

Myrddin Emrys College

Design document

2021



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Outgame

Intro

Myrddin Emrys College is a four-day LARP school specialized in higher education for witches and wizards from all over the world. LARP, or more commonly known as Live Action Role Play, is a form of improvisation theater in which every participant gets to play a unique role. What makes it even more special is that there are no spectators. Everyone you see, makes a part of the story. The location for this grand event is at a Belgian castle.



LARP

In this hobby you play a character with its own personality, needs and dreams. Larping allows you to be a completely different person for a limited amount of time. That's the roleplay part everyone knows, but "Live action" means that you play it out right here, right now. A LARP can be packed with action, adventures and mischief. Some scenes are prewritten, while most are pure improvisation. That's the beauty of LARP, you never know what is going to happen next. Think quick, act quicker and remind yourself to have fun! Be creative, be free and dare to say 'yes' during a LARP and you'll have a once-in-a-lifetime game.

You can follow the character sheet or change some things to your liking. Seek out people who have interesting personalities to fit your ideas. Find foes, friends and allies that might be interesting to your play. It's a school, there are peers, find them! This can happen before the LARP or during the workshops. Just remember: Don't feel intimidated by already established relationships between characters. By emerging in the play you'll build more of them than you can ever imagine and maybe those you've previously wished to play out completely disappear.

There are LARP's that last a few hours and there are those that might last up to a week. Almost all of your time is spent as your character - or as we call it: IN GAME. Longer LARP's can be quite exhausting, but that doesn't mean a 1h session can't be just as intense. The only time spent out of character are personal breaks - if you feel overwhelmed-, during out game discussions of a scene with another player, or at nighttime. We're not barbaric, even larpers need their good night's rest. So please, take care of yourself and sleep for at least 6h/night. Or less, your choice. But don't bother other players during nighttime. Living as your character 24/7 can be emotionally and physically draining. Talk about it with other larpers if you need and realize these emotions are valid, real and normal.

LARP uses props, scenery and costuming as a way to make it feel as real as possible to the players. Go wild with your costumes or just put on a dress shirt and pants. It's just an extra way to give your character more depth and personality. Props are also a way to express yourself as a character - if you want a tree hugging witchard, you better have leaves stuck EVERYWHERE or some weird-ass familiar that looks like a branch with googly eyes. More about that later in this document.

It's an everlasting, changing game that can be played by all ages and people. Just see it as a grown-up way of play pretend, only way more awesome!



Rules & guidelines

A LARP requires some rules and safety recommendations to run as smoothly as possible. That is why a few things are listed that make the game a safe, open environment for every player. If there are any issues with anything or anyone, please contact the organisational staff.

Castle rules

- Not allowed to smoke or use any other fire indoors. Please do not use an overload on hairspray or spray deo in the rooms due to sensitive alarms. We will find you, and we will not kill you, but we will not be happy as it will cause the game to a time out.
- Not allowed to go beyond the fence at the end of the grounds. This will result in a police visit and will end the event!
- No vandalism! We have permission to dress the location, but not ruin it. You clean what you draw on the floor yourself.
- No fake blood/ink allowed inside the castle! Use a pencil, pen or your specially received quill.
- Treat the castle with respect, shut the door gently behind you, extinguish lights when you leave a room as last player... Shortly, don't do here, what you don't do at home!
- Treat the castle STAFF with respect. There will be several people at work during the LARP and we should be considerate of them. (They understand French, and also some English if there is a problem).
- The grounds are part of the playfield, but please be considerate of the wildlife, plants and surroundings.
- Some rooms are strictly off limit. A sign/Skull will tell you not to enter them. This is not an ingame thing, these rooms are reserved for hotel staff or organisers and are forbidden to enter.
- If your shoes are too dirty, please remove them before entering the castle.
- If you break anything in a classroom, tell the organisation about it and we will try to clean it up. If you destroy castle property, a fine will be put on you. Furniture is from the castle, please be gentle.
- You can use your own cup for having a drink, please do not clutter your dishes around.
- No late night parties, early sleepers and our neighbors hate them! Plus, allow the organisation to get some rest.

Game rules

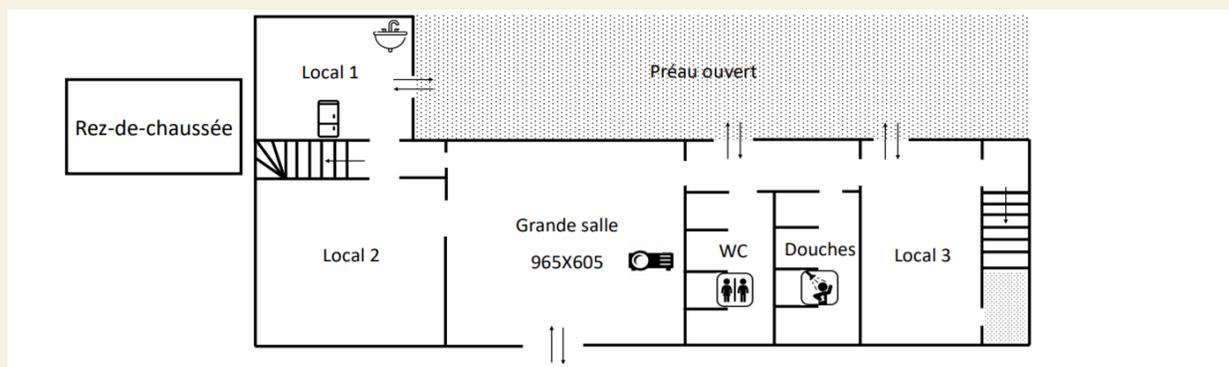
- Be respectful towards one another: Be quiet from the stairs up and leave each other's stuff alone. If you manage to lose something, this is your own responsibility. Try to solve any communicational problem in peace.
- If you break your wand, you can repair this yourself in the outgame room.
- When a fist is raised, be quiet and stay quiet!
- Potions need to be safe! If you are unsure/allergic, keep the lid on and pretend to drink.
- Props need to be safe to use, sharp objects are not allowed!
- Time freeze: Close your eyes and start humming, there is a problem that needs solving.
- Time in: Everyone plays as their character, time out: game stop.
- NO alcohol! If you want to use this in-game, you can only pretend!
- If you want to leave the event, let the organisation know. We don't want to host search parties or have unneeded emergencies.
- People in brown cloaks are invisible, these are volunteers setting scenes or NPCs moving around the area.
- If you want to host a club event or need a space for a story, ask organisers the how-what-where.
- The NPC bunker is OFF limits for players, ring the doorbell if you need to see someone specific.
- Respect dining times, seriously. The castle staff works in shifts to provide everyone with plenty and warm food.
- Leave props where they belong, unless a teacher asked you to fetch it. Do not take anything from the decoration, we worked hard to get the castle decorated and some people use personal items.
- Minor game changes (like f.ex. making a friend) should just happen naturally. If you would like to make bigger ones (such as summoning a demon) you should request and discuss with the organisational team. They will help you fit your idea in the program and/or with the needed setting. If you are unsure whether your game change is a small or a big one, don't hesitate to ask!

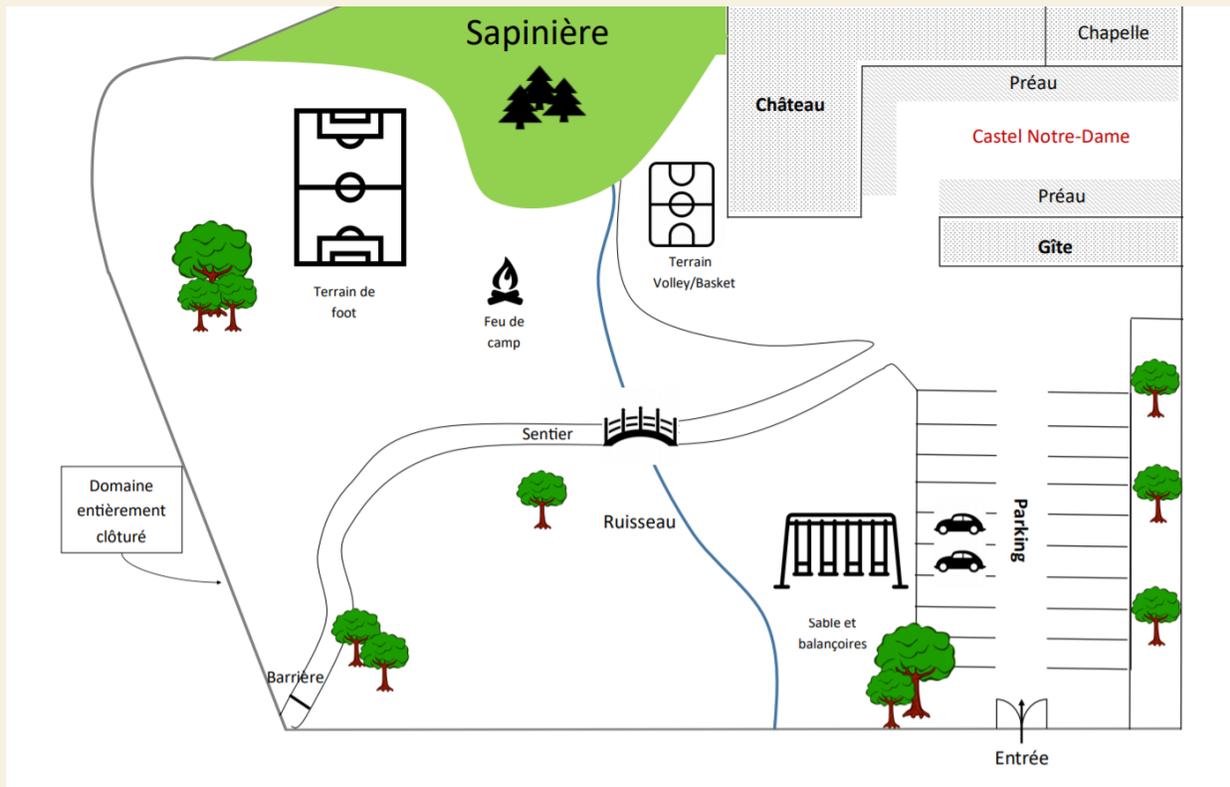
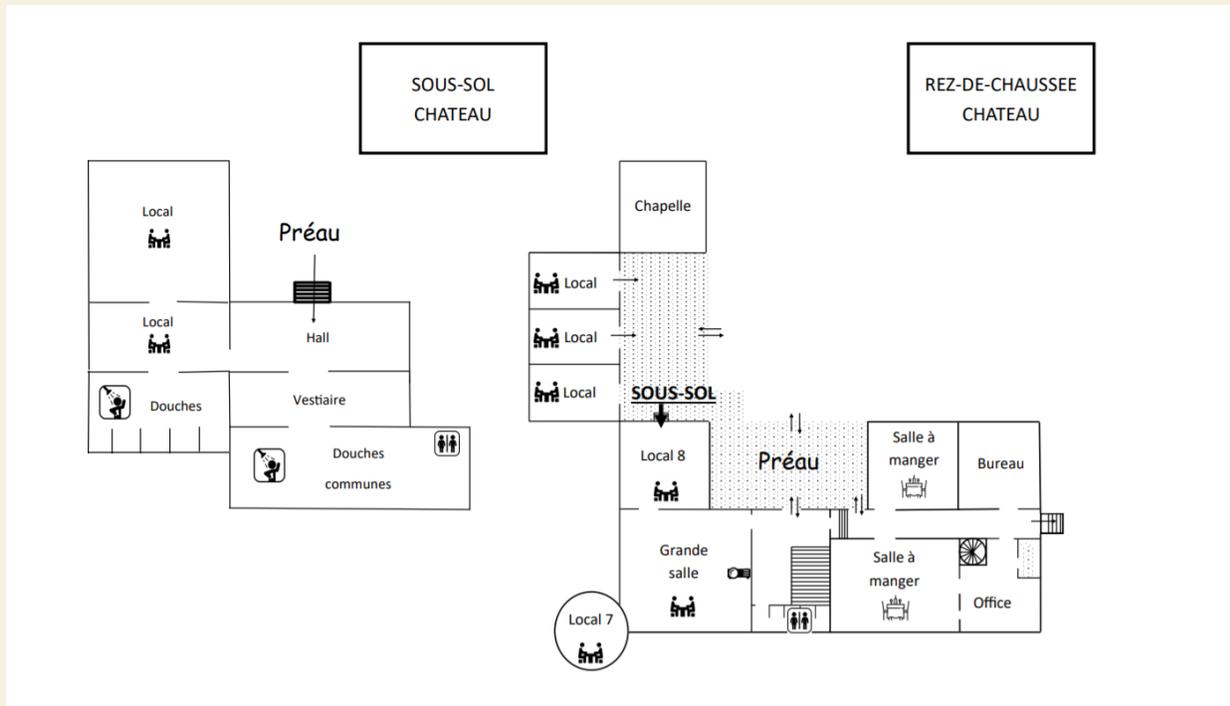


Safety guidelines

- If you feel uncomfortable during a scene, say “Cut” and leave. This signals other players that you’re no longer part of this.
- Take care of each other. If someone seems distressed, ask them outgame: “Are you ok?” A quick nod can answer this question. Please aid people in need or find organisation or medic staff for help.
- Consent is key. Ask before doing, don't assume things. No means NO. Do not force other players.
- Sexual harassment = immediate expulsion from the LARP and police investigation. We will not take this lightly and hear both parties. Make use of the whistle if you feel endangered.
- Guard your own boundaries, don't feel forced to do something you don't want to. Triggers can happen and we want to protect you.
- Medical assistance is provided by people with a red cross badge. If you need emotional assistance, look at the list of organisational staff to see who you can go to. If an issue is too severe, there is a hospital you can be brought too. If you have a light emergency (hygienic pads), see an organizer. This is emergency only, please bring your own if you expect your periods to arrive.
- Emotional problems: Again the crew can aid you with this. You can ask them or retreat to your room for some time-out. Protect yourself from getting in too deep. It is okay to have some time alone.
- The food will have a list of ingredients for people who have allergies. We won't be checking what you are putting on your plate, so check the labels please. In case of severe reaction you will be brought to the hospital immediately!

