Elective classes are available teaching such topics as personal ink preparation, personal scroll preparation, and proper magical scroll usage.</p>	<p>teaches beginning student proper techniques for effective public speaking. Electives include classes on vocal modulation, how to effectively debate, effective personal persuasion tactics, and various methods of monolog presentation.</p>	<p>teaches beginning students proper Glantrian etiquette as befits their elevated place in society. Electives include classes based on contemporary trends such as proper hosting of gatherings, preparation of traditional and trendy Glantrian meals, and knowledge of all the wide range of Glantrian tasty beverages.</p>	<p>offers elective classes teaching students how to read topographic maps as well as classes on proper map making techniques for both underground/dungeon and above ground environments. Advanced classes teach students navigation and surveying concepts and techniques.</p>

<b>Mistress of Literature (2)</b>	<b>Master of Music (2)</b>	<b>Master of Visual Arts (3)</b>	<b>Master of Immortal Philosophy (3)</b>
Sophie d'Mandeville (1008) Age 43, M19 (Abju), AL-C	Willie Hugh Nelson (969) Age 88, M36 (Altr), AL-C	Rembrant Stolwijck (984) Age 92, M29 (Evoc), AL-N	Corra del Torro y Ripperdá (973) Age 314, EM12 (Divn), AL-L
<p>teaches young students how to read. Introduces beginning students to classic world and Glantrian literature. Electives and advanced classes featuring a rigorous and deeper examination of Glantrian, and World literature can also be taken.</p>	<p>teaches elective and advanced classes on the following musical subjects: Composition, and Performance. Students in performance may take classes from famed lecturers on Voice, Organ/Piano, Stringed Instruments, Wind Instruments, and Percussion.</p>	<p>teaches elective and advanced classes on the following visual art mediums: Architecture, Drawing, Painting, Sculpture, Ceramics, Mosaic, and Carving and Engraving</p>	<p>teaches beginning students an overview of the various philosophies of the major immortals of Mystara as a point of comparison with the Philosophy of Rad. Elective and advanced classes can also be taken focusing on specific philosophies. A popular elective with studies is the Meditation class.</p>

On average there are 350 or so students attending the Great School of Magic at any time during a school term. With a full-time magical and academic faculty of 177 consisting of: 2 High Masters, 16 Arch Masters, 58 Masters; 37 Senior Professors; and 64 Professors the Great School of Magic maintains almost a 1 to 2.5 student to full time educational faculty ratio. High and Arch Masters get assigned permanent living quarters at the Great School as well as noble members of the faculty. The Great School owns several buildings in Glantri City where Masters are offered free housing off campus as a perk of their job. (see Noble Quarter locations #27,47, and 53; Entertainment Quarter locations #13 and 32; Middle Class Quarter locations #27, 54, and 65.

Upon enrolling at the Great School of Magic a student will be assigned an academic advisor. By tradition, the students of the Eagle Dormitory will be assigned one of the academic school Arch Masters as their advisor. Students of the Hawk, Jay, and Vulture noble dormitories will be assigned to an academic department Master as their academic advisor. All other students are assigned one of the academic Senior Professors to be their academic advisor. As befits a magical school of higher learning, the normal school day is split between academic coursework and magical instruction. As explained in Gaz3 the normal school day involves mornings spent in academic coursework taking classes and with afternoons spent in magical instruction and lessons.

The academic education provided at the Great School is highly structured to provide beginning students with the fundamentals and knowledge any wizard must know to survive and thrive in Glantri. The students are enrolled in four morning hour long classes during a term Quarter. The education of a beginning student at the Great School of Magic focuses on the following courses in their first years at the school. Any student may attempt to test out of those required classes they are already proficient in, which usually happens with older students already able to read or write or those who have already received schooling prior to enrolling at the Great School. Those that test out can choose to take other classes, either electives or classes ahead the standard yearly syllabus. Classes after the 6th year often decided by the desires and interests of the student with advice and input from their academic advisor.

- 1st Year: 4 Q's of Mathematics (basic arithmetic), 4 Q's of Reading Comprehension , 2 Q's of Glantrian Geography and History, 1 Q of Philosophy of Rad and Magic, 1 Q of Basic Oratory Skills, 4 Q's of Penmanship
- 2nd Year: 4 Q's of Mathematics (basic arithmetic), 1 Q Introduction to Inks and Scrolls, 1 Q Intro to Botany, 1 Q Intro to Mystaran Geography and History, 2 Q Lesser Monster Lore, 1 Q Philosophies of the Immortals, 1 Q of Essentials of Personal Finance. 1 Q Animal Lore, 4 Q's Basic Human Biology
- 3rd Year: 4 Q's of Mathematics (basic arithmetic), 2 Q's Greater Monster Lore, 1 Q Glantrian Etiquette for Arcaners, 1 Q of Intro to Magic Items, 1 Q Intro to Herbalism, 2 Q's Basic Non-Human Biology, 1 Q Basic Cartography, 1 Q Intro to the Principals of Law, 2 Q's Intro to Scientific Writing, 1 Q Elective
- 4th Year: 2 Q's of Mathematics (Algebra), 1 Q Intro to Glantrian Law, 2 Q's of Beginning Alchemy, 1 Q Classic Glantrian Literature, 1 Q Intro to Molecular Biology, 1 Q Intro to Ancient History, 4 Q's of Beginning Geology, 4 Electives

- 5<sup>th</sup> Year: 2 Q's of Mathematics (Geometry), 1 Q Essentials of Mapmaking, 2 Q's of Metallurgy for Wizards, 1 Q Planar Monster Lore, 1 Q of Intro to Meteorology, 1 Q of Intro to Glantrian Politics, 1 Q of Dragon Lore, 1 Q of Basic Debate Skills, 1 Q of Useful Magic in Everyday Life, 5 Electives
- 6<sup>th</sup> Year: 2 Q's of Mathematics (beginning Calculus), 1 Q Intro to Market Economics, 1 Q of Intro to Foreign Politics, 1 Q Classic Mystaran Literature, 1 Q Intro to Planar Studies, 1 Q of Intro to Astronomy, 1 Q Intro to Chemistry, 8 Electives

While intellectual coursework is highly regimented with a standard progression for students as their years pass as a student, with options for electives based on a student's interests as they progress through their terms towards graduation; magical studies are often one on one with one's masters and are highly tailored to the abilities of the student. Unlike the academic advisor who is assigned to a student upon enrolling and remains as such generally until a student leaves or is otherwise dropped from the rolls or graduates, a student may have many magical masters in their time at the Great School. (master is lowercase here to differentiate between Masters of the Great School and those that serve as teachers and mentors to a student regarding their magical education). Special privileges are given to noble students and regardless of their age or level will receive personalized magical education from the start and under no less than an Arch Master. Non noble students receive their daily magical education and lessons in small classes taught by specialized part time contracted instructors who are employed by the Great School on 1 term contracts to teach the basics of magic and common low-level spells. Classes are kept small to encourage learning and personal engagement between instructor and student with no more than 5 per class. Once a non-noble student has achieved 5<sup>th</sup> level, they are assigned a master who is a Senior Professor or higher at the school. The Grand Master, and the High Masters have been known to select promising students from the non-noble beginning classes but only in rare cases when a true magical talent is discovered among the beginning non-noble students.

