



Arcavios is a world with a temperamental past. During a period known as The Dawning Age, Arcavios was born in the multiverse already overlapping another plane. The mana of these two planes were spliced and conflicted one another, creating five vortices of mana that birthed the five elder dragons. These dragons mastered the five contradictory forces of magic in the world, and by the time humanoid races arose on Arcavios, they set out to instruct them on the magic of the world. During this time, a period known as The Blood Age occurred. The Blood Age is defined by the ceaseless war that took hold of Arcavios, where orcish blood magic clashed with kor armies and plunged the entire plane into chaos. The five elder dragons sought to put an end to this chaos, and so eventually founded the mage school Strixhaven to educate and bring order to the plane. Centuries in the future, the college is now known as the premier center of magical learning in the multiverse! While there are many peaceful school days to come, there are also threats and drama awaiting in its halls.

Take +1000 Curriculum Points...for you are now cordially invited to Strixhaven.

ORIGINS

Each origin has its own perks which are discounted for it, but in addition, each origin has two Color identities that allow it to get discounts for the Elective perks that are associated with its colors. For Staff and Oriq, they may choose any two color identities. You may choose your race (list in notes), age, and gender freely here.

Staff (Drop In, Choose 2 colors)

The hidden workhorse that makes Strixhaven run, the staff range from cooks at the cafeteria, to the sanitation workers, the landscapers, the resident assistants, and all manner of a hundred little things that need doing in as grand an endeavor as Strixhaven.

Don't mistake this for a lack of talent or brilliance, however - even if they aren't professors, you don't stay in Strixhaven long without knowing a few magical tricks, and there's plenty of things to learn that aren't taught in any classroom - lessons just as good as any arcane ritual.

Discipline Enforcer (100): To say that Strixhaven can be chaotic at the best of times is an understatement. Every semester brings rowdy youths, and for many of them this is one of the first times they've left their home regions - all the various walks of life, all the kinds of peoples, all mixed with the uncertainty of youth and the hope for the future. Tensions rise. But you are capable of navigating this, and simmering things down. You've learnt how to project yourself as an authority, a voice of reason and a steady voice in the most hectic of situations. While there are those who react with fear at this, and some with a sense of rebellion, you're skilled at using this authority to soothe fevered tempers. If you were up to it, you could even make a good substitute lecturer, with how easily you can command a classroom's attention.

Campus Guide (100): Strixhaven is deceptively easy to lose yourself in. The campuses are pretty large, and even within a campus, where and why certain departments are placed can be unintuitive. Take magical spatial shifting, mana gathering experiments, and the environmental magics getting out of hand, and finding your way from one day to the other can be an adventure. You're trained as a Campus Guide, with your training allowing you to easily learn a landscape, read its various nooks and crannies, and navigate it easily, even as the routes change constantly. You also are capable of finding surprising shortcuts and routes through the landscapes you learn this way, as part of knowing it so well.

Biblioplex Assistant (200): The Biblioplex. A library that is rumored to have spells from all across the multiverse. It's difficult to ascertain the truth of that statement, partially because of its vastness - it would take human lifetimes to fully explore, read, and categorize every tome and spell the Biblioplex contains. Regardless, categorizing them is your job. One you've learnt how to do - you're familiar with the system of categorization (or rather, systems, as it's been iterated on in patchwork over the centuries) that the Biblioplex uses. The most obvious benefit is that you actually have a much better chance of navigating the labyrinthine library than anyone else, able to research spells and magics from it during your stay here. More broadly, you've learnt how to very efficiently arrange magical spells, knowledge, and general scholarly information to be much easier to peruse than the Biblioplex is - with that venerable archive acting as a bit of a "how not to" in that sense...

Cogwork Archivist (200): Not everything is handled by the staff. For dangerous, repetitive, or sensitive tasks, a number of weak but dextrous constructs are employed by Strixhaven. While there are those in some of the colleges that tinker with, well, tinkering - you've learnt the ins and outs of how to construct these...well, constructs, able to work metal and magical components with ease to create simple thinking machines. They're servile by nature, but in order to give them the agility and dextrousness necessary for their work, many of them are relatively fragile.

Those that aren't still are ill-suited for combat, as they were designed with durability and utility in mind at the cost of strength and speed. They'll serve you well regardless, as they can work tirelessly to supplement the skilled direction of the staff they work alongside.