Ground map





Accomodations

Rooms will be assigned at the castle once all players have signed up. We will take in consideration to separate boys and girls, and those who have medical conditions or special needs will be held in account during our room dividing. In the rooms you will have a pillow and a blanket, please bring covers yourself. You may bring a sleeping bag and a pillow cover instead. Most rooms have bunk beds. There are no showers in the rooms but there are several showers located on different floors. Same goes for toilets. Your rooms will be announced at the castle itself.

Meals

Will be consumed in the dining hall in two different shifts of about 30min each. Schedule will be posted prior to the game and will be announced at the doors of the dining hall. If you have no business in the dining halls, please leave your spot so everything runs smoothly. The meals are a walking dinner, so you can take whatever you like. Vegetarians and people with dietary restrictions or allergies will be taken in account but keep in mind we cannot provide anything that requires special handling, you are allowed to bring your own items and we can prepare them in the kitchen, make sure you tell us in advance!



Transport

Parking spots are very limited on the castle grounds and are primarily meant for staff. Everyone who arrives by car will have to park nearby on the streets and walk the remainder of the way to the castle. Leaving your car is at your own risk. We have an option for a bus ride from the nearest train station to the castle. The times for the bus will get announced by e-mail before the start of the event– so check your inbox regularly – or through a Facebook message on our page. The ticket fee for the bus will be €20,00 (incl. the ride to and from) per person.



Pack list

What's provided:

- Full board lodging in a castle
- Food from dinner on Friday to lunch on Monday (water, coffee and tea available throughout the day)
- Four days of entertainment in a fictional setting
- Insurance throughout the event
- Introduction workshops
- Rented cloak and tie
- Nametag
- Textbook and quill
- Free Wi-Fi

What you should bring:

- Acceptance letter and permission slip. (minors only)
- Wallet with i.d. and payment methods
- Cellphone and charger
- Clothes that fit your character
- Formal clothes
- Comfortable in- and outdoor shoes
- Pajamas and sleeping bag/bedsheets
- Toiletry (towels and flannels, soap and shampoo, sunscreen, deodorant, make-up, handkerchiefs and sanitary towels)
- Medicine (temporary/permanent)
- Your personal wand
- Your personal drinking cup
- Flashlight
- A nice suitcase to fit all of the above
- (optional) An in game bag for your books.

What you could bring:

- Drinks (non-alcoholic) and snacks
- Props (wigs, contacts, latex prosthetics, hats, potion bottles, inanimate pets...)
- Recreational items (games, instruments)
- Room decorations

Props & costuming

As we are stepping into a magical world that is quite different from our own, you would expect some oddities in fashion sense. Witchards require a whole other wardrobe compared to your average Mundane. Of course some witches and wizards do like the Mundane clothes, some have a more... extraordinary sense of fabulousness.

The students may wear any attire that is fit for a school environment. You may adjust this to your character's liking and show their individuality as much as you like. Be aware that inappropriate clothes might make you lose points if a certain teacher hasn't had their morning coffee yet... Formal, casual and athletic clothes are also useful to bring, as after-school activities are available.

For teachers, anything goes. Try and keep it semi-professional though, unless your character is not the type to walk in between the lines of modesty. Teachers will have to bring their own costume.

For NPC's there are some costumes available but we ask to bring a few different ones of your own as well. We will have to ask for a variety of characters so bring anything that might be of use for yourself or more people. Don't forget to tag your outfits so they won't get mixed up with ours. The people having a volunteer role will have a cloak available that functions as an 'invisibility cloak' to run around unnoticed.



Playing style & tips

This LARP is mainly focused around story and experience rather than levels and points. The ultimate goal of this game is to have a great time and explore the world with your character. There is no 'winning' the game. No character is flawless and is very human in their own way. Feel free to explore your character as much as you want, engage with others to create your own adventure. Besides the regular schedule there is no set plot for the LARP, some things are shaped by what happens during the game, making each game unique.

Communication is key in games like these. Having pre-LARP talks with people about what they are comfortable with is very important. Get to know each other a bit before you jump into an emotionally loaded situation. If anything happens and one person is uncomfortable, talk. Communication is very important in story and emotions can run high. Self-care should always be taken into consideration.

Some tips for people unfamiliar with this playing style:

- Talk to characters who seem not engaged in a busy plot. It might drag you into a thrilling story.
- If you ever find yourself stuck, just walk around and seek a group of people. Observe, maybe engage when you feel you could pipe in. Same goes for classes.
- When you don't feel like you fit in a scene, leave and find a new one. Or create a new one somewhere else.
- If a teacher or NPC asks you to come with them, you tag along. They are there to create play and since they need you around, it's obvious your character is about to get either in big trouble or face some epic story...
- Saying 'yes' can be interesting if it fits your character. You are living their life, enjoy it.
- For the villains among us: Be sneaky but not too much. It's no fun if your secret ritual gets unnoticed and you get away unpunished... Tell people about it pre-game so they can stalk you, tell a teacher there might be something going on, lose your note with meeting hours on it,... Unless said scene was merely to get some personal plot going.
- Some people feel more at ease with having small 1 on 1 moments. Teachers, NPC and some students are always up for a little chat about serious issues.
- Don't like it? Change it. The character is yours to play with and you are here to have a good time!
- There is not a single thing that is 100% true in this world. If your character thinks differently about something or thinks the other person might be interested in a different view: speak up! It's more interesting to hear another side of a story. Also, if you are not sure if you're right: Make stuff up! Anything can happen with magic, as long as you sound confident and schooled enough about it, people will listen and play up to it.
- Join a club – likeminded characters are fun to play with!
- Make up a story about a mysterious prop, sending you and your friends on a quest for information. Leave around small notes with secrets on them to keep the gossip flow vivid. Ask for a letter from your parents to be delivered, making you break into tears or utter joy. Creating play is key in large games.

Spellcasting

There's no magical college without casting magic.

All players should have a personal wand - this will not be provided by MEC but there will be spares to lend out if any get lost/broken.

Spellcasting in LARP has some rules to make it easy to use for everyone. The practical side will be explained during one of the many pre-LARP workshops on the domain.

The one who receives the spell decides if it works or not. If you cast 'Immobilis' to a fellow player, it's up to them to be completely paralyzed, have their legs give up on them or nothing at all. It creates a lot more possibilities for fun play if your character is amazing at spells and suddenly they seem to fail... What happened? It's up to you to play.

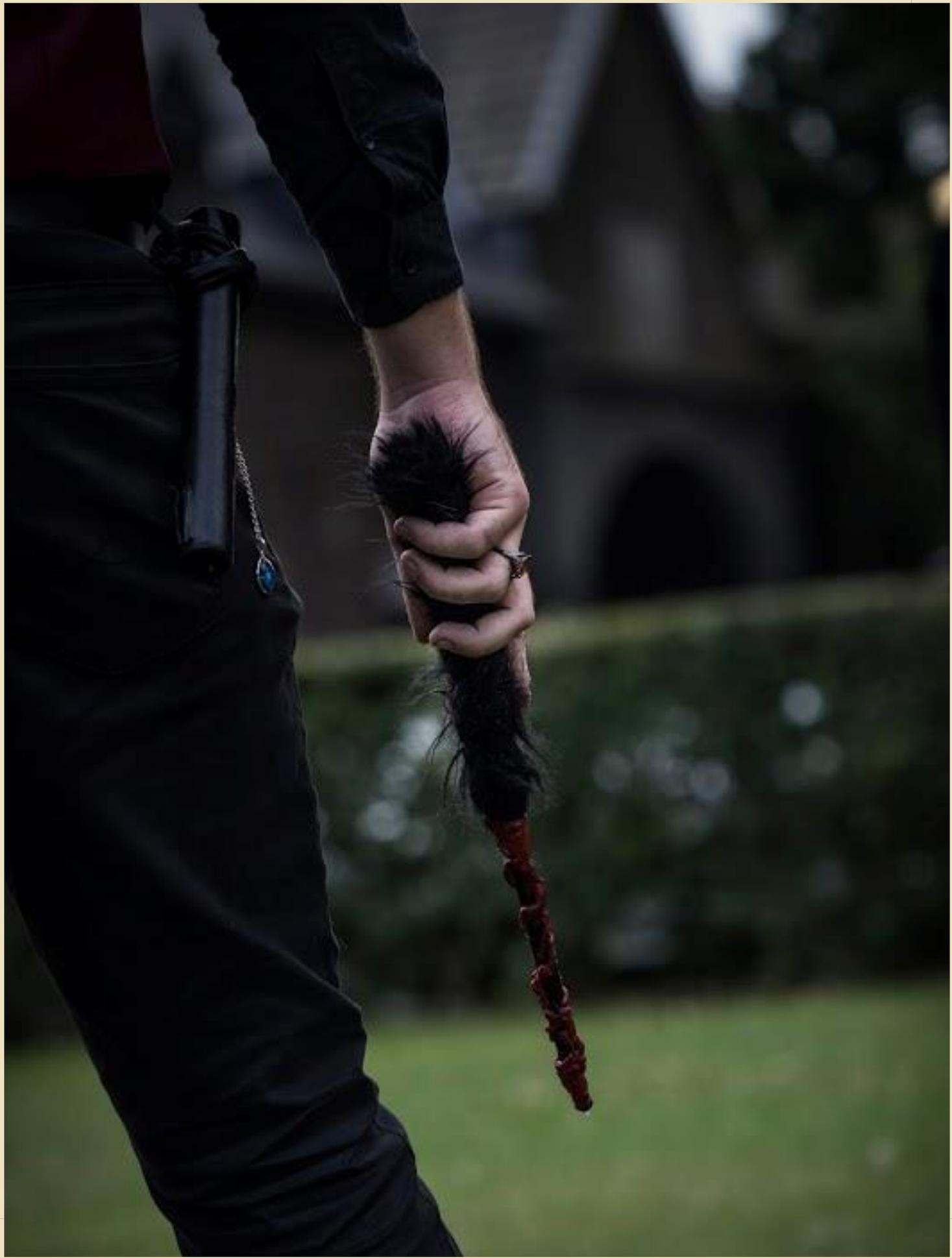
As a student, you will not be able to hex teachers by casting a spell. Cursed letters will have their effects but in battle, you WILL ALWAYS lose against a teacher. NPC's are not immune though...but beware, they have their own kind of magic.

You shall not use a spell TWICE in a battle. Of course battles are not allowed on school grounds and will cost you points, but if you are about to engage in battle with some dark witchards attacking the school, you should know that you cannot cast a spell twice. Be creative. "Immobilis" and "Paralisius" have pretty much the same effect but will not be seen as a doubled spell. "Solaris" (light spell) and "Solaris Maxima" (big light spell) won't either. Noticing double spells equals a loss for said player. You lose if you use the same spell twice or are out of ideas. Carry the defeat with dignity.

If you are using a spell which effects are not obvious, you must tell your fellow player what the effects will be. "I will make sure you keep silent" and then casting "Mumbelitis" makes it way easier to play.

Casting a spell with just pointing your wand is no fun. MOVE. If you're using "Mobilis" to move a player to one side or another, move your arms/wand in the direction you want them to go. Offensive spells need bold, striking movements while defensive spells need crossed arms or flinging away the spells to the side of your body with your arm and wand. If you want to affect a certain body part, point your wand to that specific body part (for example: left leg) so the other player knows you're going to cast a spell there and can act it out accordingly.