Most newly enrolled full-time students are children and all, but the rare great child prodigies, are NM when they arrive at the school and begin their studies formally knowing no magic. For those new NM students, their first year of magical training is spent mastering the fundamentals of spell casting with their instructor. New students already capable of casting spells are evaluated by a spellcasting Arch Master of the Great School who assesses their ability and knowledge and will either assign them to a class if they are of low level or assign them a master for individual instruction and lessons.

A new NM level student MUST successfully learn on his own the spell Read Magic by the end of 4<sup>th</sup> Quarter exam in order to graduate to 1<sup>st</sup> level and become a Glantrian spellcaster and be considered an Arcaner in Glantrian society. New students who already are already able to cast spells are educated by their master according to the perceived holes in the spellcasters knowledge with a strong emphasis on making sure common general-purpose spells are taught as opposed to teaching spells of death and destruction. Through the 5<sup>th</sup> level of spellcasting ability, a student must learn through their own research the following spells to advance to the next level by the end of the school term as their final exam:

- 2<sup>nd</sup> Level: Detect Magic
- 3<sup>rd</sup> Level: Locate Object
- 4<sup>th</sup> Level: Knock
- 5<sup>th</sup> Level: Dispel Magic

Beyond the 5<sup>th</sup> Level of spellcasting ability, the nature of the magical final exam is left up to the students master and usually involves the discovery and mastery of a particular spell chosen by their master which either can simply be spell the master thinks their student should know or could be selected by the master per the abilities and interests of their student. Often times the spell chosen is based on the relationship of student and master and often spells that a student desires are selected by the master as rewards for hard work and alacrity to their chores and duties.

While much of the emphasis so far has been on full time students many part time students also attend the Great School of Magic like professionals who just want to take an academic class or adventurers who have accumulated enough experience to advance in level and want to receive their training for level advancement at the Great School. Academic classes are indeed open to those not enrolled at the Great School or even to those who are non-spellcasters but with class fees of 5 dc. per day, or 350 dc. so only the very affluent nonstudent will be found attending academic classes at the Great School. Those who are not full-time students at the Great School but who want their training for level advancement at the Great School must first be on the rolls of the Great School thus must have pass, or have previously passed, an entrance examination or been sponsored just as beginning full time students must be. If one were already on the rolls of the Great School a part time student seeking training for level advancement would be assigned to his old master from his school records if the master still teaches or assigned a new master as would a newly enrolled student. The tuition rates are per Gaz3 pg. 58 but as noted below part time students may not be able to gain some special perks from attending the Great School on a part time basis unless they attend academic classes which they are not required to do only taking afternoon classes with their masters and receiving magical lessons and training.

Students must pass a final exam in order to receive credit for a class and to be allowed to enroll in higher level classes within the particular department of the class. As graduation from the Great School is based on magical proficiency, not academic knowledge, it is conceivable that a slow learner or one not motivated to put forth the effort to pass their classes one could still graduate the Great School but very often only the nobility are allowed such leeway as non-nobility who either struggle academically or do not show the inclination for academics will find their spellcasting masters also struggling or unmotivated to teach them what they need to progress and thus graduate.

Once a full-time student gains enough experience to reach the 9<sup>th</sup> level of experience, they are eligible to take the graduation test as detailed in Gaz3. Those that pass are considered graduates of the Great School of Magic and receive a diploma granted them the title of *Glantrian Wizard*. The Great School of Magic does also allow part-time students who have achieved enough experience to gain the 9<sup>th</sup> level of experience to take the graduation test, but they must meet two conditions. They must be on the rolls of Great School which means they have either been sponsored or passed the entrance exam to the school. In addition, the prospective part-time graduate must have previously received instruction and gained at least five levels through magical instruction by masters of the Great School of Magic. In rare occasions experienced wizards (magic users 9<sup>th</sup> level or higher) who have not attended the Great School of Magic can be granted honorary diplomas granting the wizard the title of *Glantrian Wizard*. These honorary degrees are very rare and given mostly to foreign wizards who have both done a great service to the school or the nation and have shown themselves to be permanent Glantrian citizens even if foreign born or educated. The most recent and perhaps most infamous example of this honorary degree was in AC 1010 when Princess Dolores Hillsbury Aendyr was granted an honorary degree in light of her obvious skill as a wizard even though she was not educated at the Great School or had apparently even lived in Glantri until AC 1009.

In addition to the valuable and prestigious *Glantrian Wizard* diploma. The Great School of Magic also offers two post graduate diplomas. The first, the *Glantrian Mage* diploma is granted to wizards who gain the 15<sup>th</sup> level of experience under the instruction at the Great School of Magic of a higher-level and more experienced spellcasting master. The second diploma is the *Glantrian Arch-Mage* diploma which is granted to wizards who gain the 21<sup>st</sup> level of experience also under the instruction at the Great School of Magic of a higher-level more experienced master. As many wizards will undertake independent study and research to gain experience there is no minimum requirement of previous advanced study under a master to gain these advanced diplomas but they first must possess a *Glantrian Wizard* diploma before they can receive any higher diplomas. Much as the *Glantrian Wizard* diploma honorary advanced degrees can also be granted to exceptional wizards as Princess Dolores received in being granted her *Glantrian Mage and Arch-Mage* (in addition to the Wizard) diplomas soon after succeeding her father and becoming the new Princess of Blackhill.

While the Great School of *Magic* is obviously a school of magic and with its student body naturally being magic users, or those with the ability to learn magic with proper instruction, that is not to say that the Great School does not have students who are not magic users and without the ability to learn magic regardless of how intelligent or well educated they might be. Mundaners are allowed to enroll in academic classes at the Great School with a flat tuition fee of 15 dc. per class per day. The Great School was never intended to provide mundaners with basic educations, nor staffed to do so, regardless of how wealthy they or their parents may be. Those, however, who have already mastered the basics, ie have attended school elsewhere in Glantri and can afford the cost of tuition can take classes at the Great School, dependent on open slots for students and magic users. Many upper class mundaners and especially mundaner officers and soldiers of the Grand Army do take advantage of the opportunity to take advanced classes in subjects that would advance their professional knowledge or those in subjects they would simply like to learn more about. Little known to most, however, is that the valuable diploma a graduating wizard receives is in fact not the only valuable degree and diploma offered by the Great School of Magic.

Due to Glantri's persecution and outlawing of clerics and their healing magic the nation was forced long ago to pioneer techniques and advance knowledge in the non-magical healing arts and the science of medicine in general. Thus, The Great School of Magic offers a degree program for Physicians, for both arcaner and mundaner, which is offered by the Great School's School of Life Science's Department of the Healing Arts with its Master, Guillaume Lloris, overseeing the program. The founding Grand Master of the Great School, Étienne d'Ambrevile, made sure his new school would not just become the greatest magical school in the world he wanted to make sure the nation did not suffer for the lack of clerical healing and directed that great resources would go to hire the greatest of experts from around Mystara and the school would invest heavily in its medical program. Part of that investment was seeking out the best and most intelligent of Glantrians, even if they were not magic users. The Great School thus puts its ducats where Étienne's mouth was and any student (mundaner or arcaner) who passed the rigorous entry exam and background check to be accepted to Physician program would be offered a choice. Tuition to the Great School would be free for those who upon graduation as Glantrian Physicians agree to serve a mandatory 15-year term as Physicians with the choice to be assigned to the Department of Education & Health, or to the Grand Army of Glantri with promotions to serve and be paid as officers. This incentive was not as much intended for mundaners as it was to encourage magic users to give a good chunk of their often privileged and pampered lives away to service for Glantri, for the free tuition extended not just for their medical classes but ALL their studies up to and including graduating and getting their diploma as a Glantrian wizard.



