

HOPES LOST - UPPER LEVEL

Many generations ago, the site known now as Hopes Lost was a sacred cave in Hopes Wood for one of the Khargad tribal folks that range the plains of central-southern Artemisia, mostly to the north of Lampoteuo city-state. The tribes-folk would gather on special occasions to make use of the oracle there, until one event saw something terrible happen that wiped-out all but a handful of those present. The survivors told varying tales as to what had occurred, with the only thing agreed upon being that the oracle here could never again be used, as permanently lost or destroyed. Some tied this event to the origin of the blighted areas of The Wound and Screaming Tree, each roughly 50-60 miles (80-95 kilometres) from Hopes Lost, to the northwest and southeast respectively, although no one really knows, especially as Hopes Wood more generally was apparently unharmed, or recovered quickly otherwise, and remains a vibrant tropical forest still (the place is at about 28°N latitude). A century or two later, a wandering group of Rock Gnomes chanced-upon the place, discovered something intriguingly less devastated than the tales had suggested, and sent for more of their folk, who came and settled here, to explore further. There are few Gnomes in Artemisia overall, and these Rock Gnomes have an especial talent for stone-working, both physical and magical, and a particular affinity for elemental magics.

Using their remarkable stone-working skills and magic, they opened-out and rebuilt the old caves (or what remained of them) into a purpose-built subterranean complex, smoothing the cliff-lines in the hills nearby, and creating a magnificent entrance for their new complex, retaining the name of Hopes Lost. Now, they welcome paying visitors seeking knowledge (or sometimes other things), select and train mages who choose to specialise in the elemental arts. For what the Rock Gnomes discovered here was no oracle, but instead a series of gateways to other planes.

The Hopes Lost site is in a small area of rocky hills in the northern part of Hopes Wood, best approached on the surface from the southeast, for all there are no roads, or even obvious trails, that lead to it directly. A reliable guide is advisable for seekers. There are a few Rock Gnome underground settlements nearby that help support this place, including bringing-in food and supplies daily, as there are no substantial stores kept at the site itself. It lies around 12 miles (20 km) north of Camp Ceyx, an outlying road-watch patrol site maintained by Lampoteuo on the Wood's southern outskirts, which road lies another six or seven miles further south at its closest (10-11 km). Lampoteuo City is almost 80 miles to the southwest (130 km). Nearer-by are the Orcish settlement of Hallas Hut (in another isolated jungle woodland, 20 miles to the west, 30 km), and the Rolling Thunder Khargad semi-permanent encampment, in much more scattered, scrubby trees, on the plain almost 30 miles off (50 km) to the northeast.

Locations in the complex are described below in order of encountering (outside) and in numerical sequence order underground. The map layout was determined randomly using designs on three Inkwel Ideas Dungeonmorph Dice from the Trailblazer set, with some minor adjustments. Much of the detail noted here was taken or adapted from the accompanying book for this dice set, the "Dungeonmorph Book of Modular Encounters: Delver, Trailblazer, & Voyager Edition", also by Inkwel Ideas.

LOCATION NOTES

Granite Platform: A large area of fairly flat, granite rock extends away from the cliffs at the Grand Entrance towards the southeast. Some scrubby greenery, and even a few taller trees, have colonised it over time, although nothing like so densely as the jungle that starts less than a quarter of a mile off map in this direction (under half a kilometre). While weathered in places, the surface is solid, with relatively few loose boulders or stones over it. There are signs that parts were artificially levelled at some long-past time, very skilfully.

Great Cliffs: Looming over the Granite Platform are remarkably flat-surfaced, vertical granite cliffs that reach heights of 100 feet or so in places (30 metres). Closer inspection shows these have been artificially faced and levelled with beautifully-constructed large granite blocks, like a mortarless brick wall, albeit with individual "bricks" far larger than common house bricks, if not quite "Cyclopean" in size. These fit together so perfectly, it would be virtually impossible to scale them without specialist climbing gear. They extend along both faces of the main hill here, south and east to the edge of the jungle.