No Harry Potter spells. Copyright ghoul's might attack you if you do and we hear them. A slip of the tongue is easy, but please try to make your own versions of it. We are using the same spellcasting as College of Wizardry with permission. For more information, please watch next video: <https://tinyurl.com/spellcasting-mechanics>



Player schedule

First day: Pre-game

- 14:00 Players arrive and are checked in (the bus arrives around 14.00).
- 16:00 Player workshops in groups
- 18:00 Dinner in two shifts
- 19:00 Players get into costume and leave the castle
- 20:00 Sorting Ceremony + preparation house initiation
- 21:00 House initiation
- 21:30 Prefect + head boy/head girl elections
- 23:00 Students free time
- 00:00 Curfew.
Students should be in their beds
- 01:00 Outgame sleeping break for everyone

Second day: First day of class

- 07:00 Breakfast in two shifts
- 08:15 Important messages
- 08:30 Break (players can still get ready)
- 09:35 Lesson block #1
- 10:25 Lesson Block #2
- 11:15 Lesson Block #3
- 12:00 Lunch in two shifts
- 13:30 Lesson Block #4
- 14:20 Lesson Block #5
- 15:05 Break (15min.)
- 15:20 Lesson Block #6
- 16:05 Important messages (end of school day)
- 16:15 Students free time
- 18:00 Dinner in two shifts
- 19:00 Students free time
- 00:00 Curfew.
Students should be in their beds
- 01:00 Outgame sleeping break for everyone

Third day: Last day of class

- 07:00 Breakfast in two shifts
- 08:15 Important messages
- 08:30 Break (players can still get ready)
- 09:35 Lesson block #1
- 10:25 Lesson Block #2
- 11:15 Lesson Block #3
- 12:00 Lunch in two shifts
- 13:30 Lesson Block #4
- 14:20 Lesson Block #5
- 15:05 Break (15min.)
- 15:20 Lesson Block #6
- 16:05 Important messages (end of school day)
- 16:15 Students free time
- 18:00 Dinner in two shifts
- 19:00 Students free time
- 00:00 Curfew.
Students should be in their beds
- 01:00 Outgame sleeping break for everyone

Fourth day: Exams and graduation

- 07:00 Breakfast in two shifts
- 08:15 Important messages
- 08:30 Break (players can still get ready)
- 09:35 Lesson block #1
- 10:25 Lesson Block #2
- 11:15 Lesson Block #3
- 12:00 Lunch in two shifts
- 13:00 Announcements, house cup, graduations and photo opportunity
- 15:00 Structured debrief and goodbyes
- 16:00 Players get time to pack
- 17:00 The bus leaves

Teaching Plan

Year 1					
Path Time	Paladin	Artefactor	Sage	Beastmaster	Alchemist
09:35 – 10:20	History	Runes	Runes	History	History
10:25 – 11:10		Spellcasting	Spellcasting	Herbology	Herbology
11:15 – 12:00	Magical Def	Magical Def	Astrology	Astrology	Magical Def
13:30 – 14:15	Beastology	Meta Magic	Divination	Beastology	Meta Magic
14:20 – 15:05	Spellcasting	History	History	Spellcasting	Spellcasting
15:20 – 16:05	Alchemy	Artefacts	Magical Def	Magical Def	Alchemy

Year 2					
Path Time	Paladin	Artefactor	Sage	Beastmaster	Alchemist
09:35 – 10:20	Magical Def	Magical Def	Astrology	Astrology	Magical Def
10:25 – 11:10	History	Runes	Runes	History	History
11:15 – 12:00		Spellcasting	Spellcasting	Herbology	Herbology
13:30 – 14:15	Spellcasting	History	History	Spellcasting	Spellcasting
14:20 – 15:05	Alchemy	Artefacts	Magical Def	Magical Def	Alchemy
15:20 – 16:05	Beastology	Meta Magic	Divination	Beastology	Meta Magic

Year 3					
Path Time	Paladin	Artefactor	Sage	Beastmaster	Alchemist
09:35 – 10:20		Spellcasting	Spellcasting	Herbology	Herbology
10:25 – 11:10	Magical Def	Magical Def	Astrology	Astrology	Magical Def
11:15 – 12:00	History	Runes	Runes	History	History
13:30 – 14:15	Alchemy	Artefacts	Magical Def	Magical Def	Alchemy
14:20 – 15:05	Beastology	Meta Magic	Divination	Beastology	Meta Magic
15:20 – 16:05	Spellcasting	History	History	Spellcasting	Spellcasting

Organisation

This select group of people are passionate volunteers who have been preparing the LARP all year long and who will guide the event all the way from build-up to break-down. They are divided into different teams such as PLOT, CREA, NPC, PR and LOGISTICS. Everyone has their own subject to focus on before and during the LARP. There will be pictures of the staff in the time-out zone, so that you know who to address about certain questions. You might as well happen to catch these people in-game. as they work best in the middle of the action and want to share the fun together with you!

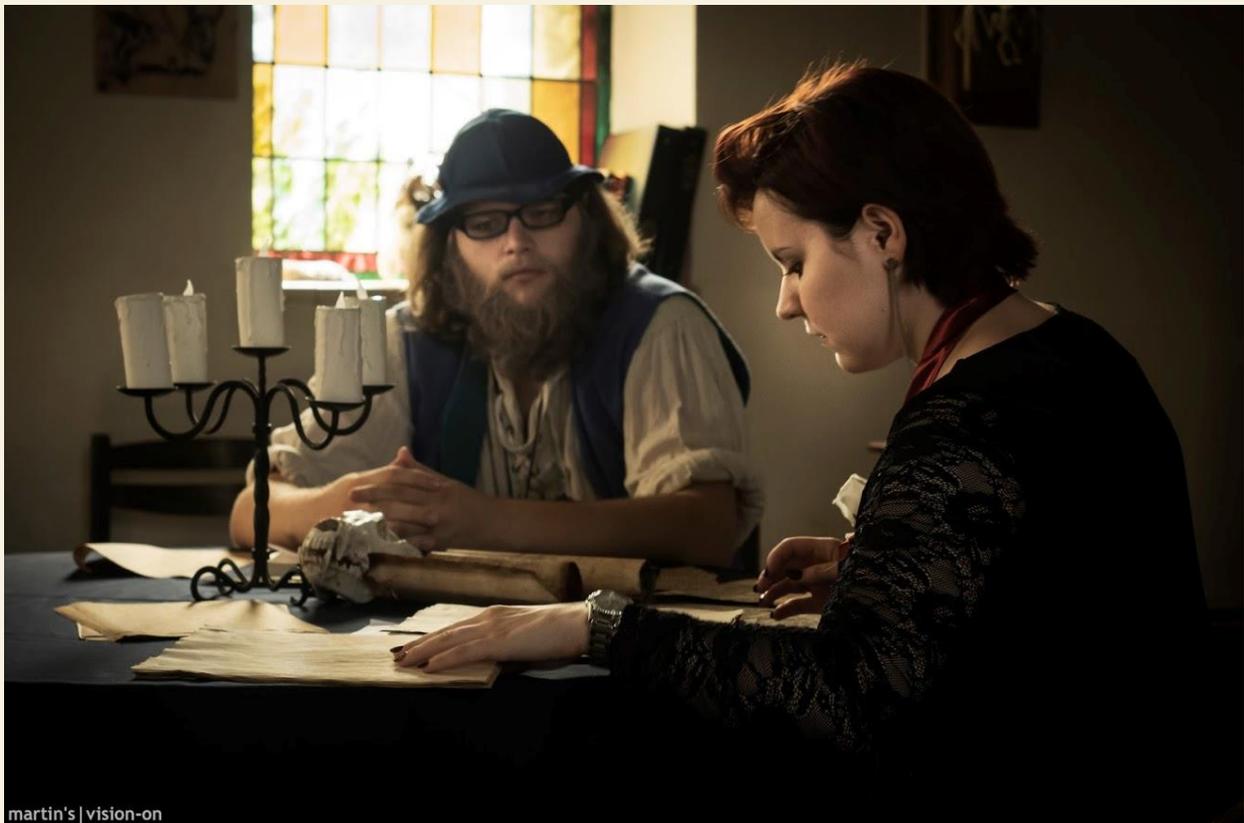
The last people you may come across are the hotel staff. Please do not bother these people as we are guests, act accordingly and let them stick to their own tasks around the castle.



NPC

People who NPC are a vital part of any LARP. Without them, there would be a lot of running around aimlessly and no interaction. You will not be asked to play one or another character exclusively, we will switch depending on the demand. As an NPC, your role is to engage and challenge. You will take on several character roles, small supportive roles who can make a huge difference in a player's game. Your goal is supporting the player's storyline, not the other way around. Cause chaos, give them riddles to solve, go to the player with a problem your character is facing, tell them stories so they can explore...

You will also be used during classes or requested scenes. Give it your all when performing as a certain character. One NPC has several characters they will have to play and sometimes they will have to follow a scenario coming with it. As we have a few costumes available, you may use those. The NPCs are asked to bring a few basic costumes such as white classic clothes (for ghosts), adventurous looking witchard gear or any costume that may be useful. If you have a full blown merman or cyclops laying around please bring it! An NPC can change their character multiple times a day to fit the situation. This job requires some fast thinking and creative acting.



martin's | vision-on

Volunteers

Volunteers are those who make sure everything runs smoothly. People who set up the rooms, do the lighting, makeup, costume aid and little tasks like taking care of someone who needs medication or supplies to fix a broken prop. You will have instructions to deal with problematic situations, don't worry. You will wear a cloak that will make sure you are not disturbed when running around in the castle.



The magical universe

A universe without magic is hard to imagine, but at some point there was magic without a universe. Yet, at the beginning of time, our universe came to be; filled with magical happenings and entities. When our planet was formed millions of years ago, it eventually became inhabited by life. Among this life were lifeforms that showed signs of magic: plants, creatures, and later: humans.

Humans blessed with the power of magic were a very rare mutation originally. This weak mutation was originally not even hereditary, but over time humans evolved. As humans became sedentary and started perfecting language, knowledge started going viral and magic itself became more refined. Societies and eventually large cities started forming around the world, each of them under the influence of magic, which played a vital role in the daily life of everyone. With this came knowledge and reason, and a fear for what could not be explained. Magic surpasses the comprehension of all humans to have ever lived, even modern magicologists. First hints of fear started becoming manifest in the Roman Empire and would later influence how the Mundanes perceived us. Wizarding communities became a thing in the mid-medieval period and gradually became more closed and hidden throughout the late middle ages, when witchards became actively sought out and prosecuted. Although witchards had always tried to keep a firm grip on politics, they could eventually maintain their grip no longer.

In the 16th century, when witch hunts became a harsh reality, Andreas Vesalius and his 4 successors created the Myrddin Emrys College, a safe haven for young witchards looking to master and train their skills. Meanwhile, the world was becoming exponentially smaller, and witchards from around the world came together to find solutions for their problem with the Mundanes. Near the end of the 17th century the International Statute of Secrecy was signed by representatives of many nations. Debate over the exact execution and evolution of the Statute would rage on throughout the centuries and is still ongoing. It was especially strong during the Mundane World Wars, during which the ethics of giving up our neutrality to help out the Mundanes were heavily discussed, and modern findings keep challenging the letter of the law up to this date...

Faery world/ Alfheim

Not much is known about the Faery world as not many have been able to document it.

The time in Faery works different than that of our own human world, as one hour would pass in Faery, years would have passed in the human world. This is the reason why human wizards never go to faery, those who have had returned to find their loved ones deceased and their world changed. Some Fae will try to persuade humans to follow them to Faery, this however is a one way ticket most of the time.

Faery is ruled by King Oberon and his wife Titania, as far as known they have one descendent. How the faery world looks however is still close to unknown, those who did return from visiting it all described it different. This left us to believe the Faery world to be so big that two people would almost never see the same location. Fae themselves often just describe it as "Beautiful".



Muspleheim/ Hell/ Xibalba

The underworld as many other realms it has many names. It is home to the demons and some spirits.

For a demon or spirit to escape this plane of existants is tricky to say the least, that does not mean it has not happened before. The ruler of this realm changes almost constantly, currently it is said it be Hades, a demon portrait by Greek mythology as a god of this realm. This is not completely incorrect as the strongest rules is the only rule in the realm. It is sometimes possible for humans to conceive children with demons, though this is very rare and hasn't been reported to happen for centuries since it is only possible through rituals that are unknown to the common witches and witchards.

Svartelfheim/ Dark faery world

The polar opposite of Faery, a land covered in grim darkness as far as the light can see.

Svartelheim is said to be uninhabited for several thousands of years if not millennia, as it fell in the two-thousand year war between light and darkness. This was an attempt by the dark Fae to take over the Faery world. They eventually lost the war and their race went nearly extinct, not much later dark Fae were never seen again. However we can never be sure if the dark Fae are truly extinct.

Time in Svartelfheim works to the opposite of Faery, meaning that one hour in our world would be years in Svartelfheim. In the early 1600's this would be used as a torture method, invented by W. Rouge. He would cast a spell on a small room placing it temporarily in Svartelfheim, this would resort in the person inside the room to feel like it was stuck for months while in reality he was only missing for about 10 minutes. The appearance of this realm is also unknown as the only thing humans see in this world is complete darkness.

Helheim/ Asphodel Meadows/ Irkalla/ Purgatory/ Yomi

The realm where ordinary souls are sent to live after death. Though this realm has not officially been discovered, it is believed that spirits that wander around the other realms come from this place. Most of them however have little to no memory of it.

Some tales speak of it as a dark, dreary cavern located deep below the ground, where inhabitants were believed to continue "a shadowy version of life on earth". This realm of the dead seems to have geographical continuity with this world and certainly cannot be thought of as a paradise to which one would aspire, nor can it appropriately be described as a hell in which one suffers retribution for past deeds; rather, all deceased carry on a gloomy and shadowy existence in perpetuity, regardless of their behavior in life.



Jotunheim

This realm is nothing more than a complete myth there has been no evidence it exists other than a few found artifacts that could be linked to the tales told about this realm. No evidence has been found that actually links these artifacts to the existence of the realm.