Those that refused the offer would pay normal tuition rates but would still be bound to a lesser 5-year term of service as a Glantrian Physician with either the Department of Education & Health or the Grand Army. In addition to the rigorous academic screening through its feared entrance exam the Great School also probes deeply into an applicant's background, and not only will Glantrians be considered but those with spotless personal records and thus with little chance they will take their Glantrian education to other nations. Once accepted the students of the program follow the same general schedule as the rest of the school. Mundaner students do not reside at the Great School, nor do they attend classes in the afternoon when magical instruction goes on between master and pupil. The coursework for completing the degree program is rigorous and extensive and follows the same overall schedule as the Great School and involves a 6-year plan of coursework upon which completing the student gets their valuable Diploma from the Great School as a Glantrian Physician. Mundaner Physicians are by tradition the most elevated of the Mundaner class and are the only mundaners to generally earn respect from magic users including the nobility of Glantri. Currently there are seven students enrolled in the Physician program, 4 Magic Users and 3 Mundaners and all seven have chosen the free tuition path offered by the school.

One final node of discussion regarding a magical education at the Great School might have been passed over by yours truly but for a reminder from Micky the Mage's cyber drinking buddy and fellow spinner of past spousal horror stories, Aozy Markov, who brought up a point over a pint of Aalbanese Pilsner at the Undead Ed Bar and Grill in the Muscari Precinct (see Entertainment Quarter, Muscari Precinct location #38) one day regarding a defining point of an education at the Great School of Magic. The one thing that sets Glantrian Wizards above other wizards, even Alphatian ones, thus earning the institutionalized fear and renown as 'Glantrian Wizards' that individual wizards from any other country lack. The Gaz3 titled *Complementary Courses*.

Gaz 3 mentions that the Complementary Classes may learned one at a time (ie one per level gained) and most certainly hold true but the individual 'courses' could use a bit of elaboration, expansion, and some clarification for as Aozy pointed out, one in particular is fraught with potential abuse or could go above merely giving a Glantrian Wizard an edge which was the intention to making them nearly impossible to defeat by other wizards even against several wizards even those of higher level.

- ***Learning Languages:*** *A class in the traditional sense that must be taken as part of ones academic studies to learn thus is not learned from their spellcasting master but by a teacher of the language a student wishes to learn. Learning a language takes an entire term (10 months) of rigorous study with a student taking 4 classes over the course of a school term, one class per quarter to learn a language of their choice. Therefore, part time students of the Great School may not learn languages as part of their level advancement schooling unless they stay at the school for a 4 consecutive quarters and take the 4 classes in the language.*
- ***Mandragora:*** *As Languages not a talent learned with one's spellcasting master but as part of one's academic studies. Available as a single quarter elective class from the Department of Botany and Herbalism and thus part time students must take the class and remain at the Great School over the ten-week length of the class to learn.*
- ***Meditation:*** *Exactly as Mandragora but instead is offered by the Department of Immortal Philosophies.*

- **Agility Training:** *Unlike the first three this is not something to be gained by academic studies and attending the proper classes but a talent to be taught, and only taught and generally only known by masters of Combat Spellcasting. The talent requires instruction and practice under the tutelage of an Spellcasting master with combat experience over the year long course of an student's advancement in level. Very often those who learn the talent of casting while moving teach the talent to those whose masters did not have the talent and charge great deals of sums. Roughly 50% of all graduates of the Great School eventually learn and have this talent.*
- **Conjure Companion:** *Again, not a class to be taken but a skill a student learns from his spellcasting master over the yearlong course of magical instruction by the student's master needed for level advancement. A commonly known talent, even if not practiced, by most all spellcasting masters. Only a third of graduates are estimated to have conjured a Companion but just over 90% of spellcasting masters know this talent and are able to instruct their students if the student wanted to learn the talent and have a conjured Companion.*

The last two 'courses' are what *really* puts the G rating into the canon established fear factor and fearsome reputation throughout Mystara of **Glantrian Wizards** and bear some special elaboration from the Gaz3 description rather than just detailing the particulars of. Both are again taught magical talents not learned academic talents and can be learned only from spellcasting masters who know the talents themselves but nearly all masters know both. They are both commonly known, and commonly learned by most experienced Glantrian students of magic. Most masters will not teach these talents however until their pupil has reached level 5. They are known to give huge edges to a Glantrian wizards against other wizards from elsewhere and that ability is carefully taught at the Great School and only to relatively experienced, and mature wizards so they are rarely taught to young and low level wizards even of noble background. It is worth noting that those who know these skills will never, regardless of how much gold is offered, teach non-Glantrians this talent.

- **Quick Casting:** *Quick Casting is not a unique concept in itself and every school of magic in the world teaches some sort of 'quick casting' techniques. However due to the education of the early Great School masters of spellcasting and passing down of the knowledge through the years of otherwise unknown immortal spellcasting techniques by Rad (Etienne d'Ambreville) himself whose signature spell was the quick mutter, finger shake Teleport Any Object that goes off before any initiative is rolled, Glantrian wizards with the Quick Casting talent will **always** cast spells first before initiative is rolled even against other wizards with reputed 'quick casting' training from other schools of magic. Multiple Spellcasters who have the Quick Casting talent do roll initiative to determine the order of Quick Cast spells before any other normal initiative is rolled. Quick Casting has been shown again and again, most recently during the Great War with Alphatia to be the single greatest tactical edge Glantrian wizards have over wizards from other nations akin to being quickest on the draw in the old west. In a duel being quickest often means living, being slowest means often means dying.*
- **Spell Combination:** *Spell Combination is a completely unique Glantrian spellcasting concept that not even the Alphas have found the secret to managing. An immense edge as well in wizard v wizard combat as well as providing supreme flexibility in general spellcasting it however was missing some important restraints to keep wizards from simply loading up on spells and levels thus the immortals of Pandius decided to place limitation on the practice of this talent to preserve game balance, especially with mid to high level wizards, and to keep the assumed intent by the creators of the setting, creating these talents to give Glantrians wizard a qualitative*

*edge over other wizards to offset numerical disadvantages. However one can also assume the intent was surely not to make Glantrian wizards nearly undefeatable which an unchecked use of this talent can well do.*

So, it is recommended by your favorite friendly, foul mouthed, beer guzzling and shirt chasing Glantrian immortal that one handle Spell Combination as follows:

*'This technique allows the student to mix his spell levels in combinations that do not exceed his total spell levels memorized as long as half (FRD) of the normal spells of the casters normal level are still memorized and that no more spells are memorized for a level than a caster has levels. For example: a 17<sup>th</sup> level wizard with 99 total spell levels must memorize 3 1<sup>st</sup> level spells, 2 spells each of 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 5<sup>th</sup> level, and 1 spell each of 6<sup>th</sup> and 7<sup>th</sup> levels thus having 55 levels left over to choose 1<sup>st</sup>-7<sup>th</sup> level spells as he chooses with a maximum of 17 spells chosen per level. With his immortal limitation the Glantrian wizard cannot memorize and cast 99 Magic Missile spells but instead no more 17 per day'*

As was noted in Gaz3 and in Robin's voluptuous detailing of the Great School of Magic there exists seven Secret Crafts of Magic at the Great School. While called the 'Secret Crafts' they are actually one of the worse kept secrets in Glantri. While their inner workings, meeting places and special powers were secret, the existence of the Secret Crafts and often some of the members of the Secret Crafts were known among other high ranking wizards and to other members of the other Secret Crafts and accurate logical assumptions by far more wizards (not exactly going out on the edge to guess that not only would Prince Volospin be a member of the rumored Secret Craft of Air Elementalism but for sure would be its High Master). Nearly all of the Secret Crafts have two meetings. A general monthly meeting per Gaz3 but also one prior to among the senior (4<sup>th</sup> Circle) members who are aware of the identity of the High Master. Often the months business is discussed and one of the senior members is chosen to lead the larger group meeting thus preserving the identity of the High Master who will only be known to the other members as one of the senior members. Though again, when a ruling Prince is one of the senior members it is not hard for junior members to guess who likely is the High Master.

This is also a good place to note that the mention of Prince Jaggar, not even at the time defeated an immortal dragon sort of... well... haha... completely defies any kind of suspension of disbelief not to mention causes a whole slew of big picture setting issues so that little mention of Prince Jaggar was terminated from the setting detailing with extreme prejudice and Prince Jaggar is just a nice old 5<sup>th</sup> Circle Gold Dragon Master.

The majority of members of the Secret Crafts belong to one of the 4 groups of Elementalists. While Alphatia had as great, or greater, knowledge of Air Magic than even the Glantrians of Alphatian decent and had the wide access to the special powers (at least through 4<sup>th</sup> Circle) Glantri has a strong footing in all 4 elemental forces, not just air like Alphatia and not just fire from the Flaemish alone. The current prominent members of the Secret Crafts as of AC 1014 are as follows:

## Fire Elementalism

High Master: *Heije Schnitger* (M36)

4<sup>th</sup> Circle: Princess of Bergdhoven *Juliana Vlaardoen* (M15), Countess *Sinaria Verlien* (M28), Lord *Aart Verlien* (M36) Head of the GSS, Lord *Pieter Eeuwke-Vandehaar* (M19), Arch Mistress of Conjunction *Erika Vandierendonck* (M36), Arch Mistress of Natural Sciences *Myriam de Veyt* (M34), Master of Alteration *Bok de Korver* (M35), Colonel General *Chanash Teval* (M23, Brother 'Vuurzee' of the Radiance), Arch Master of Libraries *Georg Rjevins* (M29), Mistress of Planar Studies *Lucinde van Holl* (M36), *Catharina van Schurman* (M25) Ambassador to the City of Brass, *Gherynid* (M22), *Rem Egaraat* (M26)

3<sup>rd</sup> Circle: Lord *Pieter Verlien* (M12), Viscount of Steenwijk *Pieter Vandehaar* (M13), Viscountess of Castelbianco *Kristina Wilhamine* (M12), Lieutenant General *Rachel Luuk* (M13), Faculty Administrator of the Great School of Magic *Filip Horgotzen* (M15), Banner Captain (2/3) *Tuen Mulder* (M11), Banner Captain (1/3) *Marcelien Bos* (M10), Banner Captain (2/16), *Willie Vermeil* (M10)

2<sup>nd</sup> Circle: Lady *Visantia Verlien-Rjevins* (M9), Lady *Katya Verlien-Zirchevski* (M8), Banner Captain (1/15) *Henk Keemink* (M9), 2 - M9 Banner Lieutenants (2/3), 6 - F7 Senior Sergeants (2/3), 2 - M7 Banner Lieutenants (1/3)

1<sup>st</sup> Circle: Viscount *Mirm Krollnar* (M9), Baroness *Danira Vorshane-Rientha* (M23), Lord *Frans Verlien-Rjevins* (M8), 8 - M5 Banner Sergeants (4 - 1/3, 4 - 2/3)

Not surprisingly since over 3 in 10 of all Glantrian spellcasters, over 38,000 in total, are Flaemish, the Secret Craft of Fire Elementalism is the largest Secret Craft and is almost exclusively Flaemish in makeup. The Secret Craft meets on the 17<sup>th</sup> of each month at the Great School and is led by High Master Heije Schnitger, the personal magist of the Vlaardoen family. Monthly meetings are well attended, in large part to the fact that most of the Grand Army members are stationed at the Citadel and able to attend the meetings. In addition to the 46 listed 'prominent' members the Secret Craft has an additional 81 members for a total of 137 members of the Craft in AC 1014.

Fire Elementarists have greater access to fire related spells, and most will either know, or either research or be taught the following spells when they reach the appropriate level for each spell. Due to the hostility of the Plane of Fire lower ranked members who have learned the necessary spells needed to survive on the Plane (Protection from Elements, Fire Breathing) are taken by senior members on trips to the Plane of Fire to give them education and experience on how to survive and thrive there. The secret craft maintains an embassy in the Fabled City of Brass, with Catharina van Schurman serving as an ambassador. Most secret craft trips to the Plane of Fire start with arriving at the large Obsidian Tower which the Flaemish fire wizards have had in the city for over 400 years. Some members like High Master Schnitger and Princess Juliana own residences in the city close to the Obsidian Tower.

**1<sup>st</sup> Circle (levels 1-3 spells):**

*Affect Normal Fires, Burning Hands, Dispel Magic, Extinguish, Fireball, Firewater, Fire Breathing, Flame Arrow, Flame Blade, Meraan's Fire Implosion, Produce Flame, Protection from Elements, Protection from Evil 10' Rad, See Through Fire, Sinaria's Seething Combustion, Vandeker's Burning Tool, Wilhelmine's Discs of Flame*

**2<sup>nd</sup> Circle (level 4-5 spells):**

*Bind the Fiery Winged Messenger to Your Will, Conjure Elemental, Pieter's Fire Pyramid, Fire Charm, Fire Shield, Fire Trap, Wall of Fire*

**3<sup>rd</sup> Circle (level 6 spells):**

*Carlijn's Fire Proofing*

**4<sup>th</sup> Circle: (level 7-9 spells):**

*Breathe In the Magic, Close Gate, Delayed Blast Fireball, Explosive Cloud, Fiona's Warped Sense, Fire Quench, Fire Storm, Gate, Gateway, Major Elemental Conjunction, Meteor Swarm, Rodolphus's Fire Swarm, Vanserie's Flaming Exit*

## Air Elementalism

High Master: Lord Arch Master of Enchantment *Taivas Urbaal* (M36)