Broker (400): There's always a bit of work that has to be done under the table. Nothing necessarily wicked, mind you - sometimes, it's all as simple and innocent of a need as a missing textbook or a rare food from outside the campus. Despite all that, there's waiting lists and all manner of barriers for desires even as straightforward as that. Luckily for the students, and anyone else, you're there to step in where the proper channels would falter. You're an absolute beast as a salesman, with the shrewdness to establish a network of procuring all manner of goods as well as having a strong insight in what palms need to be greased and how to dodge any annoying red tape in the way. Connecting buyers with sellers is near effortless for you, and more importantly, your instinct on who may be a useful provider for any given type of product is well honed and keen. With some work, an outright cross-continental smuggling network could be built within the course of weeks.

Student's Advocate (400): It's easy to get lost in the day to day and see what's in front of you, your work, as simple chores. But the problems of the students, and the day-to-day havoc, may be signs of greater disaster to come. Your ear is well tuned for this, however - you have learnt a manner of speaking and active listening that along with a strong sense of emotional intelligence allows you to deduce the heart of the issues in the society around you, and what's more, how to use your own talents and rhetoric to address these issues and perhaps even solve them with surprising levels of consideration and effectiveness.

Explore the Vastlands (600): Despite the important that Strixhaven has in the plane of Arcavios, there are crises beyond it. Oriq schemes to gain power bases in major settlements, militants who hope to recreate the great empires of violent conquest, and beasts who prey on the innocent and weak on the outskirts of civilization. You know this - you were once one of the brave mercenary individuals known as Adventurers who are often there to step in when the warriors and mages of Strixhaven are elsewhere. You're a seasoned adventurer, comfortable and familiar in perilous circumstances and utilizing rough but effective improvised combat techniques to overcome foes as well as being extremely trained at thinking on your feet. You could out-fight combat instructor masters in Strixhaven by utilizing the surroundings, improvise potent but dangerous potions that would make Witherbloom wince, and out in the field raise morale with the expertise of a Silverquill. In times of peace, you can be outdone with finesse and care...but in dangerous times, you are the one to turn to.

Oriq (Choose 2 Colors)

Strixhaven is a school and every school has those who can't make the cut. The Oriq is a society of mages who for one reason or another see Strixhaven as a blight on the world, controlling access to magic by determining who can learn it and what can be taught.

They preach that the ivory wizard's tower is only holding the world back from true greatness - and so act as to subvert it in any way they can, recruiting the talented yet pressured students of the academy or those who are on the verge of failing out with promises of giving them the power and prestige they truly deserve.

Eliminate (100): The Oriq are a ruthless breed, and they tend to follow the old ways when it comes to problem solving. A lot of blood. You're well trained with conventional methods of assassination, from scoping out a target's patterns to where the cut needs to be made for it to quickly kill. In most situations, they'll serve you well. However... These methods are both conventional - I.e not necessarily the best against magical defenses - and specifically meant for assassination - which means ineffective against the vigilant and those who see you coming. You're going to have to figure out how to supplement these techniques yourself if you want to get the drop on the clever mages of Strixhaven.

Agonizing Remorse (100): A popular weapon of the Oriq. Emotional manipulation. Wheedling out secrets from those who are distressed, leveraging these secrets into further confessions, and twisting the knife as you learn more about your chosen target are all natural to you as a member of the Oriq, allowing you to break down these brave and courageous guardians of a useless institution into doubting ...and if it makes it easier for them to see things your way, all the better.

Mage Hunter Creation (200): The Mage Hunter. A favored tool of the Oriq, it is a nasty construct that is designed to sniff out and eradicate those who use magic, at least those who it hasn't been set to ignore (such as fellow Oriq.) You are capable of constructing them with metal and crystal, and setting them on the hunt, with their powerful natural weapons and sensory abilities making them a useful hunting tool for insurgent mages - waging war with the capabilities of vicious combat golems.

Tempted by the Oriq (200): The Oriq, despite their wickedness, are never at a loss for recruits. Of course they're not - they know the words to sow distrust and play upon insecurities of those who fall through the cracks of Strixhaven's system, and bring the doubters into the fold easily. You've got a similar talent for it now, able to intuit what would cause someone to question themselves, paired with a talent in cold reading.

Plumb the Forbidden (400): One of the most important parts of the Oriq's creed is that they study what is taboo to the mages of Strixhaven - while this may involve simply nasty rituals developed during the blood war, the depths of the magic that was lost to history and locked away for its danger is much more esoteric and grand. As a member of the Oriq, you are now keen on discovering and uncovering deliberately sealed away information - either hidden in old vaults or kept in locked away archives.