Nifelheim

A very deadly realm, were the rivers are poisoned and the air is thick and hard to breathe. There has also never been life documented here. There are some tales about a castle housing a library with in the middle of it: the shouting kettle, this library houses the biggest collection of knowledge in all the realms. Unfortunately it has never been found.

Vanaheimr/ Arcadia/ Summerland

The magic realm, this realm is very similar to the human realm where witchards and humans live together. However, after the Mundane started witch hunting the witchard started going into hiding and some migrated to this realm, the biggest difference is the fact that different kind of magical creatures from all different realms also live here. This made this realm a lot more dangerous to live in. Even though witchards were very capable to defend themselves. Some creatures like dragons were just too dangerous to deal with on a daily basis. So witchards started to migrate back to the Mundane world living there in secret. This realm is very accessible at all time.

Asgard/ Annwn/ Garden of Eden/ Heaven/ Kolob/ Nibiru/ Olympus/ Takama-gahara

A completely mythical realm that was invented by the Mundanes, however studies has shown that there are in fact more realms that simply have not been documented before. This is why we have adapted this Mundane invented realm, this myth was invented by the Mundane after witnessing magic use. As they are unable to comprehend what happened they immediately started seeing magic use as miracles performed by gods , so they would start telling tales of godly realms and the gods that live there.

Mundane world

We all know the Mundane world as the non-magical, however even the Mundane world has magical properties. Such as atlas which was once Atlantis before being rediscovered. Caelum a city that floats above the clouds far beyond where Mundane can reach. And of course the magical schools where young withes and witchards learn magic well. Of course this realm normally doesn't house magical creatures, but around places like magical schools or societies these beings tend to show up.

Magical Places

Kalahari city (South Africa)

This city lies within the Kalahari desert of Southern Africa. The origins of this town are unknown as it is very reclusive and visiting it is near impossible without a guide. In 1885 the Mundane William Hunt ventured very close to the city, but by the illusionary powers all he saw were rubbles and ruins of an ancient city. Ever since, no Mundane has been able to find it. It is stated that within this city the strongest and most powerful among the illusion mages live or have lived. They seem to have found ways to not just cast illusions on someone, but truly warp the reality of someone so that the illusion never fades. Even witchards aren't just allowed within the city. You have to be invited by a person of power of the city itself to gain entrance. Another rumour states that those who enter the city, simply do not wish to leave, cause it contains all the knowledge they wish. The **Kalahari city** is said to be as old as the pyramids.

Corrupted Gardens (African Jungles)

This place is not so much a city as it is a hidden village deep in the jungles of Africa. Although most witchards have heard of it again only few have seen it, for even when people find it... most seem not to survive the encounter. The **Gardens** are known for their highly questionable experiments and their high level use of voodoo, it might even be the truly last place where voodoo is practiced. The name of **Corrupted** stems from the blackened desecrated ground, that seem to whisper the names of those who walk them. According to many tales the gardens started out as a place of worship towards Baron Samedi. The leader of the **Gardens** always takes up the name of Baron. Its current leader is a man named Baron Bayode. There seems to be a hierarchy within the **Gardens**, the names of these ranks have so far eluded everyone except for the occupants of the **Gardens**. The age of these gardens is unknown.

Peruvian city of Embora (Peru)

Deep within the jungles of Peru there is a magical city, said to contain all the historic secrets of the world. No Mundane ever went there though witchards can go to the place. It is closed off by a boiling river in the Peruvian amazon. When the Conquistadors came they feared the place, believing that spirits roam the lands. Hence it is the case that the barrier of the city also carries the name of **Hallowed River**. It is not only history that thrives within this town, the elders of the city are powerful shamans, known for their insanely strong connection to spirit worlds. They are willing to teach their arts, but only if one survives a test of will, known as the **Dragons Ritual**, if one passes they take up the name of **Guru**, if one fails the test they are banished from ever trying again. This test isn't without risk, many have gone insane after and never recovered. The city is said to be founded in about 7300 B.C.

Glitnir (Norway)

An old and forgotten temple of Odin. This temple is rumoured to still have guardians and those who want to test their resolve can try to find it. The finding of the temple itself is the first test. Most refer to it as being at the Eye of Odin (Trondheimfjord).

At the entrance those who wish to gain access will be tested, both in valour and in wisdom, if they succeed they can enter the temple. What happens inside the temple varies from account to account. As if once inside the temple no one experiences the same. Though one thing is clear, the Gods test those who enter the temple to become a better version of themselves.

These tests often are what one might call "tough love". If they succeed this test as well, they enter the true hall of the temple named: **Glitnir**. This hall has golden pillars and is roofed with Silver, its walls are covered in plaques and scenes of many mythological stories. It is said to be modelled by humans after their envision of the Divine hall of Glitni, Forseti's home.

In the middle stands a throne and two more chairs. Once people reach this hall they can relax and feast, for then they receive honours. All the names of those who ever succeeded entering the last hall have their names carved into the old walls to have their names honoured for their courage and wisdom.

Mansion of Hecrux Plaguebringer (Russia)

The mansion is a house which once belonged to **Korovin Ivanko**. Who was a very gifted individual and specialized in the arts of the dead, necromancy. He later became known as the Plaguebringer for unleashing vast amongst of curses among the Russian countryside.

After a while he attained the status of Lich and then took the name **Hecrux**, feeling his old name was part of his old life. He was defeated in a war by a hunter of the necromantic arts; **Vecdi Mustafar**, killing himself in the process. Though he destroyed the body, he never found the phylactery. No one knows if **Hecrux** is still 'alive', but it is rumoured that his mansion holds many secrets about necromancy. Mundanes never go near it, as they think it is haunted, which it probably is.

The mansion remains shrouded in mystery and darkness. The ministry has deemed it illegal to venture there, and breaking the law here leads to spending up to 10 years in prison. The mansion was built somewhere between 1500 and 1700.

Stonehenge (England 3000 - 2000 BC)

Stonehenge continues to baffle the Mundanes and many theories have passed, one such theory isn't far off from the truth. The theory is that the monument has to do with the sun and its worship. Seeing the sun from a certain position it shines its light through the stones.

The true meaning of this alludes the Mundanes. It used to be the entrance of ancient druids. Worshippers of the sun they were. Their society has died out, but should the true opening of Stonehenge be found, many secrets regarding ancient druids will probably be uncovered.

The Amaranthine Tower

This tower is placed on the border of Romania and Hungary, build around the time of the Renaissance and the Enlightenment. Its primary function was to study the concepts of time. This study was conducted mostly by studying the heavenly bodies.

Its leader is the Archmage Hope Doddridge a woman known for her deep understanding of the cosmos. Ever since the banning by the ministry of time magic, the tower lost most of its functions. It is now primarily used for sage-like purposes. By extending the knowledge of the cosmos they hope to increase their understanding of the future.

Kaali Craters (Saaremaa)

These nine craters which came to be around 1530-1450 BC. They were not created by normal meteorites. Rather they were made by witchards who practiced the now lost art of Gravitational Binding. Bringing down meteorites to practice rituals in these made craters, filling them with magic for all sorts of purposes. Mostly to gain power of knowledge.

However, when these craters were made something went wrong. These craters were filled with shamanistic energy afterwards. What followed wasn't the study of many things, but rather the destruction and unleashing of many spirits into the world. It is rumored that this is what caused wendigos to start existing.

Not only wendigos are rumored to have found their existence by these craters. Many creatures fuelled by spirits or spirits themselves such as: Each-uisge, the legend of the Pamola, Will-o-whisps, Ngen, Nightmarchers, Nisse, Noppera-bō and many more.

The Questing Beast's home (Ireland)

This place is even a mystery among the witchards. Not sure if the legendary creature even exists, the Questing Beast is said to be a monster with the head of a snake, the body of a leopard, the backside of a lion and the hooves of a deer. A folklore among the Mundanes, a real quest for any witchard.

There are sightings from respectable people of this creature, though it has never been captured or imaged and anyone who tries to conjure an illusion of what it should look like, the illusion will always be nothing but a black serpent. Mundane drawings have been made, though it is a question how accurate they are. The Home of this creature is said to be the most pristine location ever. Hence people seek for it.

The Golden Rules

There are a few laws within the magical universe considering magic and the way of handling the Gift. The Gifted are not allowed to teach magic to an Ungifted. Exposure of the Ungifted to magic should be limited or obscured. A soul cannot be created or restored through magic. A soul is a core power that cannot be comprehended or recreated.

The dead are not to be brought back for an extended period of time. Necromancy is allowed under a few exceptions: teaching, interrogation and monitored research Chronomancy and/or ways to alter the universes are strictly forbidden. The unholy offspring of Hell may never be summoned by anyone but a registered Demonologist or Necromancer. Anyone trespassing this rule will be incarcerated.

Magic

Each and every witchards is born with magical abilities. Some come from long lines of magical blood, others are the first in their families to display outer worldly skills. There are different ways of defining magical heritage and one of it is bloodlines. Some believe the purer the bloodline, the stronger the magic.

Opponents of this theory have given plenty examples of people being more powerful even though they have no blood relatives who display the same skill. This battle continues on to this day, where the Gifted quarrel about this on a daily base.

Gifted

These are the people displaying magical abilities. People who have the Gift can show this early on in life but some do not discover this until their early teens. Schools have been founded all around the world to give these children a way to control their powers and learn more about their abilities. Or to give them a place where they are safe from the sometimes misunderstanding behavior of the Mundane.

Ungifted or Mundane

The Ungifted are the regular humans, those who have no idea there is something like a magical realm beyond their own. They have no idea about creatures, witchards, magic... and think it is all fairytales and stories.

The Gifted and Mundane live alongside each other just fine until the Ungifted are exposed to some magic. Often the effects can be undone by Mind Magic but the punishments towards the Gifted are severe... Gifted who fall in love with an Ungifted are sometimes mocked but this is the only time an Ungifted may be exposed to our world. An Ungifted marrying a Gifted is called 'Disciple'.

Blood

Ancient

These bloodlines are those considered 'pure': a long ancestry of the Gift. These people often take pride in their long lineage and don't hesitate to boast about it to get them further in life. In modern days, Ancients are becoming more and more rare as many families mix with one another and even the Ungifted.

Demi

Demi's are mixes of Gifted and Ungifted parents. People who are born from two Demi's are also defined as such. As long as there is only a partial lineage of the Gift, witchards are considered a Demi. Demi's thrive in both worlds, being of mixed heritage. They make up most of the student body in most schools (except Östfold, which is designed only for Ancient families).

Reborn

"The runts of the Gift", they are often called by Ancients. Reborns are witchards born from Ungifted parents. They face great adversity in both worlds, not always feeling like they belong in either. Reborns are not to be mocked however, as some great witchards in history were Reborns and have shown extreme skills.

Races

Legends, fairy tales and spiritual stories from nations all over the world are always filled with mythical creatures that have frightened us, but also amused us. People have always been fascinated by the unusual. Originating from the oldest telltales around the campfire in the New Stone age until the stories that are being told to children every night before they fall asleep in their cozy beds. In our magical realms, you will find and learn a lot about those creatures and you will even be lucky enough to meet some! Myrddin Emrys College accepts not only students from the human race, but also a few that are in a certain way linked to them.

Humans

A war-driven creature, generally obsessed with money and objects. They are similar to dragons, but only uglier. Led by addiction, they live their lives, following their dreams. Far from logic, these creatures receive magical abilities at random. The parents don't need to carry the magical gene in order for the human to become a witchard. Although the opposite seems to happen as well.