4<sup>th</sup> Circle: Colonel General *Firstiri* (M21, Brother 'Kuolema' of the Radiance), Lord Mistress of Astronomy and Meteorology Lady *Tereis Haaskinz* (M19), Master of Penmanship Inks and Scrolls *Paasikivi* (M32), *Christa Heinrichs* (M19), *Black Avel* (M22)

3<sup>rd</sup> Circle: Archduchess of Westheath *Judith Beaumarys-Moorkroft* (M11), Baron of Nandin *Borodin* (M14), Lord *Lathan Aendyr* (M13), Lord *Winston Merryweather* (M10), Lord *Yarov Urbaal* (M11), Minister of Documents *Tuonela* (M11), Propraetor of the West End Free Province *Zarthurastra* (M12), Banner Captain (1/2) *Francisco Javier Benet* (EM10), Banner Captain (1/7) *Paneri* (M11), *Karjula* (M14)

2<sup>nd</sup> Circle: Marquis of Satolas *Quanil Urbaal* (M10), Baroness of Pavlova *Natacha Datchenka* (M9), Banner Captain (1/13) *Stoenoen* (M9), 2 - M9 Banner Lieutenants (1/7), 1 - E8 Banner Lieutenant (1/2), 4 - M7 Banner Senior Sergeants (1/7)

1<sup>st</sup> Circle: Lord *Rafael de Casanegra* (EM8), High Mistress of Administration *Marjatta Mäki* (M35)

The Secret Craft of Air Elementalism meets on the 12<sup>th</sup> of each month at the Great School of Magic. The current High Master is the Arch Master of Enchantment/Charm at the Great School of Magic, Lord Taivas Urbaal who became High Master in AC 1010 after Prince Volospin's death. The membership of the Secret Craft has, like the overall Alphatian population, suffered greatly due to the Great War. Over 20 Secret Craft members were either confirmed killed or missing and declared presumed dead after the surprise attack of Thar upon the Principality of Blackhill in AC 1007. Like the Secret Craft of Fire Elementalism, the Secret Craft of Air Elementalism had a stronghold but it was destroyed in AC 1008 by an assault of Alphatian wizards from their much larger base which included their many native allies gained during their centuries living on the Plane of Air.

Though the Secret Craft has a large number of prominent members it is well behind many of the other Secret Crafts in total membership and like some other Crafts is really stressing recruitment of new magic users to join its ranks. In addition to the 28 listed 'prominent' members the Secret Craft has an additional 47 members for a total of 75 members of the Craft in AC 1014. Air Elementals have greater access to air related spells, and most will either know, or either research or be taught the following spells when they reach the appropriate level for each spell.

**1<sup>st</sup> Circle (levels 1-3 spells):**

*Create Air, Dispel Magic, Feather Fall, Float in Air, Gust of Wind, Heat Air, Predict Weather, Protection from Elements, Protection from Evil 10' Rad, Ride the Wind, Stinking Cloud, Wind Wall*

**2<sup>nd</sup> Circle (level 4-5 spells):**

*Air Walk, Cloudkill, Conjure Elemental, Control Winds, Create Atmosphere, Wind Breath*

**3<sup>rd</sup> Circle (level 6 spells):**

*Calm Wind, Weather Control, Whirlwind*

**4<sup>th</sup> Circle: (level 7-9 spells):**

*Close Gate, Explosive Cloud, Fiona's Warped Sense, Gate, Gateway, Halzunthram's Ride, Hämäläinen's Walk Upon the Winds, Major Elemental Conjunction, Tatsijänkä's Teleporting Tool*

## Earth Elementalism

High Mistress: Lady *Hildegard von Drachenfels* (M36)

4<sup>th</sup> Circle: Arch Master of Alteration *Andrea Cortese* (M36), Colonel General *Emilia Pardo Bazán* (EM15), Master of Conjunction *Gianni Scarpelli* (M36), Mistress of Geology and Vulcanism *Lucrezia Fiola* (M27), Proprietor of the Western Czaikow Hills Free Province *Anatoly Borzakovsky* (M19), *Salvidienus Rufus* (M17)

3<sup>rd</sup> Circle: Prince of Caurenze *Bartolomeo di Malapietra* (M14), Princess of Caurenze *Constanza di Malapietra* (M11), Lady *Lucrecia di Malapietra* (M13), Lord *Heinrich von Graustein* (M11), Master of Provisions *Hervé Brillard* (M14), *Gladdis* (EL 10 Attack Rank E)

2<sup>nd</sup> Circle: Baron of Fallsburg *Tenebras Favosi* (M10), Lady *Halibera de Chevas* (M15), Banner Captain (1/9) *Dario Mollo* (M9), 2 - M7 Banner Lieutenants (1/9)

1<sup>st</sup> Circle: 4 - M5 Banner Sergeants (1/9)

The Secret Craft of Earth Elementalism meets at the Great School on the 7<sup>th</sup> of each month. The Secret Craft is led by its brand-new High Mistress, Hildegard von Drachenfels, who just this year successfully challenged the former High Master, Prince Innocenti di Malapietra, and killed him and took over the Secret Craft. The Secret Craft has one of the lowest percentage of ruling nobles in its ranks and under its new High Mistress is working to recruit not just new members but nobles and has two in particular, Barons Vincienzo di Randazzi and Josef Stransky, that have expressed some interest in possibly joining the group. In addition to the 22 listed 'prominent' members the Secret Craft has an additional 41 members for a total of 63 members of the Craft in AC 1014.

Earth Elementalists have greater access to earth related spells, and most will either know, or either research or be taught the following spells when they reach the appropriate level for each spell. Due to the hostility of the Plane of Earth and higher level magic needed to survive even visiting it only fully prepared 2<sup>nd</sup> Circle members will be taken by senior members on trips to the Elemental Plane.

**1<sup>st</sup> Circle (levels 1-3 spells):**

*Dispel Magic, Giampaolo's Perfect Petrification, Lucrecia's Crystal Nails, Maximilian's Earthen Grasp, Protection from Elements, Protection from Evil 10' Rad, Soften Earth and Stone, Stone Bolt*



### **2<sup>nd</sup> Circle (level 4-5 spells):**

*Airy Earth, Animate Gargoyle, Bartolomeo's Wall of Gemstone, Conjure Elemental, Control Gargoyle, Dissolve, Harden, Innocenti's Stony Tentacles, Flesh to Stone, Mario's Stoneskin, Soil Breathing, Stone to Flesh, Stone Shape, Wall of Stone*

### **3<sup>rd</sup> Circle (level 6 spells):**

*Move Earth, Stoneform, Stonewall*

### **4<sup>th</sup> Circle: (level 7-9 spells):**

*Breathe In the Magic, Close Gate, Fiona's Warped Sense, Gate, Gateway, Hildegard's Wrath, Major Elemental Conjunction, Tiberius's Animate Stone*

## Water Elementalism

High Master: Prince of Sablestone *Harald Haaskinz* (M36, Brother 'Bluelight' of the Radiance)

