



MAGICAL SCHOOLHOUSE

MAP DESCRIPTIONS

SCHOOLYARD

The Schoolhouse sits at the centre of a cobbled yard enclosed by an old red brick wall. The wall is covered in letters and symbols written in chalk or carved into the bricks themselves. At the front of the Schoolhouse sits weathered but sturdily constructed playground equipment. Slides, a roundabout, swings and a climbing frame are made from wood and metal, and finished with flaking colourful paint. Someone has painted the outlines of a pitch onto the cobbles, along with markings defining other childhood games. At the far side of the yard is a brick outhouse with a simple corrugated roof.

CLOAKROOM

You enter a room full of benches, with hooks along each wall. Coats are hung from the hooks, while small shoes are tucked under the benches, along with satchels and other personal items.

Magical - You notice a number of small brooms resting against the benches, each one with a brass nameplate screwed into the handle. The smell reminds you of an alchemical supply shop, musty with a hint of acidic spice.

HALLWAY

The walls are adorned with old portraits and colourful posters depicting a wide range of subjects, from historical figures to biological diagrams. The hallway is lined with wooden lockers, at one end is a cabinet full of trophies and awards. At the midpoint of the hallway are large double doors with glass windows, you can see a classroom beyond, while at either end of the hallway are two closed wooden doors.

CLASSROOM

The classroom is lit by large leaded windows, making the room feel open and airy. The walls are covered in pictures and informational posters, many of which were obviously created by students. Rows of small wooden desks fill the interior, while along each wall are cupboards, bookcases and tables crammed with items of every description. At the front of the classroom is a large chalkboard with a table and chair. A globe sits on the table along with books and papers covered with scribbled notes. Off to the side is an old piano, its keys yellowed with age. At the back of the room is a door, which appears to lead out to the rear of the schoolyard.

Magical - The air is filled with the scent of ozone and wood polish. Reference books, roughly made wooden wands and small chalkboards are strewn across the desks. A magic circle is drawn in chalk at the front of the room.

NOTES AND TIPS

- 30x45 Grid Map
- This could be located within a city, or on the outskirts of a town or village.
- I've based this on a traditional Schoolhouse but expanded the interior a little. Many Schoolhouses were simply one classroom and nothing else. I've added a cloakroom, hallway and a teacher's study/living space.
- I've added a number of small touches to hint at the more magical nature of the school. It could be a school for children of wizards/witches or magical academics. Or it could be connected to some secret magical cult.

- Use the exterior and the playground equipment to add some spice to combat. Monsters could use the climbing frame to get a height advantage. The swings and roundabout could give momentum to a charge attack. The players could use these as well, reward your players for using their environment in combat!
- There is a locked glowing door at the bottom of the stairs, if opened it leads into a new location. I've provided a door asset you can place on another map to link this map to basically any other location.
- Students could have taken refuge in the magic circle at the front of the classroom, their only protection from whatever is wrong in the schoolhouse!
- **Playground Mischief:** A band of roaming monsters have climbed the wall and taken over the playground and schoolhouse. They could be goblinoids, Kobolds or some other mischievous band of creatures. Imagine Gremlins from the Gremlins movie! Use the playground equipment heavily in your combat!
- **Mud and Clay:** The teacher has collected clay from near a local magical university. The students then created mini golems from this clay. Unfortunately, the clay is infused with wild magic and things have got dangerously out of hand. Start off with lots of weird little golem mobs and have them fuse together at some point to make a larger enemy.
- **Scent of Love:** A student has created a potion that smells like the pheromones of some dangerous extradimensional creature. Attracted to the potion (stored in a classroom desk), these creatures 'protect' the classroom and fight each other for dominance. Have your party fight their way into the classroom and remove/destroy the potion.
- **Forbidden Door:** There is a door that shall never be unlocked, it's located down the stairs in the Schoolhouse. A student has opened it and something has come through and taken them. Now minions of this creature infest the school and its grounds. The student must be rescued, they are probably a relative of some rich patron.

VARIANTS

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