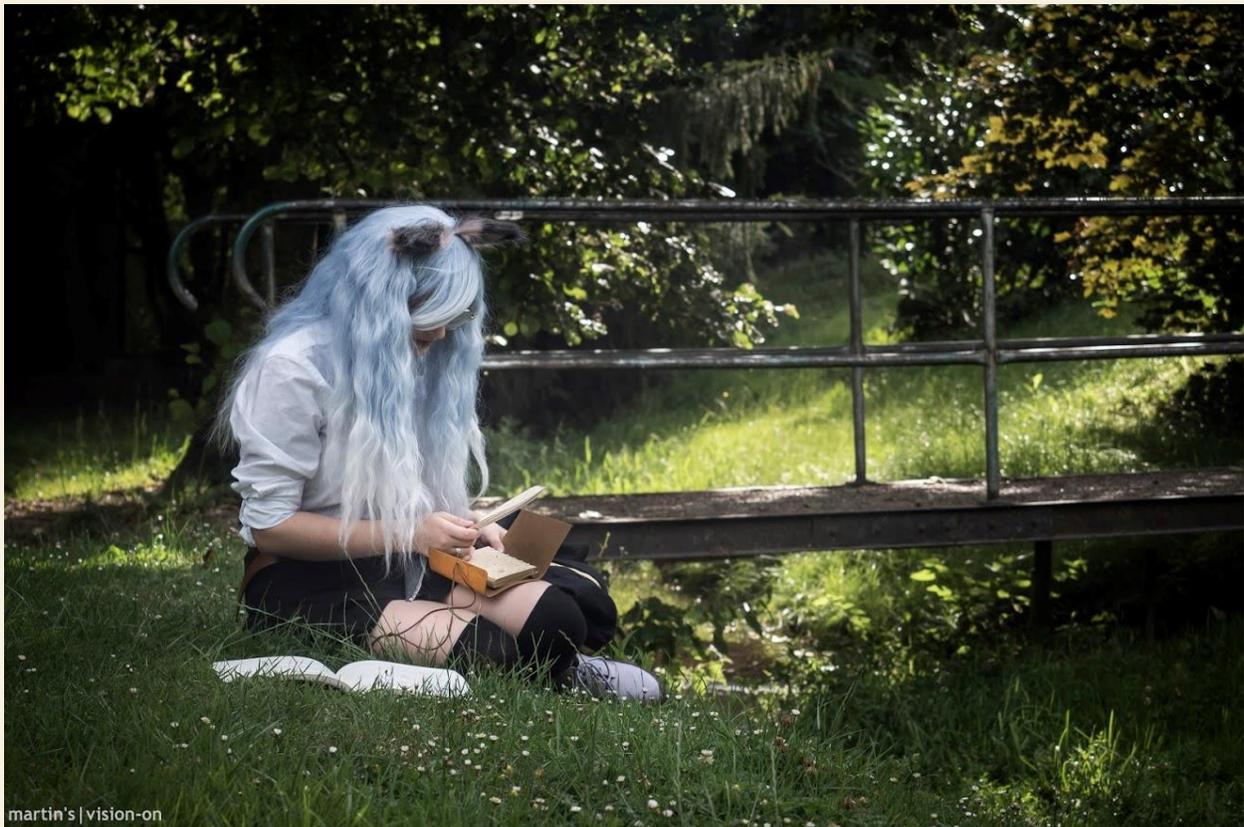
Humans are generally kind-spirited beings. They're actually too smart for their own good. Humans come in all different kinds of variations and can get as old as 90 years on average. The Gifted tend to have a prolonged life due to the magic flowing through their veins, but no witchard has lived past the age of 137 years.



Shapeshifter

The ability to change from one physical shape to another is THE characteristic of a shapeshifter in folklore and myths of many cultures. These people have the ability to change into one or multiple beings, mostly animalistic in shape. Humanoid shapeshifters are rare and can usually only alter part of their appearance to look differently (for example different eye color, different ears).

In some regions shapeshifters are not born with this ability but rather gain it through ritualistic means. These shifters only have one form they can shift into. Natural shapeshifters (those born with it) have more. Shapeshifters do not look any different from humans and do not have a different lifespan. Except from their natural abilities to change their form, they have no outstanding features they cannot control.



Vampires

Becoming a vampire:

To turn someone into a vampire, the sire needs to bite the victim and inject their venom. The turning process is quite painful. The victim's magic starts to burn away and is replaced by their new vampire magic. The body becomes very beautiful and should the person be very old or very young they will rapidly change to appear 25 years old. Once the change is complete, the body freezes in time. Due to this process, witchards who are turned into a vampire need to relearn how to use their new magic. As vampire magic is more raw and instinctual, many have found that their magical talents become stronger and their magical flaws become worse. On this topic, vampire magic gives you the possibility to hypnotize other people/ vampires and create illusions. This ability takes a lot of practice and dedication to master.

Characteristics of Vampires:

This may vary from person to person as every individual reacts differently to the change. The most noticeable feature of a vampire is the red eyes. However it is not uncommon for a vampire to wear colored lenses or illusions to help them blend in. Retractable fangs are another noticeable trait. This helps them suck the blood of their prey and is also used as a 'weapon' in battle. Blood banks are becoming more accessible nowadays, so younger vampires don't show their fangs very often unless threatened.

Vampires always look to be 25 years old, the ideal age for seduction. Some older vampires use make-up or metamorphic magic to better reflect the age they feel. There is nothing more irritating than being called a 'kid' when you are 1000+ years old. Also if they want to blend in with certain communities, they need to appear as if they are getting older. Speaking of age, vampires can become extremely old. The oldest known vampire today is almost 6000 years old. It is speculated that vampires are unable to die of old age, but there is no proof for this theory. What we do know is that the older the vampire, the stronger they become. The traditional vampire weaknesses disappear and those older than 1500 years can even walk in the sun without any protection. Around this age, their hair also starts to turn white, the only indication of their age.

In a fair battle between 2 vampires, the older vampire will always win. Should you ever encounter a vampire with white hair in battle, the only advice is to run and hope they don't pursue you. In general vampires are much stronger and faster compared to the average witchard. They also have heightened senses both normal and magical. This ability allows them to feel their magical connection to that 1 special person, their Soulmate. Not much is known about this phenomenon, as vampires who have a Soul bond, have much difficulty putting it into words. It is also a very personal experience, not often talked about in public.

Another advantage that comes with being a vampire is that they can heal at a much faster rate than witchards. They do need to consume blood to do this, as blood is the thing that fuels their strange magic. On this topic, they can drink the blood of both Humans and animals. However drinking animal blood does make a vampire weaker compared to drinking human blood.

The body of a vampire is dead/ frozen in time. They don't have a heartbeat, don't get sick and don't need sleep among other things. This also has a bit of a downside. Potions that need to be ingested don't work at all as their stomach is not working. The same can be said for poison as it is notoriously difficult for vampires to get drunk or high. Rumor has it that drinking the blood of someone who is intoxicated can simulate the effect. However, as drinking blood directly or feeding a vampire in public is forbidden, this can't be confirmed. Despite a vampire's body having no heartbeat, they can actually bleed. The blood seeps out very slowly and looks a bit darker red, almost black due to it being recycled/ dead blood.

Vampire Weaknesses:

As with the characteristics, this may vary from person to person. Of course, with age all these weaknesses disappear. The most common weakness of vampires is the sun. If a vampire stays out in direct sunlight without any protection, they will burn to ash in a matter of minutes. Many public places have standard barriers to protect vampires from the sun, so that they can go about their business during the day. There are also spells, charms and runes to protect themselves from sunlight. It is advised however to stay out of the sun as much as possible. A similar weakness is fire. Many vampires can get grave injuries when getting burned. If they should ever catch fire, it will spread very fast. So always be careful around fire. The last known weakness is a bit tricky. A wooden stake through the heart or head can paralyze a vampire. Of course as soon as the stake is removed, the vampire can move again. Wounds caused by a wooden stake, heal very slowly compared to other wounds.

While there are many more rumors of vampire weaknesses, these are mostly just rumors. Some of these rumors have even been spread by vampires themselves, to trick their opponents into a false sense of security. Sometimes there are rare cases of a vampire who has a unique weakness, but these are few and far between.

Vampire Society:

The true origin of vampires is unknown, but for most of our history vampires have been cast out by society and lived in their own communities. They were often seen as dangerous and mythical creatures that could not be trusted. Vampires were hunted and killed by an organisation apparently known as vampire Hunters.

While many vampires lived solidary lives in small communities or families, they have always been governed by the vampire counsel. This group of ancient vampires has taken on many different roles through the ages, but their primary role is the peace and survival of the vampire race. Now the vampire Counsel is known as the leaders of The Order of Equality. After the Statue of Secrecy 400 years ago, The Order of Equality started communication with the different Ministries of magic around the world for the integration of vampires in Wizard society. Thanks to their openness and willingness to talk, vampires are now considered equal valued members of our community. Some magical communities and Ancient witchards do still see vampires as lesser beings. On the other hand, some vampires were against the idea of living together with the witchards who had been hunting them for centuries. They denounced the vampire counsel as their leaders and went rouge. Vampires who abide by the law are protected from all forms of prosecution. A vampire can never be accused of crimes simply for being a vampire.

Over the years laws have been established to guard the peace between our races. One of these laws is that vampires are forbidden from turning others with only 2 exceptions: If the person in question is the vampire's Soulmate, they can be turned. When a person is dying and no other help is available turning is allowed. If possible, always ask for consent when turning someone. Once a person is turned it can never be undone as there is no known cure for vampirism. Of course feeding until the death of a person is seen a murder, which is a severe crime. To make sure no accidents happen, there are many blood banks and other institutes where blood is available for vampires in need.

As with most races there are always those who want chaos, vampires are no different. These so called rogue vampires believe that they are the superior race who stands at the top of the food chain. They have no respect for human lives and no regard for any laws they believe restrict them. These are most likely descendants of the vampires that refused to integrate into witchard society. The Order of Equality is working together with the Ministry and vampire hunters employed by the Ministry to contain this dangerous faction of vampires.



Lycans

Werewolves are humans infected with Lycanthropy. Lycanthropy is a virus that makes infected people transform into a bestial form, greatly resembling a large wolf. Forced to transform during a full moon, they have an insatiable hunger and become powerful hunters that will take down any prey in its path. During these frenzies, a young, inexperienced werewolf will not be able to control themselves, sometimes not even remembering any of their actions during this moon.

Older, more experienced werewolves will be able to control themselves better, sometimes even being able to withstand a transformation. This does however give them gruelling nightmares and amnesia during those days. Some werewolves resort to using liquid silver, magic or other potions to keep themselves from shifting. Outside of the full moon phase, werewolves can transform at will during a regular night. During these kind of changes they do remain sentient and somewhat in control of their wolf part. Very few manage to control it to the point where they can transform during the day.

Commonly known signs of Lycanthropy are discoloration in irises often yellow, orange or red in rare cases. They have longer canines, rougher skin and body hair, a desire to eat raw meat, anger issues, a better immune system to human illnesses, faster metabolism and a newfound mild resistance against some drugs and medicine. They are stronger than most humans, more agile in fights and are immune to a vampire's bite. A werewolf's bite however can kill a vampire even without serious injury. Werewolves may also experience a height in sense such as smell and hearing, even in human form. Lycans can live longer than humans because of their increase in physical health, though mostly they don't make it past 70 years of age due to their sometimes aggressive nature, by getting into fights or being hunted down by humans.

Lycanthropy is contracted when the virus is able to enter the bloodstream, this through the saliva or blood from an already infected human. Usually this happens through a bite, but however does not always equal a new infection. In 90% of cases, the subject of the attack either dies or gets the lycanthropy from the host. Survivors are slim when it comes to werewolf attacks. The 10% of humans that do survive the bite without turning, will become more resistant to the virus in the future. This greatly lowers the chance of the human dying or turning if he would be exposed to it once again.

The turning of a human into a werewolf comes with excruciating burning pain as the infection spreads throughout the body, lasting for up to a few days to weeks, depending on the healing capabilities of the person. The victim's wounds will heal very slowly and will almost always get infected, causing a high fever. As time passes the person will begin feeling better, their wounds will start healing faster and their physical health will improve. Wolf-like features such as better smell and hearing can already develop but will most of the time start showing themselves after the first transformation.

Werewolves remain a part of our society as they are still human outside of the moon crazes. Some witchards deny this as they can only see them as beasts from the moment the infection sets in, even though it has been proven that there should be no reason that werewolves are to be shunned from the witchard society. These witchards, also called werewolf hunters, try to exterminate or capture Lycans. Some seek to control the beasts by putting them under heavy surveillance, making them wear a tracker or take in silver, either by digesting special pills, injecting silver solutions or other methods. Some werewolves prefer to live in packs similar to those of regular wolves in the wild. They will mostly choose to live and interact with one another through their wolf form, fully embracing that part of them. Only turning back to their human form when necessary.

Werewolves are particularly vulnerable to silver and are repelled by wolfsbane and ash tree. Silver burns their skin and causes tremendous pain to them. A silver weapon can kill or gravely injure a werewolf without being lethal on the first hit. Those wounds are harder to cure and get infected easily.

Among the werewolves there is a myth that comes with werborn wolves. It is said that when a werewolf is born, there is a very rare chance that the creature is born with a mutation. A mutation that gives it a snow-white fur, with a golden sheen. A 'Fael Foal Or', also known as a golden werewolf, is incredibly strong, instable and unstoppable. During its first shift, the child will go through a mental battle with itself, inner wolf against human. If the human side wins, the werborn will become the ultimate alpha of the pack. They are seen as a God among the werewolves. But if the wolf side wins, they become unstoppable murdering machines, unable to control themselves, seeking to destroy everything that comes into their path.

Strengths:

- When shifted their strength far exceeds humans, when not shifted there is a slight difference
- When shifted they are faster than the fastest human runners.
- Hardened skin when shifted make them less vulnerable to spells, giving them a stronger durability
- Due to the nature of the illness, werewolves tend to be immune to diseases such as fever.

Weaknesses:

- Silver, any silver object will hurt
- Young werewolves will be mostly be linked to the moon phases, often not able to shift at will.
- Do not have immunity of aging. It is however slowed significantly.



Fay

Fae, creatures of beauty. They have a lot in common with nature spirits and elementals. They look like humans but appear more beautiful and noble. Clear skinned, pointy ears and never-ending grace are words commonly spoken when trying to describe a fay. They are powerful, good minded magic users. With their magical possess they have the ability to create beautiful things. They're generally seen fighting creatures of darkness, but this doesn't mean all fays are 'good', there are gruesome stories of fays who have fallen.

They are immortal, never growing old. No wrinkle will ever cover their faces. Some say fays even have the ability to fly without magical assistance, but no-one has ever seen them do this. Extraordinary features that stand out with fay are strange eye colors and an almost golden glow to their skin. Half-fay might have some of these features although many look like their human parent. Cold iron hurts the Fay as this is an impure metal.