4<sup>th</sup> Circle: Master of Conjunction *Archibald McMillian* (M34), Master of the Sublevels at the Great School of Magic *Ewan Ramsay* (M31), Constable Major of the Glantri City Inspectorate *Carise Akerboom* (M16), Proprætor of the Taterhill Free Province *Saundra McIlvernock* (M18), Fire Marshall *Vassily Andreikov* (M23), Fire Banner Captain Hamish Mackenzie (M16), *Tracy Bond* (M25), *Hamish McGregor* (M22)

3<sup>rd</sup> Circle: Baron of Egorn *Gerrid Rientha* (M17, Brother 'Darkforce' of the Radiance), Lord *Quentin McGregor* (M10), Lord *Dominick Haaskinz* (M12), Lord *Sean McAllister* (M10), Colonel General *Hans Schaft* (M14), Fire Banner Captain *Edward Morrison* (M13), Fire Banner Captain *Suzanne Barbier* (M12), Fire Banner Lieutenant *Emil Zhivkov* (M11)

2<sup>nd</sup> Circle: Scribe to the Grand Master *Rowan Zarovan* (M10), Fire Banner Lieutenant *Reinhard Schwartz* (M10), Fire Banner Lieutenant *Constantine Lecca* (M9), Fire Banner Lieutenant *Suzanne Dechy* (M9), Fire Banner Lieutenant *Quildor Cyhell* (EW8), Fire Banner Lieutenant *Manuela Plessione* (M7)

1<sup>st</sup> Circle: Proprætor of the Black Mountains Free Province Lady *Chiara Ulleri* (M6)

The Secret Craft of Water Elementalism is the smallest of the four Elemental Secret Crafts and meets on the 19<sup>th</sup> of each month at the Great School. Appeal in general has been limited to friends of the current High Master and Klantrian wizards. Recent meetings led by the High Master have been focusing on expanding its appeal and recruiting new members. Just last year the Secret Craft recruited ten new members so while relatively few important known Glantrian may be members, the future of the Secret Craft looks promising for having potentially having prominent members in tomorrow's Glantri. In addition to the 24 listed 'prominent' members the Secret Craft has an additional 25 members for a total of 49 members of the Craft in AC 1014.

Water Elementalists have greater access to water related spells, and most will either know, or either research or be taught the following spells when they reach the appropriate level for each spell. The Secret Craft maintains a large manor home in the city of City of Glass on the Elemental Plane of Water

for members of the Secret Craft to use when they visit/explore the great Bottomless Deep of the Plane of Water. The manor house is occupied full time by Hamish McGregor and his 2 cats (made happy with permanent Water Breathing spells) named Becker and Fagen who just love trying to get Hamish's pet fish when they aren't clawing guests or begging for more food.

**1<sup>st</sup> Circle (levels 1-3 spells):**

*Create Water, Dispel Magic, Firewater, Grasping the Elusive Fluid, Harald's Counterflowing Currents, Protection from Elements, Protection from Evil 10' Rad, Retain the Protective Girth, See Through the Water, Wall of Water, Wallace's Unwetness, Water Breathing, Water Tension*

**2<sup>nd</sup> Circle (level 4-5 spells):**

*Conjure Elemental, Ice Storm/Wall of Ice, Quentin's Crazy Upward Rain*

**3<sup>rd</sup> Circle (level 6 spells):**

*Lower Water, Part Water, Transmute Water to Dust*

**4<sup>th</sup> Circle: (level 7-9 spells):**

*Breathe In the Magic, Close Gate, Fiona's Warped Sense, Gate, Gateway, Harald's Angry Wave, Major Elemental Conjunction*

## Illusionist/Dream Magic

High Master: Prince of Krondahar *Jherek Virayana IV* (M36)

4<sup>th</sup> Circle: Prince of Bramya *Urmahid Krinagar* (M22), Lady Lan-Syn *Virayana* (M20), Arch Master of Illusion Chingay Gökmen (M35), Master of Illusion *Dugarsürengiin Oyuunbold* (M33), Master of Illusion *Kōryū Tadaharu* (M32)

3<sup>rd</sup> Circle: Lord *Ralindi Virayana* (M11), Lieutenant General *Noyan Baiju* (M12), Master of Animal Lore *Tsendyn Damdinsuren* (M19), Banner Captain (1/5) *Qarachar Noyan* (M11)

2<sup>nd</sup> Circle: Lady *Sempura Borteis-Moorkroft* (M9), , 3 - M7 Banner Senior Sergeants (1/5), 2 - M9 Banner Lieutenants (1/5)

1<sup>st</sup> Circle: Lord *Rejladen Virayana* (M9)

The Secret Craft of Illusions and Dream Magic meets on the 15<sup>th</sup> of each month at the Great School of Magic. The Secret Craft is not only one of the smallest Secret Crafts but also its most homogeneous as it is almost wholly comprised of Ethengarian Glantrians. Prince Jherek attends all meetings unless an emergency has him out of Glantri City or otherwise occupied. Meetings however are often sparsely attended for many of the members are Grand Army Officers in Jherek's Divisions are stationed in Bramya and unable to regularly attend the monthly meetings. In addition to the 17 listed 'prominent' members the Craft has an additional 25 members for a total of 42 members of the Craft in AC 1014.

Members of the secret craft have greater access to the full range of illusion and dream related spells, and most will either know, or either research or be taught the following spells when they reach the appropriate level for each spell.

**1<sup>st</sup> Circle (levels 1-3 spells):**

*Blur, Change Self, Detect Basic Illusions, Detect Invisible, Dispel Magic, ESP, Hypnotic Pattern, Hypnotism, Improved Phantasmal Force, Invisibility, Invisibility 10' Rad, Mindmask, Mirror Image, Phantasmal Force, Shadow Blink, Shadow Cloak, Sleep, Ventriloquism*

**2<sup>nd</sup> Circle (level 4-5 spells):**

*Advanced Illusion, Dispel Illusion, Dream, Fear, Feeblemind, Hallucinatory Terrain, Improved Invisibility, Lesser Etherealness, Massmorph, Mind Fog, Seeming, Summon Ethereal Denizen*

**3<sup>rd</sup> Circle (level 6 spells):**

*Endless Slumber, Eyes Wide Open, Permanent Illusion, Programmed Illusion, Projected Image, Veil*

**4<sup>th</sup> Circle: (level 7-9 spells):**

*Appear, Close Gate, Descent into Madness, Gate, Greater Etherealness, Mass Invisibility, Mind Barrier, Open Mind, Programmed Amnesia, Shadow Walk*

## Necromancy

High Master: Prince of Boldavia *Morphail Gorevich-Wozslany* (M28)

4<sup>th</sup> Circle: Prince of Klantyre *Brannart McGregor* (M33, Brother 'Paleglow' of the Radiance), Lord *Angus McGregor* (M19, Brother 'Morningsun' of the Radiance), Master of Necromancy *Adriaan Metius* (M36), Lieutenant General *Willen den Toom* (M15), Jean-Michel Décamps (M24)