Grand Entrance: A broad, rectangular entryway has been cut or shaped into the Cliffs facing south, with a huge expanse of large, white marble flagstones at its base, rising in three broad steps from the Granite Platform. While some weeds grow at the foot of the lowest step on the Platform, the marble itself is free from any such growths, and appears quite pristine. In the centre-base of the indented granite cliff-wall is a pair of white marble doors, whose faces both inside and out are engraved with geometric designs. Each door is 8 ft wide and 14 ft high (2.4 by 4.2 m). Two relatively intelligent Ogre mercenary guards, with large halberds, cloaks and some body armour, stand imposingly, one to either side of this doorway. They challenge any unknown folks as to their business here, and communicate with the interior, depending on how they are

answered, by ringing one of two cords, one white, one black, that are concealed by the side of the marble doorjamb, one pair to either side of the doors. The white cord rings the bell in the Guard Room (area 2), after which a Gnome will come to the doors to either inquire further of any visitors, or guide them inside, as appropriate. The black cord sounds the gong in area 2, which alerts the guards there and in the Pool Room (area 1). In either case, the Ogres will open the marble doors and go to stand defensively in front of the pool in the Room 1, unless instructed otherwise.

A & B. Traps By Secret Door: In common with the other secret doors in the Upper Level, this one, that provides staff access to and from the marble platform at the Grand Entrance, will only open on use of a command word to those Rock Gnomes who are wearing a **magical golden circlet**. Such circlets are typically worn concealed beneath headgear such as a hat, hood or helmet. The senior Gnome mages and senior guards are allocated such circlets, although any Rock Gnome, or other kind of intelligent humanoid with a similar sized head, may wear one and use it, providing they also know the command words that allow it to operate. The circlets give control, including animation, of the two large Rock Gnome statues in area 1, as well as the secret doors, each using a different command word. When a new wearer takes charge of a circlet, it takes the device a short time to attune to this person (in RPG terms, usually a single round of time). Attempting to open this secret door by any other means triggers its trap, depending on which side of the door the person trying to open it is. If outside the complex, a 20 ft deep pit (6 m) opens directly in front of the door, of the size indicated by the dashed line on the map, and its lid then spring back and locks in place. If the opener is in the internal passageway, a 10 ft long block (3 m) of the rock roof slams down with great force, and then returns to its normal place. Again, the affected area is indicated by a dashed line on the map.

1. Pool Room: This is an imposing entry chamber for the whole complex. Its walls are tiled with black marble, as is the large, shallow, freshwater Pool that dominates the floor area, together with its low (1 ft high, 30 centimetres) wall. The water is a further foot deep below this raised wall level. Nothing indicates where the water comes from, or how it is kept fresh. Outside the Pool, the floor is tiled with two-foot-square (60 cm) marble tiles, alternating black and white. The ceiling is a wood-panelled barrel vault, around 20 ft high along its north-south centre line (6 m), with a series of grand wooden ribs ending in buttresses fitted to marble-tiled, rock base, shaped supports, that extend from the higher side walls. All this timber is of a deep red colour, and gives a pleasantly aromatic-resin scent to the chamber, while the Pool gives a pleasingly freshwater addition to that. Just within the marble-door entrance, a pair of 10 ft high (3 m), bronze, Rock Gnome warrior-hero Statues stand, one to either side of the double doorway. Two actual Rock Gnome guards stand at the far end of the Pool, alerted by the Ogre guards. One of these Gnomes wears a concealed golden circlet that allows the animation and activities of both Statues, by use of a command word (see the notes for areas A & B for details on these circlets). When animated, these Statues will not leave the Pool Room further into the complex, nor pass beyond the upper white marble platform of the external Grand Entrance. Should anyone not wearing a circlet attempt to use the command word on the Statues, both will immediately attack that person. Genuine (i.e. non-combative) visitors to the complex will first be taken to area 2, before going any further into the complex. Magical light from the ceiling can be commanded and adjusted by a circlet-wearing Gnome for those visitors unable to see without it. A pair of 12 ft high archways (3.5 m) lead out through the north wall into a passageway connecting to areas 2 and 4.