They have a strong draw towards nature and sometimes decorate themselves with nature elements to feel more at home in the human world. It is not uncommon for Fay to adorn themselves with leaves and flowers of all kinds. Some creatures are closely related to the Fay but are considered lesser beings due to other elements.

Fae are an elusive kind of magical being, since they often don't meet or live with humans. They have a very human like physique, often described as 'inhumanly beautiful'. Noticeable are their pointy ears and glowing skin, and some Fae also grow horns and/or wings. Fae have a strong innate affinity with magic that is mostly good natured, although some Fae can show a more mischievous side.

Fae are known to be peaceful creatures and aren't great warriors, but they sure aren't to be underestimated, for some of them are very skilful tricksters. A Fae is oftentimes seen as the perfect daydream, but be weary. A Fae that dwells to darkness can be your worst nightmare.

Fae are one of the few beings who are able to jump between worlds, although this is a skill not all Fae possess. Most Fae are very intelligent and quick learners who love to study humans and their odd behaviour

Strengths:

- Particularly good in nature-based magic like herbology and potion brewing.
- They do not die of old age.
- Skilful in trickery and deceit: accepting a 'gift' from a Fae can be very dangerous

Weaknesses:

- Cold Iron. This can be used to block a Fae, or even kill them. Therefore, wearing something made of iron in front of a Fae is very disrespectful
- Although Fae can't die from old age, they are not immortal, meaning they CAN die in battle. Poisoning a Fae is hard due to their knowledge of potions and plants, but not impossible.



Religion

You might notice that the world of MEC is full of tales and history as well as legends and myths, what is the big difference you ask?

Perspective, you might meet people that see the world different then you do. depending on where that person is from and how he was shaped into the being that he is now. For example you might be raised as a catholic, but during your stay at the Myrddin Emrys College you might meet someone that has descended from all the way up north where they have different believes like that of the Æsir or the Vanir. Or maybe someone from the great land of Greece that has studied the Greek Pantheon the mass majority of his live. How is this possible you ask? We are witchards , we live among all kinds of wonder yet our believes are so different. An easy answer really, all the legends and myths whether they are from Norse myths or Greeks mythos all carry the same roots, they are all somewhat the same story, the same event that happened somewhere years ago just tolled differently and from different perceptive and passed down from generation to generation. Now is it all true? Probably not, keep in mind that most of these "religions" where invented by Mundanes so the story's might have shifted over the years. Either way keep an open mind to one another's story's he or she grew up with you might learn something new and set one step closer to the truth.

Politics

As any well-functioning society, witchards do have a political force that guides our community. The Ministry as we call it maintains peace within the magical community and also tries to keep our magical society a secret to the non-Gifted. Usually there is a different ministry per continent. So there is the USA ministry; divided in North and South, European ministry, Asian ministry, African ministry and the Australian ministry.

European Ministry

There are multiple departments of the ministry, the leader of the ministry is a Supreme Warlock, chosen every 3,5 years. The Supreme Warlock at the present stage is Jeanne-Alice Sedor. The primary goal is to keep the magical world hidden from the non-Gifted. Miss. Sedor is a highly respected, noble woman who tends to rule with fair but iron fist. The Supreme Warlock is chosen from a group of Prime Warlocks, these primes lead the different departments, usually 3 prime warlocks oversee one department at once. There are six departments and their Prime Warlocks;

- | | |
|---------------------------------|--|
| 1) Law Enforcement; | Honorio de Rego, Tina Sunstern and Alice Justia |
| 2) Fauna and Flora; | Marcos Rosales, Edenia Lita and Janus Roma |
| 3) | Magical Entertainment; Keenor Fanala,
Vobroli Bronzeheart and
Leo Goodstrike |
| 4) Education; | Hadriel Sima, Clover Cloudjump and Gerard Klent |
| 5) Foreign Affairs; | Isda Matira, Alexander de Voi and Jacob Glenn |
| 6) Emergency Magical Incidents; | Freddie Wildlily, Robin Fernglow and Marco Hunter |

Each department of course has people that work underneath the Prime Warlocks as employees of the Ministry but these are only a dozen per department because the magical community in our country is tiny compared to for example the one in the USA.

Law enforcement

Law enforcement are the magical police and detectives. There are multiple ranks within this department. Some overseeing different aspects of the work.

There are the **Autori** who oversee all the paperwork, these include lists of criminal names, their crimes and the sentence that has been cast. They also have all the lists of wanted people.

Secondly you have the **Stalkers**, who are the detectives of the department. They often go undercover and try to befriend criminals to lure them into traps.

Thirdly there are the **Justiciars**, they are the common 'policemen' of the magic world. Though they usually operate in groups where one person leads around 5 up to 12 Justiciars, the leader of such a group is known as a **Captain**. They search criminals and enforce the laws set out by the Supreme Warlock, they are known as the executive power.

Fauna and Flora

They tend to the magical world itself and its nature, making sure that creatures are preserved. They can live undisturbed, they do however also make sure that 'evil' creatures are contained and cannot wonder freely.

There are 2 main groups within the department, one oversees conservation the other containment. The conservation group is called **NPT**, Nature Perseverance Team. The containment group is called **COHU**, Containment of Horrors Unit.

Magical entertainment

They oversee and make sure that any and all entertainment in the magical world abides the laws, pays the taxes required and have the necessary paperwork. They also create festivals themselves.

One such festival is known as the Festival of the sun, which celebrates the longer days and the light that keeps the darkness away. The paperwork from the **MecStreetBoys (MSB)** is authorized by this department. Next to that this department often provides security at great witchard events, which is done by the **USP**, Unit for Security and Protection.

Education

This department controls and creates most of the courses taught within the witchard world, though schools can deviate from this, if they do it must still abide the law.

Education department is merely a control department they do not enforce themselves. When they investigate and conclude there is a problem they send the **Law Enforcement department** to deal with it. Rules known by them regard;

- It is forbidden to teach Blood magic.
- It is forbidden to teach Time magic.
- It is forbidden to teach Necromancy.
- It is forbidden to summon a demon, without authorisation.

Different also adhere to the schools in regards to their students;

- Schools must provide security for their students
- Schools must provide students with the materials to be taught

And so on and so forth.

Foreign Affairs

This department deals with other foreign departments when it comes to students from different countries as well as criminals fleeing countries and ensuring other countries know. They also handle visa's and tend to be the solvers of diplomatic problems when it comes to other countries.

Emergency Magical Incidents

This department rarely acts and is only there for emergencies. Their rules override any and all others. If they state that something must be done in a certain way, it must be done that way. Their word becomes the law when it comes to emergencies. There are three squads within the department all equipped to deal with different incidents.

- **Plague control**
 - o Whenever a disease breaks out, this includes a sudden surge of lycanthropy they move in to control it.
- **Anomaly response team**
 - o Whenever there is a weird anomaly in the worlds magic, such as a sudden time rift, they respond.
- **Extermination control**
 - o When an area seems to be lost due anything but a disease they respond.



Sports & culture

Dragon racing

Probably the most widespread sport in the magical world is Dragon racing. It's pretty clear what this sport is all about: the dangerous taming of a dragon and actually riding it is already half the fun competitors are facing.

Racers compete in several tracks, such as high speed (one solid course – just be fast), parkours (a track filled with obstacles they have to avoid) and of course the agility run where racers perform tasks during their race for glory.

Chinese breeds are praised for their agility while the more sturdy, European dragons are often picked as favorites for parkours runs. Each racer has his own dragon, raised from birth to become a true champion. There is a lot of misconduct in the treatment of these racing dragons so the higher forces take care of controlling the breeders and racers for maltreatment before they can even join a race. If there is any sign the dragon has been handled inappropriately, the racer cannot compete.

The sport dates back to 1875, when the first official game was held in Glasgow, where competitors had to avoid being seen while following a track through the city. The sport has proven to become very popular among both rich and poor, giving way to more amateur competitions.

Since a fatal incident during the famous Daragin Derby in Iceland (1927), racers are forced to wear safety gear and are meant to have a safety rope attached to their dragon's saddle, preventing anyone falling to their deaths. Dragons are also asked to be muzzled, preventing fire breathing accidents and vicious mauling.

Dragons

Dragons are pretty rare in the world of MEC, actual dragons that is. Tough dragons racing is a common thing these are not actual dragons, rather a sub species of smaller dragons. Real dragons would not be able to be controlled, they house immense power and are even said to be nearly immortal.

The sub-species is the most common now a days, actual dragons haven't been spotted for centuries. Witchards often have these dragons as familiars or when the sub-species is a riding class they are used in sport event, such as the said dragon racing. These sub-species are often smaller and less powerful than actual dragons. They decent from actual dragons but are mostly raised in captivity. non captive sub-dragon tribes do exist in some less inhabited parts of the world. Dragons can often communicate with humans in some way, while these sub-species have a mindset closer to that of an animal.

Pixie Fighting

This is a highly illegal form of entertainment for witchards, mostly preformed in well-hidden dungeons or abandoned houses. Two pixies are drugged to a point they get very aggressive and then they are set lose to fight against one another until one of the pixies gets gravely injured or dies.

The winner gets nothing but a single trip back to its cage until the next fight occurs. Onlookers can place bets on which pixie is going to win, making it a very lucrative business for the Underworld.

There is one breed of Pixie that is forbidden to be used due to its highly toxic saliva. They are recognized by their bright green hair but in order to get past this rule, breeders mix them with another kind to get a muted color instead.

This cruel pastime has been considered illegal since the 1950's but still there are places where the rate of Pixie fights is tremendously high. Especially rural areas are prone to have several fights after dawn. Young Paladins are often sent out to find these underground organisations but misjudge the criminal minds behind this too often, thus getting their fair share of fighting themselves.



The Myrddin Emrys college



Designed by Eline Demeyer, one of our former staff members.

The college is built on the elements, that is why the school crest shows a five-pointed star. Following on that number, there are also five houses and paths. Each point of the star shows the color of one of the houses and their rivalry or friendship towards one another is decided from the placement of each color. The houses near each other are friendly, the houses opposite of each other are more competitive. Together they represent the spirit, the white moon shown in the heart of the star. The moon and Triskelion are both symbols that resemble the school founder, Merlin. The plants and the dragon skull are also referring to this greatest wizard of all time. The school slogan, translating to 'Knowledge is power' stands for the combination of magic and science.

History

Back in the ancient times, there were no schools in this area to teach magic to newborn witchards. They had to rely on parents or mages that taught them the best they could, but no school was actually being formed. This period ended in 1550 when Andreas Vesalius founded Myrddin Emrys with the vision of Merlin. This vision held that all magic and Mundane science could work together to form a bigger and more powerful magical force. Vesalius was a wizard who hid his magic from the public view, as so many young witchards had to do during these times in fear of being put to death for witchcraft.

With the aid of Vesalius, Myrddin Emrys College became the highest educational force in the field of Healing – with his knowledge of magic and anatomy alike, he taught his students how to perform the most complicated healing. He also taught them that sometimes matters have to be taken in your own hands for the greater good of humankind. Vesalius was not around all the time, leaving the students in the hands of his fellow teachers instead. Vesalius tracked down Gifted students on his own, bringing them back to the location the school still stands to this day.

The school, hidden away from the evil eyes of the church, was often referred to as ‘Merlin’s Haven’ back then. After Vesalius’ death in 1565, he was succeeded by Gerard Mercator. This former teacher respected Vesalius tremendously but valued other properties more in students such as boldness and courage. How else would one become a successful witchard if they did not dare to take a risk or two?

This trial between the ambitious Vesalius and the brave Mercator was the start of the division of the school into two Houses: Paventia and Alcertis. Respectively, students were placed in either one of the two houses, leaving many students in doubt about themselves as a person as there were only two values to embody...

In 1580, Christoffel Plantin followed in Mercator’s footsteps as the third headmaster of what was now known as Myrddin Emrys College. He had been the loyal councilman to Mercator for the past 10 years so it was only natural for him to succeed the famous headmaster. This book publisher and printer valued intelligence and wisdom more than anything else so he founded the third House known as Ibicens. Here, the students who craved knowledge and wisdom were welcomed into their new family.

Plantin was also the first one to invite less fortunate students into the school with the aid of scholarships. The third headmaster died after only 9 years of managing the college. Plantin was replaced by Justus Lipsius in 1589.

He believed that the differentiation into separate houses was actually not a good thing, as unity and loyalty was what made a group of witchards strong. He proposed a discontinuation of the separation into Houses, but only a few students and even less councilmembers agreed. Still the division into Houses was no more... After his death in 1606, some students who favored Lipsius view created a student club named Lutridus, who valued loyalty and unison. During the reign of the new Headmaster, Lutridus would soon become its own House, with students who follow the rules and value family and friends more than anything.

The fifth Headmaster of Myrddin Emrys College was Peter Paul Rubens, artist and humanist. He reinstated the 3 previous Houses and added the student group known as Lutridus as the fourth House. Still there were students who did not feel like they fit the mold so he created a fifth House himself during his time as Headmaster: Luvium. Where creative minds and dreamers find their home. Rubens was the one who picked the students to become part of this House rather than the previous way of giving them a choice. Rubens pushed his students to think creatively and many paintings found around the castle are creations of the students.