3<sup>rd</sup> Circle: Baron of Palatinsk *Youri Ivanov* (M10), Baron of Dovehold *Roeland Koorteweg* (M14), Lord *Boris Gorevich-Wozslany* (M18), Arch Mistress of Necromancy *Winnie Duncan-Shaw* (M35), Minster of Coin *Hannie De Verstaeyen* (M19), Lieutenant General *Peter Middelkoop* (M11), School Physician at the Great School of Magic *Dodelyn Folgrasse* (M11), Banner Captain (1/6) *Pavel Yahontov* (M11), Banner Captain (1/16) *Larissa Bogrova* (M10), *Guillaume Dupuytren* (M16), *Andryi Stekel* (M16), *Aozy Markov* (M19)

2<sup>nd</sup> Circle: Baron of Kutchevski *Piotr Grygory-Timenko* (M9), 4 - M7 Banner Lieutenants (2 - 1/6, 2 - 1/16), *Quill Cadieux* (M11)

1<sup>st</sup> Circle: Lady *Ota Koorteweg* (M9), 8 - M5 Banner Sergeants (4 - 1/6, 4 - 1/16)

The Secret Craft of Necromancy meets at the Great School on the 28<sup>th</sup> of each month and is one of the largest of the Secret Crafts but also one of the most secretive. Its High Master Prince Morphail never attends meetings and in fact is only known to be the High Master by the four 4<sup>th</sup> Circle. As Prince Brannart never shows up for meetings either Angus McGregor or Willen den Toom will lead meetings of the Secret Craft. In addition to its High Master, few of the lower Circle members attend monthly meetings in Glantri City as most are either undead or Army officers stationed in Boldavia. Banner Captain Pavel Yahontov will lead monthly secret meetings of Craft members of Morphail's 6<sup>th</sup> and 16<sup>th</sup> divisions at Ft. Tchernovodsk. In addition to the 33 listed 'prominent' members the Secret Craft has an additional 55 members for a total of 88 members of the Craft in AC 1014.

Members of the secret craft have greater access to the full range of necromantic spells, and most will either know, or either research or be taught the following spells when they reach the appropriate level for each spell. Note both the High Master of Death Prince Morphail, and Prince Brannart have made many custom Necromantic [spells](#) but are not listed for they are were never shared with other members thus are known only to them.

**1<sup>st</sup> Circle (levels 1-3 spells):**

*Animate Dead Animals, Chill Touch, Corpse Visage, Dance Macabre, Delay Death, Detect Undead, Dispel Magic, Feign Death, Ghoul Touch, Hold Undead, Locate Remains, Ray of Enfeeblement, Ray of Fatigue, Resist Energy Drain, Speak with Dead*

**2<sup>nd</sup> Circle (level 4-5 spells):**

*Angus's Rotting Touch, Boris's Unholy Blessing, Animate Dead, Contagion, Magic Jar, Summon Shadow, Willen's Wall of Bones*

**3<sup>rd</sup> Circle (level 6 spells):**

*Blackmantle, Create Undead, Reincarnation*

**4<sup>th</sup> Circle: (level 7-9 spells):**

*Clone, Control Undead, Death Ward, Energy Drain, Heal, Regenerate, Ungrateful Dead, Wither*

## Witchcraft

High Mistress: Princess of Belcadiz *Carnelia de Belcadiz* (EM20)

4<sup>th</sup> Circle: Arch Mistress of Magic Items *Rebeque DeShazo* (M34), Mistress of Enchantment *Rosalia de Castro y Salinas* (EM20), *Rhianna de Nicks* (M19)

3<sup>rd</sup> Circle: Countess of Soth-Kabree *Isabella de Montebello* (EM11), Viscountess of d'Ylourgne *Sita Peshwir* (M14), Baroness of Vladimirov *Szasza Markovich* (M12), *Dona Esmerelda Erewan* (EM10), Mistress of Cartography *Robin of Groningen* (M34), Proprietor of the Silver Sierras Free Province *Llorella Vincente de la Roja y Olivares y Buentes* (E10 Attk E)

2<sup>nd</sup> Circle: *Dona Carmina de Belcadiz* (EM7)

1<sup>st</sup> Circle: Duchess *Yolanda de Belcadiz-Casaneira* (EM10), *Ysabel de Fedorias* (EM6), *Aegan* (M7)

The Secret Craft of Witchcraft meets at the Great School of Magic on the 24<sup>th</sup> of each month. Its members are all women and mostly Belcadizan and since most members of the Secret Craft do not reside in the capital its monthly meetings are sparsely attended but always including Princess Carnelia who knows if she did not attend then likely no one would attend the meetings. In addition to the 14 listed 'prominent' members the Secret Craft has an additional 21 members for a total of 35 members of the Craft in AC 1014.

# Dracology

High Master: Prince of Aalban *Jaggar von Drachenfels* (Gold M36)

4<sup>th</sup> Circle: Viscount of Amboise *Michel Leconte* (Blue M18, Brother 'Osanna' of the Radiance), Arch Master of Social Sciences *Heinrich Schneider* (White M36), *Wilbur Raknarod* (Gold M26, Brother 'Wilbur' of the Radiance) aka *Anton Vlaardoen (F22)* aka *Raknaar the Dragon (Dragon Wizard 26 see the upcoming Piazza Press exclusive 'Creatures from the Caldron VII')*, *Federica Ortiz de Domínguez* (Black M17)

3<sup>rd</sup> Circle: Marquis of Dunvegan *Eachainn McDougal* (Gold M13), Viscount of Nathrat *Ezechiel Naramis* (Black EM12), Baron of Lipetsk and Master of Dracology *Mikail Zirchevski* (White M15), Baron of Rittermour *Mirodor* (Green EW14), Baron of Oxhill *Edward Newbute* (Red M11), Lady *Helgar von Drachenfels* (White M10), Colonel General *Doredhiel Anduerin* (Gold EM13), Mistress of Contemporary History and Geography *Raffaella Benvenuto* (Green M19), Mistress of Public Speaking *Bettina Dörrie* (Blue M13), Banner Captain (2/1) *Otto Kerchemer* (Gold M11), Banner Captain (1/8) *Felaern* (Blue EM10), Banner Captain (1/4) *Neil Lindsay* (Gold M10)

2<sup>nd</sup> Circle: Lady *Walburg Lowenroth* (Green M9), Baron of Lantruen *Iriel Canyatar* (Gold EW9), Arch Master of Evocation *Joos van Rijthoven* (M36), Banner Captain (3/11) *Vera van Pol* (Red M9), Lord *Thendain Erewan* (Gold EW8)

1<sup>st</sup> Circle: Lord *Miguelito de Belcadiz* (Blue EM5), Judge *Anke Siegumund* (Gold M9)

The Secret Craft of Dracology meets on the 22<sup>nd</sup> of each month at the Great School. Prince Jaggar will often attend meetings unless he has vital business at hand. The Secret Craft is undergoing a deep schism between its lawful and chaotic elements as to the future focus of the Craft. Lawful Dracologists want to emphasize study and understanding of Dragons and only emergency use of their powers. The Chaotic Dracologists care only for the study of Dragons other than how to defeat them and care most about the combat abilities their craft gives them. The Neutrals are nearly evenly split on the issue. The High Master, Prince Jaggar naturally identifies with the lawful side but due to the evenly split membership has remained 'neutral' even though he personally believes in the Lawful philosophy but cannot act upon it without likely tearing the Secret Craft apart. In addition to the 24 listed 'prominent' members the Secret Craft has an additional 39 members for a total of 63 members of the Craft in AC 1014. Among the prominent members there are 8 Lawful Dracologists, 8 Neutral Dracologists, and 8 Chaotic Dracologists.