2. Guard Room: All the areas 2, 3 and 4, and the passage connecting areas 1, 2 and 4, can be illuminated on command from their respective ceilings by a golden circlet wearer, in a manner as noted for the Pool Room (1). The walls throughout are the same kind of granite brick-work as on the exterior cliffs, except the bricks are of a smaller form, while still somewhat larger than ordinary house-bricks. The floors are rock-tiled chequerboard fashion, each tile around 2.5 ft square (75 cm), with alternating red-brown and pale brown marble tiles. Ceilings throughout are around 12 ft high (3.5 m), of flat-cut native granite. Six Rock Gnome guards are stationed here at all times, in addition to the two on-duty in the Pool Room. The senior of each pair of Gnomes wears a concealed golden circlet. A hexagonal table and six chairs are here, along with a cupboard containing various small items, including drinking vessels, plates, bottles of non-alcoholic drinks, dried foodstuffs, and spare candles for the candelabrum standing on the table. By the west wall is the gong, and attached to the wall above it, the bell, used to signal fresh arrivals from the main entrance. A closed, 10 ft high (3 m) grey marble doorway into the Cloakroom (3) is in the south wall.

3. Cloakroom: Various aromatic wooden cupboards and cabinets here are used to store spare armour and weapons for off-duty guards, along with items left by visitors, who are required to disarm before being allowed further into the complex, as well as leaving here their hats, coats, cloaks, etc. There are quite a number of items left already, some of which appear to have been here a very long time. One deep-blue cloak has a magical aura for those sensitive to such things, a type of magically-protective cloak.

4. Waiting Room: Once disarmed, visitors are escorted to this chamber, where they may sit and wait in relative comfort. A table in the centre of the room has a few local broadsheets with minor items of news, and a

leather-bound folio volume detailing something of the history of Hopes Lost in general terms. There are two grey marble doorways, that in the north wall from the passage to areas 1 and 2 is obvious enough, although the other, in the south wall, is hidden by a plain red curtain, as is the passage opening in the west wall. A pair of Rock Gnome guards are in here at all times, along with an apprentice mage, who will take details of new visitors, and then report to the Visitors' Entrance (5), before returning here. The guards usually sit in the leather chairs on either side of the curtain-covered south doorway. If necessary, they will expel unruly visitors through the secret doorway onto the Grand Entrance platform (as usual, the senior guard wears a concealed magical golden circlet to open the secret doors), and prevent any intrusion into the passage leading to the secret door to the Research Room (6). Both passageways leading further into the complex from here, to the west and south, have 10 ft high (3 m) flat ceilings, and granite-tiled floors, the tiles about 2 ft square (60 cm). Neither can be magically illuminated, although an apprentice mage accompanying any visitors along that to the south, can provide temporary magical light for those uncomfortable with navigating in the dark. Two more red curtains along this southern passage screen the turning to area 5, and the end of the passage south at the secret door there. Visitors are normally escorted to area 5 by at least one or both guards as well.