Merlin's vision

Merlin, a wizard of great skill, was the inspiration for this great wizarding college. When we think 'Merlin', a name of old jumps to mind, Myrddin Emrys. He was named thus by the druids of that time. Now when the term druid comes to mind, Nature follows closely.

Emrys himself was a man who stood very close to nature, like the druids. In a time where magic was banished by the king Uther Pendragon, he helped guide druids and other magical creatures. Emrys was the only person allowed to use magic, to help the king in his endeavors. Merlin was a man that could talk to dragons, only strengthening his link to the world around him. He was specialized in herbs and was known to be a walking encyclopedia for the living world around him. The closeness of the man to nature reflects in the vision and the ideals of the school. Myrddin Emrys College is an institute of learning that has its roots into this naturalistic vision and lifestyle. The five founders decided to respect this natural link. This could be seen in our school emblem and how it reflects into the five houses. Every house is represented by an element and an animal, highlighting this link. The school also talks about virtues. One of the most important ones is respect that which is around you. This also includes respect nature. Nature is one of the very few and very rare things in life that when you give it something, it will give back.

Houses

The five Houses of Myrddin Emrys College function as fraternities and sororities - places to find friends, support and guidance. Each House is defined by a set of colors and a series of values, rituals and codes - some secret, some public. Each House has a Staff Monitor, who functions as a liaison between the students of the House and the staff.



Luvium

(Lupus/Creativum) The youngest house of all represents creativity. Like their element wood, they are steadfast. Trees are strong and create the beautiful world that surrounds us. It carries the Opal, a stone of infinite colors. It opens up our hearts and provides us with a window of opportunity. Like their wolf totem, they bow for no-one. They are part of the pack and so they're never really alone. The wolf will guard you against missteps. It protects you while you learn your lessons, sometimes harshly, other times gently, but always with true sincerity. House Luvium was founded by none other than Peter Paul Rubens. Rubens was a classically educated scholar, humanist and diplomat, who was knighted by both Philip IV of Spain and Charles I of England. But he is mostly known for being a prolific artist. He was not one to keep it simple. If he created, he created grand and didn't settle for mediocre.

Designed by Eline Demeyer, one of our former staff members.

Founder: Peter Paul Rubens Symbol: Wolf Color: Purple Element: Wood Stone: Opal
Virtue: Iustitia Sin: Avaritia

Alcertis

(Alces/Fortis) The house of the brave will always bid you a warm welcome. Their students carry fire in their hearts, as their beautiful Carnelian stone has an uplifting effect and readies them with confidence! The founder of this house is Gerardus Mercator. Geographer, cartographer, philosopher and mathematician. An all-around genius who was sure of himself that he would impact the world on small or big scale. Alcertis has the luck of having the graceful Moose as their totem animal. It is colossal and mighty. It's a very defending animal with great power, speed, courage and quite a temper.

Founder: Gerardus Mercator Symbol: Moose
Color: Red Element: Fire Stone: Carnelian
Virtue: Fortitudo Sin: Superbia



Paventia



(Pavo/Potentia) The house stands for believing in one's capacity and purposes. They are the house of the peafowl. Proudly straying around its territory, never backing away from enemies but instead using its own self-defense mechanism in the form of its beautiful tail. Their element is the wind, so ever pushing us forward to conquer our fears and to fulfill our dreams. To guide them in this task they have a special stone called the Peridot, which they use to distance themselves from negative influences from others and to help them find their own path. The founder of this beautiful house is Andreas Vesalius. A man who put his life to science and because of him we can enjoy some of his inventions even today. He was a man who was never stopped by macabre things like grave robbing which made his success even bigger. His message was to never let yourself be stopped by something that may be against the rules.

Founder: Andreas Vesalius Symbol: Peacock Color: Green Element: Wind Stone: Peridot
Virtue: Fides Sin: Ira

Lutridus

(Lutra/Fidus) Is the house for the loyal. They are represented by the element earth, commonly associated with qualities of heaviness, matter and the terrestrial world. The gemstone that belongs to their house, is Amber, which stands for purification and stability. It is about turning the negative into the positive. The otter is a courageous, happy, energetic, strong and smart animal. Qualities that, as it so happens, do fit this House too. As they are a strong and happy lot, the Otter might as well represent their strong personalities. Their intellectual prowess, showing in the acceptance of who they are and who they want to become. The founder of this wonderful house, is Justus Lipsius. Lipsius was a Flemish humanist and philologist. He was pro stoicism. Shortly said, this involves being wise, accepting that you are flawed and that you are to work towards perfection.

Founder: Justus Lipsius Symbol: Otter Color: Yellow Element: Earth Stone: Amber
Virtue: Temperantia Sin: Acedia



Ibidens

(Ibis/Prudens) The noble house of wisdom, is a house from which success has sprouted since it was founded. Guided by the flow of water, witches and wizards with the clearest of minds will find themselves right at home in this house. Their Sapphire stone is believed to bring gifts of fulfillment, joy, prosperity, inner peace and beauty. The totem of Ibidens is the owl. It is said to be the wisest of all animals. The owl usually sits quietly and observes the world around him, keeping his judgment to himself as food for thought. This house was founded by Christopher Plantin. This world-famous book printer from Antwerp was responsible for bringing wisdom to hundreds, if not thousands of people from all over the world.

Founder: Christopher Plantin Symbol: Owl
Color: Blue Element: Water Stone: Sapphire
Virtue: Prudentia Sin: Invidia



Paths

Our college offers students five different specializations. Choosing one to your liking will decide the biggest part of your curriculum. We firmly believe that every witchard is unique and has different magical talents. This is why we want to prepare them for whichever path they will choose in life. A final word would be that all paths are equal in worth. The five options are Alchemist, Artefactor, Beastmaster, Paladin and Sage.

Paladin



These noble souls dedicate their lives to the battle against evil. Paladins seek not just to spread divine justice but also to embody the teachings of powerful magic. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline.

Beastmaster



A Beastmaster feels more at home among other creatures than their fellow sentient beings, so much they might even share some traits. They are also very inclined to be in tune with any natural environment.

Artefactor



Artefactors specialize in a variety of magical and historical items found in mythology, legends, folklore, fable and spirituality from across the world. Not only by studying them but also by creating their own.

Alchemist



These are witchards with a great eye for detail with which they can analyze the most complicated recipes. With their bubbly personality they can convert practically any substance into another of greater value.

Sage



Sages are devoted to the spiritual and express their unwavering faith by serving the people. In the midst of terrible conflict, nobody questions the value of a Sage's order. They are said to have a gift for divination and healing.



School clubs

Dueling club

Students that are part of this club get the opportunity to challenge themselves into becoming better duelists under the watch of a teacher. The Dueling club welcomes all students, experienced or not and pairs them up together to fight.

In the Dueling club, no spell is forbidden – you should learn how to defend yourself properly. They also discuss different techniques, mingle them with Mundane fighting techniques, all to become better at dueling. It has occurred that a student got hospitalized after a meeting of the dueling club but so far no one has been incapacitated for more than a month.

The Dueling club was founded by one of the first students of this school and as a legacy, all members of the Dueling club wear a mistletoe sigil on their coats. The core of this club mostly consists of Paladins and Beastmasters.

Troll ball giants

The school's sports team and leading champions in the College Games. Troll ball is a wide-spread sport in the wizarding world and can be played by anyone who has speed, agility and a good set of brains

In Troll ball, there are 2 teams who play against each other. They have their home base on each side of the field. A field of Troll ball can reach up from 50m in width to a staggering 2km. Depending on the level of the game, the field gets expanded to make it more challenging for the players.

A game lasts 1 hour on College Games level and up to a few days at professional games. The game starts off with 5 players on each side of the field. In the middle there are 2 trolls – big and dumb but awfully good at wounding a witchard with their brute force – who guard their lair with gems.

Each team has a color of gem they will have to collect. The goal is to get as many gems from the trolls as possible and get them back to your home base. One team of players consists of one Snagger (the smallest or fastest player who steals the gems), two Baiters (the ones who distract the Trolls) and two Guardians (the ones who protect the Snagger during his trip back to base with the gems AND the ones who try to steal gems from the other team).

The trolls can protect their gems, but once the Snagger manages to get one, the opponent's team may steal the gem from you by flinging spells at you. Stunning spells are only to be used once during the game, all the others should be offensive or defending. You may protect yourself by hiding behind obstacles and casting spells back. The Guardians are the ones who attack the Snagger as well as protect their own Snagger from getting raided.

One gem equals one point. If your color is depleted you may steal the other's gems. The game ends once all the gems are gone from the lair, the trolls die or the Snagger gets gravely injured and can no longer play or be replaced. During training at school, no Trolls are used due to their size. They are instead replaced with students who carry bats to hit the Snagger. If the Snagger gets hit by a "Troll", they are sent off to the side for 2 minutes, leaving the team without points. The team without a Snagger can then fully focus to stealing the other's gems instead.



Pendragon Jesters

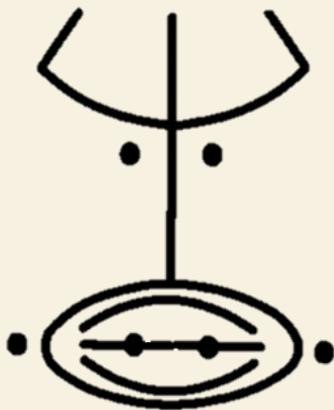
A group of students, unknown by their real names but notorious for their acts of pranking.

They have been around for as long as the school exists, a bright light in the sometimes gloomy student life. The Jesters are students who flock together to prank fellow students or even staff.

Not all pranks are completely harmless in the eyes of their victims but the Jesters heed no caution – there is always something to laugh about. People have tried to find the true identity of the students in this club, to no avail.

The Jesters do leave their trademark sign of the dragon with a jester stick behind whenever they pull off a particular large prank.

Anyone can join the Jesters as long as they have a good amount of humor and a lack of rules – and can find the people who are already in the club... Try the local prankster in your class.



Morgaine Coven

Officially noted down as an ‘advanced study group’, the Morgaine Coven only allows those not faint of heart to join them.

They seek knowledge beyond what is taught in books, beyond the reaches of this realm. These students are not afraid to bend a rule or two to get what they want.

Many Coven members have been seen carrying around books from ancient times and practicing highly advanced –sometimes darker– magic.

If you are not afraid of meddling with the obscure magic they study so proudly in the Coven, this certainly is the club you are looking for.

Members of the Morgaine Coven see themselves as a family – if someone hurts one of their members, the Coven will certainly make sure they won’t try that a second time.

Drama Club

Drawn together by dusk are the creative. When the red curtain opens, any talent can take their rightful place on stage. The solidarity of the club brings courage to those who feel the need to express themselves.

Expect the unexpected during these performances, because even the most introverted souls could blow you right off your chair. Even for some teachers it's a way of coping with their feelings.

Acts can differ from singing a song, or bringing a poem to a circus performance or even a duel for fun. Drama club is a place where you can be your true self... or whoever you want to be.

In this club, there is no place for judgements.



The School Choir

Everyone carries the ancient school chant in their heart, but not everyone should express it vocally... Guided by the strong hand of Miss Anikina, every voice is sure to be brought together in harmony. Make sure to practice the lyrics well and hard, as the song will echo through the sacred halls of the college, multiple times a day. You can practice it right here: <http://tiny.cc/meschoolchant>

Lyrics:

*At M-E-C
They teach us craft and spell,
there we learn to use magic well.
Our house pride we hold
in our hearts deep
and spirits guide us in our sleep.
The great Merlin made our school rise,
magic and Science beyond the skies.
At M-E-C we stand up tall,
and let magic flow through us all.
O spirit of Fire, grant power to thrive,
strong spirit of Earth, make us sure to survive.
Wise spirit of Water, let knowledge take seed.
Swift spirit of Wind, make our progress speed.
Spirit of Mind, let art take its course,
o great five, give our school force.
At M-E-C we proudly sing
for witchcraft is our one true king.*



Staff

Headmaster

This person is the head of the school, the one who makes sure everyone and everything is safe. This often is a former teacher or an older staff member chosen by the board to lead the school to the future. They perform a series of tasks such as keeping the staff in line, solving issues in school politics, making sure the students are safe, punishing the students and staff who disregard the rules of the school or even the magical world and they keep everyone updated about the changes in the school or events that may unroll. They are the main leader in the school and should be treated with the respect they deserve. The headmaster is mostly a very valuable and strong witchard of any race or age. The headmaster is a very busy character and should only be contacted if anything goes completely south, as the headmaster has a lot of work to do to keep our school running.

Regular staff



These people are the ones who teach the students all there is to know about a certain subject. Each teacher has their own specialty in which they excel. Only the best of the best are allowed to teach students at Myrddin Emrys to make sure the pupils receive the most excellent education there is to offer.

Some teachers are assigned a House – they are the Heads of Houses. These teachers have a certain affinity to the House, being an Alumni of said House or simply because they embody the values of the House. Teachers have a certain amount of power over the students but they will always engage in discussions with them to stimulate the young minds. Do not fear them – or do fear them, depending on the person. There are teachers of all races at Myrddin Emrys, although some are discriminated against by their colleagues because of their nature.