# Alchemy

High Mistress: Countess of Touraine *Genevieve de Sephora* (M23)

4<sup>th</sup> Circle: Viscount of Blofeld *Rolf von Graustein* (M17), Lord *Sigmund von Drachenfels* (M18), High Master of Magic *Yuri Atropov* (M36), Arch Master of Laboratories and Experiments *Paarstalla* (M36), Mistress of Evocation *Inge Schippers* (M36), Mistress of Alchemy and Chemistry *Gabriela Mendoza y*

*Zapatero* (M22), Master of the Healing Arts *Guillaume Lloris* (M35), *William Paxton Forbes* (M34), Doctor *Margaret Mackinnon* (M24)

3<sup>rd</sup> Circle: Prince *Malachie du Marais* (M14), Count of Glenargyll *Antonio di Tarento* (M13), Baroness of Leadyl *Circe DeVille* (M14), Baron of Adlerturm *Julian Stewart* (M13), Lord *Cesare Fulvina* (M11), Grand Shepherd of Rad (Taterhill Temple) *Nicola McColgan* (M19), Master of Ancient History *Arbane Bilgrammus* (EW14), *Jakar Daron* (M14)

2<sup>nd</sup> Circle: Lord *Edgar Beaumarys-Moorkroft* (M11), Professor of Biology *Dagmar Krause* (M10), Professor of Literature *Imelda deGusti* (M9), *Johan Witkamp* (M11), *Zorasteria* (M9)

1<sup>st</sup> Circle: Lady *Monique d'Ambreville* (M8), Lady *Katya Verlien-Zirchevski* (M8), Lady *Friede Walenz* (M5)

The Secret Craft of Alchemy meets at the Great School of Magic on the 20<sup>th</sup> of each month and in contrast to the Secret Craft of Illusion and Dream Magic is one of the most ethnically diverse Secret Crafts. The Secret Craft gained much notoriety among the other Secret Crafts when it broke long standing tradition and invited into its ranks a member of another Secret Craft. Lady Katya Verlien-Zirchevski is the first dual member of the Secret Crafts in over 100 years and has led others to consider inviting members from other Secret Crafts but as of AC 1014 only Katya is a dual member. The Countess Genevieve de Sephora attends meetings regularly but is known to occasionally miss one and when she does Viscount Rolf von Graustein will preside over the meeting in her place. In addition to the 26 listed 'prominent' members the Secret Craft has an additional 52 members for a total of 78 members of the Craft in AC 1014.

## Cryptomancy/Rune Magic

High Mistress: Princess of Erewan *Carlolina Erewan* (EW20)

4<sup>th</sup> Circle: Lady *Eleesea Erewan* (EWC20), Lady *Norelia Erewan* (EW18), Lady *Bethys Erewan* (EW17), High Master of Academics *Aelrindel Ilistyl* (EW20)

3<sup>rd</sup> Circle: Count of Wylon *Franz Lowenroth* (M16), *Estelar Carnorin* (ES18), Secretary to the Grand Master *Maflarel Wynters* (EW16), Mistress of Glantrian Society & Etiquette Lady *Margaret McDougall* (M12)

2<sup>nd</sup> Circle: Viscount of Redstone *Ansel Widefarer* (EW13)

1<sup>st</sup> Circle: Propraetor of the Central Wendarian Ranges Free Province *Laylan Genlamin* (EW6)

The Secret Craft of Cryptomancy/Rune Magic is the smallest of all the Secret Craft in terms of membership. It holds its monthly meetings at the Great School of Magic on the 13<sup>th</sup> of each month. While the High Mistress will attend the meetings most of her family resides outside of the city and does not attend. Thus, monthly meetings are usually with the High Mistress and newly recruited low circle members who are often staff and students at the Great School. In addition to the 11 listed 'prominent' members the Secret Craft has an additional 17 members for a total of 28 members of the Craft in AC 1014. Finally, while the Great School of Magic is a world renown institution of education in the fields of

magic and academia it also provides spiritual education and guidance to its staff and students and has a regional Temple of Rad within its walls. All faculty members and students must attend either of the two morning services which are held one hourglass cycle before sunrise and the second an hour later at sunrise. Early morning services are led by Senior Shepherd Rafael Ramirez (Age 49, EM13, AL-L) who is assisted by the six Shepherds and eight acolytes that are assigned to the temple. Students return later in the day to the temple in between their morning academic classes and their afternoon magical studies for an hour of mantra recital and an hour of meditation. Any student wishing to speak privately with a Shepherd seeking guidance or counsel can do so during their hour of meditation.

In addition to serving the spiritual needs of the staff and students at the Great School the temple is also considered a Regional Temple of Rad in its hierarchy and oversees ten local temples in the city. Senior Shepherd Ramirez often spends his afternoons out in the city visiting the temples and consulting with each temple's Lead Shepherd. The Senior Shepherd and the Regional Temple of Rad at the Great School oversee the following Local Temples of Rad in the city:

- Citadel (see Location #1): conducts services for Army Officers (required attendance and soldiers who choose to attend).
- Ducat Precinct (see Business Quarter Location #12): serving residents of the Business Quarter and Entertainment Quarters
- Aalsmeer Precinct (see Middle Class Quarter Location #11): serving residents of the precinct as well as residents of the neighboring Port, and Entertainment Quarters.
- Aalsmeer Precinct (see Middle Class Quarter Location #21): serving residents of the precinct as well as residents of the neighboring Port, and Entertainment Quarters.
- Amaryllis Precinct (see Middle Class Quarter Location #45): serving residents of the precinct.
- Amaryllis Precinct (see Middle Class Quarter Location #72): serving residents of the precinct.
- Anemone Precinct (see West End Quarter Location #48): serving residents of the West End Quarter.
- The Anemone Precinct (see West End Quarter Location #69): serving residents of the West End Quarter.
- The Chamomile Precinct(see West End Quarter Location #15): serving residents of the West End and Port Quarters.
- The Chamomile Precinct (see West End Quarter Location #8): serving residents of the West End and Middle Class Quarters.

## 6. Alexander Platz

This large plaza is made of smooth black marble and is a favorite place for many of Glantri's elite who can often be found here enjoying a relaxing stroll. Alexander Platz sees a great deal of foot traffic in addition to those just enjoying a leisurely stroll as it is connected to both the Great School of Magic and the Parliament buildings by bridges as well as the Flammenplein in the Vlaardoen Precinct of the Noble Quarter. Both of the covered bridges to the Great School of Magic and to the Parliament Building are guarded and a proper pass is required to enter.

In the center of the plaza is the City Belfry which is actually a mausoleum containing the remains of Lord Alexander Glantri. Two large gondola landings are found on the plaza and are always busy with many private gondolas taking people to and fro as well as many transport gondolas loading and offloading, bringing goods and supplies for the Great School of Magic and Parliament.