5. Visitors' Entrance: While the general decor from the connecting passageway back to area 4 remains the same here, along with the 10 ft (3 m) ceiling height, most of the walls, the doorways to the Main Corridor (8) and area 12, are hidden by a series of large, colourful wall-hangings. These tapestries depict various scenes from places that are clearly very different to anywhere on Nibirum, primarily landscapes (albeit "land" here is used in a very loose sense sometimes) showing different planes, some of which are recognisably elemental to those with sufficient knowledge. Three large wooden cabinets containing records of visitors and appointment books break this pattern along the western wall, although the only other furniture here is a large rug, a desk and chair. A younger mage occupies the chair (who wears a concealed magical golden circlet), and checks visitors' details against the current appointment book. If the visitors wish to make an appointment here instead, this can be arranged also, although the wait can be anything from minutes to weeks, largely depending on the status of the visitors (something which may refer to the importance of their reason for coming here as much as any social or financial standing). If the visitors were expected at this time, one or more suitable mages will either be here already, or will be called from elsewhere in the complex, to accompany the visitors along the Main Corridor to the Statue Room (9). Depending on events leading to this point, there may be one or more guards present as well, and further assistance is always available from the various connected chambers nearby. At need, the mage at the desk can use a command word to have their circlet fill the room here instantly with webs, except for a 6.5 ft cube (3 m) area around the desk, something that also rings a magical alarm throughout the complex, bringing assistance from all sides in a matter of moments (in RPG terms, say 1d4 rounds). In addition, any attempt by outsiders to use teleportation or similar transporting magics within the complex brings them always back to the rug in this room only (even if they started there). This is an automatic magical effect, and does not require use of any command words. Light is provided by a magical stone set in the ceiling, illuminating the whole room. The secret door into the room from the passageway transforms into an open archway, or back into a solid stone wall, on command by a circlet-wearer. It cannot be opened by any other means, beyond hacking through the 2 ft thick (60 cm) granite wall. Both stone doors from here are of white marble, and have similarly engraved geometric designs on to the main doors to the Pool Room (1), except on a smaller scale.

6. Research Room: Accessible by the secret door from the angled passageway northwest from the Waiting Room (4), or the plain grey marble door from the Main Corridor (8), this chamber has a 12 ft flat ceiling (3.5 m) with a magical light spell on it that can be turned on or off on command by any circlet-wearer in here. Walls, floor and ceiling are granite-faced, with the floor having an irregular flagstone pattern across it, where it can be seen, as most of the floor is covered by a soft, yet massive, seal-hide rug that appears to have come from a single animal. A second grey marble door on the southeastern wall leads into the Library (7), although the Research Room too contains numerous tall bookcases, filled with materials relating to other planes, planar travel, and elemental magics (including scrolls of magical protection and minor magic items). There are three desks and chairs here, and two beds, any of which may be occupied by Rock Gnome, or sometimes other visiting, mages and scholars at any time. The secret door has one stone that when pushed in about an inch (2.5 cm), will swing the door in the direction pushed, from either side. This door is about 3 ft wide and 4 ft high (1 by 1.2 m), and is not obvious when closed.

7. Library: A somewhat larger room than the adjoining Research Room (6), this has more tall bookcases, mostly around the walls, with a pair of free-standing, cupboard-like ones with glass fronts, elsewhere on the floor, two large workbenches, and a pair of back-to-back desks in the middle of the floor, each with a chair. There are no other exits except the plain, grey marble door back to area 6. The decor and ceiling are essentially identical to those of area 6 too (including the magical light spell on the ceiling), except that here, most of the floor is covered by a huge, soft, red-and-white chequered carpet. The contents of the bookcases are similar to those in the Research Room as well, and perhaps the only puzzle is why the two room names

seem reversed, judging by their respective contents, something that is due to a long-standing convention back to the origins of the complex.