Groundskeeper and supporting staff

The Groundskeeper is the person who maintains the school grounds in perfect state. They take care of the animals, creatures and wildlife. If there is anything broken in the castle, the Groundskeeper will try and fix it. They are always there for student who need advice. They live 24/7 on the grounds and know a lot about the castle. Sometimes their job is combined with teaching or being the Keeper of Keys.

Supporting staff are the teaching assistants, councilor and club staff. Sometimes a class requires more than one pair of capable hands and that's when the teachers call in the Teaching assistant. This can be an older or former student of theirs, or an outsider willing to show the students what it takes to survive in the magical world.

The councilor can be a teacher but in some cases the troubled minds at Myrddin Emrys take as much as a fulltime job. When they are not busy, they take on the role of assistant teacher or club monitor. Clubs are monitored by a teacher or a certain assigned staff member. They make sure the students don't destroy the castle or worse...

Students

The main population of the school is the students. They come in all ages, sizes, races and shapes and try to live together towards a brighter future. They continue their education to become specialized in a certain field of choice, making them ready for the field of work. Some excel, some fail tremendously but all are very cherished and welcome members of the school's community. At Myrddin Emrys, a students should have an open mind and should not be afraid to be creative. The school is most known for mixing science and the Mundane ways with magic to improve a witchard's life and the students should uphold this tradition. For the most part, students follow their assigned classes during the school year but they can also engage in the various school clubs. Myrddin Emrys is a boarding school which means the students only leave for the holidays. Special exceptions can be made of course. The student stays at the school for multiple years until they have completed their studies. At the start of their career, each student has to choose a Path and is assigned a House through a ritualistic sorting.

Prefects and head boys/girls

Are students that are chosen to be a link between the student body and the teachers. Whenever there is an issue that cannot be solved among students, they may be asked for advice. If, however, they still cannot solve the issue, the students can turn to teachers for aid. They monitor the behavior of their fellow students, making sure no one disobeys the rules – favoritism is of course not unusual. They are the pure embodiment of what a student should be according to their House values. Each House has one or two Prefects and head boys/girls to carry this responsibility and can be recognized by a badge on their robes.



Other schools

One important aspect of wizardry is passing on knowledge to a next generation. Without this aspect, each generation would have to start exploring magic on their own. Non-organized education has been around ever since the first time two witchards had a verbal exchange.

The first wizarding school, and thus formal education, can be found in ancient Greece. Despite the facts that organized education in wizarding schools has proven to be a more effective way of learning, it is still not the norm worldwide. Large wizarding schools are not all that common, and the majority of witchards are homeschooled, or only sporadically attend sessions. For example, the Lestonbé is a group of wizards travelling around France to teach young students for a couple of days a month. Clearly, these local initiatives are too large in amount to properly discuss.

However, there are only about a dozen large wizarding schools worldwide, to which students sometimes have to travel long distances. Thanks to teleportation magic, distance is not very much an issue, but since the reliability of this magic goes down the larger the distance, students usually choose the wizarding school closest to their living area. The following schools mentioned are colleges, but many of these have their own high school equivalent located in a nearby campus.

Wizardry school of Crotos, Greece

It is the oldest wizardry college after opening up. It has a high standard when it comes to philosophy, mathematics and arithmancy. The last one being mandatory for everyone at the school. The school was created by Pythagoras himself at around 550 BC, but then it wasn't yet known as the Wizardry school of Crotos, it was known as the School for Philosophy and magic. After his death in 495 BC the school was split into what now is the WsoC. Back in the day everyone wore the classical Greek toga, this practice was abandoned after the fall of the eastern roman empire and nowadays only at special occasions will the Toga be worn, such as graduation.

The school itself is quite large and has maintained most of its original structure. Build on Mount Helicon where Krotos, son of Pan and Eupheme originally dwelled. Its architecture looks a lot like Acropolis, build against mount helicon it consists of multiple buildings that look like the Parthenon. Many pillars give it an open feeling, but within the mountain are many laboratories that were built later on in the schools existence. At different buildings students receive different classes, ranging from mythology, charms to arithmancy. Below the school, deep within the mountain is a burial chamber. Within this chamber it is said that many great philosophers and witchards of the bygone eras are buried. Such as Xenophon, Epicurus, Plotinus and Anaxagoras. Whether this is true or not remains a mystery, since the burial chamber is closed.

The current headmaster of the school is said to be a descendant of Aristotle through the bloodline of Pythias the younger. His name is Prokopis Dellallis, an ancient. Thus far only humans have been headmasters at this school, as it is believed that only Humans can reach to true heights of Magic and Philosophy. Hence it is hard to find mythical creatures at this school.

Notable students are:

- Alkis Rodinakis, expert on truth of mythology
- Electra Gerili, Authority on matters of politics

Dalderbash college of Sorcery, Scotland

This college is dated from the 12th century, which was founded after the Battle of Renfrew in 1164. It was an attempt to make sure the fracturing of the Kingdom of the Isles could slow down, or be stopped. And as a diplomatic way to ensure all students could get their magical education. The college was the first to make 3 houses, all houses reflecting the different kingdoms of the time;

House of Isles, House of Dublin and House of Scotland. Students would be put into the house corresponding to the kingdoms. This was abandoned in 1603 when Scotland was unified as a sovereign state. The houses symbols are now divided in accordance to Scotland's native animals. The house of Badgers, house of Pine marten and the House of the Wildcat. Students now are mixed according up and no longer divided by geographical origin.

The school itself is built in the architecture of Scottish Baronial, since after heavy wars the school was rebuild in the 1603 after the unification. The school was designed by the mason William Wallace who died in 1631.

The school was always known to be very strict and severe, due to the nature of division that needed to be controlled. This however got less in the recent decades. This school brings forth some of the world's best shapeshifters as the connection with the land and nature is important to the school. Many students receive their education with the connection to nature as a priority.

The current headmaster is a man by the name of a Bearnard MacUrag a reborn. Described by many as a jolly Scot who spends a lot of time with his students in the highlands of Scotland to show them what he calls "The true beauty of magic", he is also a formidable shapeshifter.

Notable students are:

- Marta Breac, a Fae, who is the world's consultant on Flora and Fauna
- Beatrys MacCracker, who is renowned for her work on sea life

Collecio de Hechiceria de Cantaro, Spain

Build in the 14th century after close observation of Dalderbash this school is built in the style of Mudéjar. It moved a couple of times, but now it is back in their original location. The most notable historic event was a split during the Spanish Civil War, which made it impossible to host so many students of different backgrounds at one location. After the war it was restored, albeit with the original architecture slightly differentiated.

Its current headmaster is a woman called Valeria Ruiz, who is an ancient. A woman who leads the school with an iron fist which leads some to suggest she is a descendant of Alva. Under her leadership she is mostly known for mandatory dance classes, as she believes only if you can control the full movement of your body, you can control magic. She made sure that the school accepts any willing to learn, hence racism barely exists at this school.

Notable students are:

- Allison Espina, retired expert on Classical Architecture.
- John Wellington, an expert of Light magic.

Humboldt Magischer Hochschule, Germany

Humboldt is the largest school in the world, it was founded in the early 17th century by Matthias of Austria, a Holy Roman Emperor and archduke of Austria under the motto *Concordia lumine maior* (Unity is stronger than light). It was believed that if you work together and stand together you can do anything, this led to all types of students/creatures to be accepted at Humboldt, which makes it the largest school in the world at this date. The school was built in a traditional Gothic style, to be exact it was the Backsteingotik style that was used. The school can be seen as a large cathedral with many buildings around it, to accommodate all the students. The school teaches many subjects but is mostly known for its expertise on both defence against the dark arts and sports. They have their own Schlägsbål team participating in international league matches.

Its current headmaster is an Elf named Astrid Salter, who is described as accepting and caring. She has a zero-tolerance for racism and doing so might lead to being expelled from the school. That doesn't mean it doesn't exist in the school.

Notable students from this school are:

- Igor Zajar, current Supreme Warlock in the ministry of the North USA.
- Liam Arason, vampire and famous for his work on Wendigo's

L' Institute Lumilaria, France

This school was founded in the early 1400's by a small coven that was tired of the continuous harassment and prosecution of witches and wizards. Their names remain unknown to this day, but it is rumored that some were related to the famous Jeanne d'Arc, the peasant girl who got burned at the stake for witchcraft.

Lumilaria is one of the oldest schools for witchcraft in the European continent and focuses on perfection and style. They do not teach their students brute strength and focus on channeling your inner force towards white magic. They are Healers, Alchemists and lovers of the pure arts. Even though the students are taught to prefer a more gentle approach, they are not to be underestimated as their strive to utter perfection creates a very strong will to win and be the very best. They also have a high school department to teach younger students the art of witchcraft.

Noble students are:

- Guillaume Lebeau, law enforcement specialist in the North of France.

Östfold, Sweden (highschool)

This school is also known as the elitist school, it only accepts students of Ancient lineage. It is meant as grounds for the pure, a policy which remains unchanged to this day. Their education is extremely good and their students are among the best when it comes to Potions and Metamorphic magic.

Though not all teachers and students can be seen as elitist, most of them are and look down on those who aren't of ancient blood. A woman by the name of Signe Norgaard, who is infamous for her terrifying aura. She also makes sure that only ancients enter the school. She also teaches defence against the dark arts, as well as history of torture.

The headmaster is a vampire, who is unpredictable by nature, he is both very cruel and laidback. He loves to torment people by locking them in vows he somewhat hopes they break. His name is Aramastus Helita. Another famous teacher is a Leprechaun who pranks students constantly, he goes by the name of Raz Triax.

The school is built as a gigantic castle. Upon entering one stands in the large hallway that has stairs leading to the big hall, known as the Hall of Tranquillity, it looks like a royal courtroom with the chair of the headmaster in the middle of the teachers chairs. There are many classrooms spread throughout the castle, with many subjects having their own wing of the castle.

Education is strict and formal, teaching both matters of magic as well as etiquettes and politics to a high degree. A lot of students take up positions of importance of within Governments and their agencies.

Notable students are:

- Asta Jørgenson, retired expert of Shadow magic
- Elimar the Red, descendent of Erik the Red and famous author on the workings of potions.
- Bruce Filler, known as "the beast", leader of a smuggling ring of magical creatures
- Lois Grant, assassin of Bruce as well as his wife, leads the poacher division.
- Gwyneira Graler, world renowned alchemist, specialized in medical potions.

Kroshkaw: School of sorcery, Czech Republic

Following the example of the large wizarding schools, Kröshaw attracts students from all over the scarcely inhabited Eastern Europe. (In terms of witchards, that is.) Its exact date of founding is unknown, since the mere existence of the school and its location remained a secret until early in the 19th century. Even today, not much is known about the school, and students aren't too keen on sharing information about their school.

Novaroth, Belgium

Novaroth is one of the few schools mentioned here who only offer education to younger witchards from the ages 6 to 18. They have no college connected to them but do have a very strong bond with Myrddin Emrys which, not surprisingly, has no high school equivalent – only students over the age of 18 can attend Myrddin Emrys.

Others

Japan's Mahou Daigaku (University of Magic) has the best scores on worldwide tests, closely followed by the Chinese People's School of Magic. In both of these countries students start their education at a younger age than in the rest of the world, and there is a focus on charms.

Russia's Volshebnaya Shkola, nicknamed Bozhakrov, is attended by students from all over the vast country, making it the school with the farthest average travelling distance.

H'kaba College of Magic in Cairo is Africa's largest and most important wizarding school. Students get a hands-on experience as they're often sent out into the field to examine ancient primitive curses and dispell them.

The second-largest wizarding school is the South-African Brynston, which works closely together with our very own Myrddin Emrys.

The North American education story is a fair bit different. All over the USA there are clubs where youngsters go to practice magic, with varying levels of competence. The idea of large schools was never too popular over there, and the American mastery of magic is only slightly above basic. Since magical education is not mandatory and a remarkable portion of American youth is homeschooled, nothing else is to be expected.

One exception is the Cabrini School of Magic and Sorcery, with students ranging from ages 12 to late twenties. Adults that attend Cabrini are the ones that wish to perfect their magic to an incredibly high level, and are highly successful within the wizarding world. Other examples of American wizarding schools, although smaller, are Yeedledum and Newtown.

The opposite is true in South America. The colonisers, impressed by their own education in Cántaro, imported the idea of a structured wizarding school. There are hundreds of wizarding schools all over the continent, with Peru's Collegio de Mágica de Trampaloca being the most remarkable. Because of the large amount of small wizarding schools, they hold interschool magic tournaments in which teams of 3 students from each school compete in a series of magical tasks.

Finally in Oceania, only one school has been founded during the colonisation by the English. The Warrigal Witchcraft School is to this day the only wizarding school on the continent, and is leading in the fields of herbology and beastmastery.

Myrddin Emrys College

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Kalahari city (South Africa)", "Corrupted Gardens (African Jungles)", "Peruvian city of Embora (Peru)", "Glitnir (Norway)", "Mansion of HecruX Plaguebringer (Russia)", "Stonehenge (England 3000 - 2000 BC)", "The Amaranthine Tower", "Kaali Craters (Saaremaa)", "The Questing Beasts home (Ireland)", "Politics", "Other schools"

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