8. Main Corridor: Although this is the somewhat widest corridor, at about 12 ft (3.5 m), in the complex, its name derives primarily from the fact it is the sole connection to the great planar nexus, now the Statue Room (9), which was once the innermost cavern, when this was still a natural cave system. Two grey marble doors close either end, the southeasternmost into the Visitors' Entrance (5), with two more similar doors, one to the southwest by a short passageway and a further stone door to the Staff Quarters (10), the other off to the northeast into the Research Room (6). The two side doors are plain, but those into areas 5 and 9 have geometric designs engraved into them, similar to those on the outer doors to the Pool Room (1). The passageway here is 12 ft high (3.5 m) and flat-ceilinged, with granite-brick walls, and a chequered, marble-tiled floor in the same colours as areas 2, 3, 4 and the passage connecting them. Beyond the northwestern door, the Corridor continues for a short way directly into the Statue Room, but it narrows towards that Room, such that the arched opening there is only 8 ft wide (2.4 m), and the ceiling lowers in a rounded form too, to about 8 ft as well, giving a loose funnel-shape to the whole. The 12 ft-wide stretch of Corridor between the two end doors is trapped with a powerful alarm, triggered should any creature not native to the plane of Nibirum pass through the door from the Statue Room and enter this Corridor. This causes the entire stretch of Corridor to fill completely with sand, falling from hidden trapdoors all along the ceiling, in a matter of moments (in RPG terms, say 1d4 rounds). Once the alarm is triggered, only someone uttering the correct command word in the Corridor and wearing a golden circlet, will stop this process. The Corridor is ordinarily unlit.

9. Statue Room: At the heart of the complex is this planar gateway, a circular chamber with a domed ceiling some 35 ft high in its centre, springing from granite-brick-faced walls that are 25 ft high (10 m and 7.5 m respectively). The ceiling glows continually with soft, magical light, so its nature is impossible to determine. The floor has a beautifully-made mosaic map of an unfamiliar world. The blue "seas", "lakes" and "rivers" are pieces of lapis lazuli, the browner "land" various shades of sardonyx. Five 10 ft tall (3 m), pale grey marble Statues, each on a low (8 inches tall, 20 cm), circular plinth, form a ring within the chamber, as its dominant feature. Each Statue is of a loosely humanoid figure from another world or plane. While not obvious until told or shown, all five have movable, flexible arms, long and posable enough to allow them to link "hands" with their immediate neighbour in the ring. When four of the five are so connected, the fifth Statue vanishes, and a magical mist begins swirling in the area between the Statues and within the ring, gradually thickening to near opaqueness (no more than a foot, 30 cm, of visibility) over the course of a minute or so. The mist then disappears completely, revealing another plane within the Statue ring. Anyone in or entering the ring is simultaneously both in Nibirum and that other plane, but they are able to see out into the plane, as if the Statues and the Statue Room were not there. Only the place where the unlinked Statue vanished remains as a slightly shimmering, open "doorway" back into the Statue Room. Anyone who moves beyond the Statue ring from inside the circle enters the newly-revealed plane, and may move off anywhere quite freely. However, the Statue Room's planar gate closes in one hour, or instantly should the clasping "hands" between any of the Statues be separated. Anyone standing in the Statue Room's central area when this closing occurs remains on Nibirum, and can no longer see into the new plane. Anyone who had moved beyond the Statue ring from that central area is now sealed on the new plane. For anyone standing in the Room outside the Statue ring during all this, including in the short "funnel" entrance at the northwestern end of the Main Corridor, the backs of the linked Statues remain visible throughout, with only the unlinked one disappearing, and the new plane, with anyone there, can be viewed within the central ring area, albeit with some difficulty because of the intervening Statues. Only one such gateway may be opened per day. The five possible planes are curious, quasi-elemental ones, and wading through sufficient of the research materials available in the complex, or asking the leading mages here the right questions, may indicate this probably changed from what was here originally, during the ancient event that drove away the tribal gatherings. The Statues each represent one denizen of their own plane, and the planes are: Ash (a mix of Fire and Negative Energy), Dust (Earth + Negative Energy), Lightning (Air + Positive Energy), Minerals (Earth + Positive Energy), and Radiance (Fire + Positive Energy). These, and their associated Statue, have been reported as changing at very long intervals, albeit the texts to describe this are generally thought at best ambiguous.

10. Staff Quarters: This somewhat basic room, with simple granite-flagged floor, 10 ft high (3 m) ceiling and granite-brick walls, is the Quarters for up to eight low-level and apprentice mages, up to five of whom (1d4 +1) are likely to be in here at any given time, unless required elsewhere in the complex. There are two bunk-stacks (four bunks above one another in each) on the north wall, each with a rug on the floor at their south side, and a pair of chest-like cupboards at either end of the bunk-stack containing personal items, clothing, etc., for each of the mages. These have side-handles, allowing them to be lifted away like a typical small chest, but which also have lockable double doors in one of their longer sides to allow access to their contents. A table with four chairs and a lantern is in the middle of the floor, and three tall cupboards stand against the southern and western walls. The smaller pair contain robes, spare bedding and other minor general items, while the largest of the trio has eating ware and utensils, non-alcoholic bottled drinks, glasses and an

assortment of dried foodstuffs in it. Plain grey marble doorways lie behind thick red curtains in the east and south walls, each of which leads into a granite-walled and tiled 10 ft high passageway (3 m). The south passage leads through a second grey marble door into area 11, while the eastern passage doglegs to a further marble doorway into the Main Corridor (8).

SOUTHERN COMPLEX - GENERAL NOTES

The southern part of the underground Upper Level complex is rather different to the rest in character, being in general more open, and where all the solid wall, ceiling and floor surfaces are faced with white marble. Most accessways, except those leading back north from areas 11 and 12, have no doors, simply thick, heavy curtains. Ceiling levels in all four peripheral corner rooms (areas 11, 12, 15 & 16) are around 12 ft at most (3.5 m), typically springing from 10 ft high walls (3 m) with sloping or angled segments that rise from the outer, more restricted parts of the chambers towards the inner walls, where the openings are into area 14. The central part, areas 13, 14 & 18, has a cruciform, double-barrel-arched ceiling rising to around 40 ft (12 m) from the lowest floor levels there, supported by four pillars surrounding the central raised dais where the two arches meet and merge. That central dais, together with both north and south central-end areas, are raised about two feet (60 cm) above the lowest floor level in four steps each. The four corner areas are the semi-private quarters for a single elemental expert mage, and the central dais is the quarters for the Archmage, leader of the Hopes Lost community. Magical light from the ceiling for each separate area can be commanded on or off by the four leading mages and the Archmage, including the five areas of the largest open, central area, and the two stairwells to the Lower Level (17).

11. Air Mage: The northwestern corner chamber has a pale-grey-curtained, grey marble doorway to the short passage into the Staff Quarters (10) in its north wall, and another pair of pale-grey-curtained, 10 ft high (3 m) archways lead to area 14 towards the chamber's southeast corner. Swirling patterns have been embroidered into the curtains. A large, geometric-patterned rug lies on the floor, with a bed and large pale grey painted chest for personal items and clothing in the smaller, outer area of the room. Home to the master Air Mage, who is also responsible for maintaining order and discipline among the younger mages who share the Staff Quarters. In common with the other elemental mages here, the Air Mage makes use of the Workroom (13) at times, aside from duties elsewhere in the complex or outside it. Parts of the marble walls here have been carefully painted with detailed scenes of aerial planes.

12. Fire Mage: Although differently-shaped, the northeastern corner chamber serves the same function for the leading Fire Mage here as does area 12 for the Air Mage. It is similarly appointed, except its rug, chest and curtains are fiery red, with embroidered flame designs across them, and parts of the walls show fire-planar scenes. The Fire Mage has particular responsibility for the security of the complex (shared with the Earth Mage, 16), and is proximate to the Visitors' Entrance and general entry areas to the complex from outside as a result. In addition, this location also allows the easy guarding of the northern stairwell to the Lower Level of Hopes Lost (17).

13. Workroom: A broad though quite narrow, high-ceilinged room at the top of a pair of short flights of steps on the northern side of area 14, each flight with a curtained, 10 ft high archway (3 m) at its top. It is used by all four leading elemental mages at times, with desks, tables, bookshelves and chairs that are often variable in number and placement, along with other equipment (including books and scrolls), depending on exactly what each mage may be working on at any given time. Student mages are sometimes brought here for additional instruction or as assistants, albeit generally only under supervision. Painted planar scenes decorate much of the walls, and the south wall merges into the arched ceiling.

14. Archmage's Quarters: The central, largest, cruciform part of the southern complex, this is all classed as being the Archmage's Quarters, although only the central dais serves as private quarters. The area bounded by the four central pillars around the dais can be commanded sealed or opened by the Archmage, which creates an opaque, square, magical, set of solid room walls around the top of the dais. The Archmage, or any of the four leading elemental mages, is able to open a temporary doorway in this sealed zone, if required. On the dais is a double bed, a chest, and a pair of floor rugs, all patterned in gold and white. The four 40 ft tall (12 m) pillars surrounding the dais are decorated from floor to ceiling with detailed paintings of planar entities, each relating to the element of the mage's quarters nearest to them. These paintings form something between a "Who's Who" and "Monster Manual" for the relevant plane. The four cardinal outer alcove areas here are used by the Archmage for teaching, discussions, meals and celebrations. The northern area is quite austere, with only a simple, circular white floor rug in it. The wall between it and the Workroom (13) has noticeboards with information regarding the running of the complex, rotas, teaching schedules and suchlike. To the east, between the stairwells to the Lower Level (17), is a much larger white and gold carpet, in an area generally used for meals and feasts. South of the dais' steps, a large, soft white rug scattered with comfortable cushions, forms the primary teaching and discussions area, with the wall between this area and the Archmage's Workroom (18) commonly used to make notes on with charcoal, so is rather more grey in colour

than other parts of the walls here. Finally, on the western side of the dais is another large white and gold rug, this one quite soft and absorbent, as this is an area often used for washing and cleaning. On the west wall are two semicircular steps, each with a marble basin on a pedestal on it, fixed to the wall. Gold spigots and drains are attached to both basins. The northern basin and spigots provide clean, cool, freshwater, the southern comfortably warmed water.

15. Water Mage: The southwestern corner room is almost a mirror-image of the Air Mage's quarters in the northwestern corner, except it has no exits other than into area 14, and its decoration is in shades of blue and pale purple, with watery motifs on the carpet and entrance hangings, and scenes from the water planes painted upon parts of the walls. The leading Water Mage is quartered here. The Water Mage has an especial purview over the general presence of various mystical planar and temporal energies within and around the complex, and the relative seclusion of the quarters here allows better attunement to the ebb and flow of these forces. While the Water Mage does sometimes make use of the Workroom area as well (13), most of the time they can be found in this chamber.

16. Earth Mage: Fourth of the elemental mage chambers here, the southeastern corner room is that of the leading Earth Mage for the complex, very similar in layout to that of the Fire Mage in the northeast, except for its earthy decoration and colour-scheme, and that it has no exit beyond the two curtained openings into area 14. With the Fire Mage, the Earth Mage has joint responsibility for the security of the complex, including the southern stairwell down to the Lower Level (17), although more often to be found in other parts of the complex, or outside it, rather than in here or using the Workroom (13).

17. Stairs to Lower Level (2): A pair of granite-brick-lined stairwells lead quite steeply down into the structure of the Granite Platform below the level of this upper complex, and beyond the eastern limit of the Great Cliffs outside. These can be lit magically from the ceiling, on command. The Lower Level is detailed by a separate Atlas map.

18. Archmage's Workroom: Southernmost of the chambers off area 14, this long, narrow chamber at the top of two, short, curtained flights of steps is where the Archmage is often to be found, sometimes teaching student mages, sometimes alone. The furnishings are all in white and gold, with tables, a desk, chairs and bookshelves, together with equipment of various sorts, the area not dissimilar in size and appearance to the Workroom (13) opposite.