You have a pretty substantial amount of experience with infiltration and exfiltration as part of this, and a smattering of small but useful bits of skills that make you excellent at picking through secure areas for information.

Fracture (400): It is not enough to simply undo your enemy's magecraft. They must suffer for their foolishness. Your benefits from your teachings are twofold. First, you are skilled at destroying enchantments, magical objects, and summoned magical constructs with your dark magic. You can see the weak points and apply mystic pressure to cause these boons to be shattered. Beyond that, however, you are capable of causing a 'backlash' when you destroy these things, harming the caster's mind with potency based on the strength of the destroyed magic.

Oriq Overlord (600): Enough skulking in the darkness. You've done the hard work. You've gathered those who would listen. Now, you are much greater than a mere rebellious mage - you're a leader of those who skulk in darkness. As an Overlord, you have access to a number of resources, which will follow you in your travels - for one, you have about a hundred Oriq followers with access to "Eliminate" as well as a basic talent and capacity for magic, with about 20 "lieutenants" with access to "Eliminate", "Agonizing Remorse", "Mage Hunter Creation", and "Tempted by the Oriq" to assist in growing your ranks as well as managing your followers with utmost loyalty. In addition, you have a dark charisma, capable of projecting yourself as a worthy leader to wicked magic-users - potentially drawing the patronage of dark forces or archmages who support your chaotic cause. Finally, as a symbol of your expertise in the dark arts, you have access to a single ritual of power, a relic of the Blood Age: while Extus Narr had the Awakening of the Blood Avatar, a similarly brutal and militant ritual of your own design might be discovered in its stead. Perhaps you've learnt how to transform the blood of both your minions and your foes into an explosive substance, or how to spill blood and darkness into the soil to create demonic earth elementals, or even banishing a foe into a pocket space filled with spirits of manifested violence. You will make Arcavios tremble.

Prismari (Blue and Red)

Prismari, the college of Elemental Arts. The mages of Prismari prize presentation, expression, and showmanship with their magic - seeing no difference between magic and the arts. Each Prismari student sees elemental magic as a method by which to express themselves and their way of seeing the world, something that defines the Prismari as a whole. The core dichotomy of the Prismari is Perfection and Expression - the methods by which they seek to approach their art. All art requires both skill and a vision - but can one truly advance their skill to absolute perfection while having no vision or inspiration, and can one simply create art by screaming out their pent up emotions into the wind with no technique? Finding which approach truly works for them - or any combination of the two approaches - is their key to creating a Prismari Masterpiece.

Mercurial Artist (100): Putting the Arts in Elemental Arts. With this you have a proper initiation into the renaissance student lessons the Prismari often offer - allowing you a dabbling in a variety of artistic expression forms, such as basic initiations into musical theory, painting lessons, sculpting, origami...while you are not often going to be a master right away, this smattering of artforms will allow you to decide what to specialize in and learn more of to better suit your artistic whims.

Practical Research (100): Putting the Elemental in Elemental Arts. A fundamental necessity of Prismari art is that it often utilizes the interactions and properties of elemental magics in interesting ways - however, to best put this to use, one must understand those very properties! This set of lessons and skill for research allows you to understand the elementaries of elemental magic - what elements work together well, which don't, and which have particularly fascinating combinatory effects. Your understanding of the ease of which elements can be used for what purposes (such as creating servitors of stone being more stable but less swift than water or air...which in turn are less likely to be useful in combat) also is greatly increased by this primer.

Maelstrom Muse (200): While one could easily generate the elements from the raw mana of the world, why not do as all great artists do and steal? That is to say, why expend mana to 'force' the spells you want when you can shape what is around you to complete the same? You're now much better at the 'finesse' of magic, and can replicate the effects of spells you know by utilizing the environment around you - giving both additional benefits as well as allowing you to perform the same feats with much less mana expenditure. Why use a fireball when you can send an exploding ball of stone shrapnel instead, or perhaps instead of enforcing a field of mystical Silence around your foes you could simply rip the air out from around them to ensure no sound can carry? A little creativity in magic goes a long way.

Elemental Summoning (200): The well-loved mascot of the Prismari College, the Elemental creatures that often accompany their mages are notable in that they present a plurality and diversity in form compared to the other constructs that are utilized by the Colleges. This is due to their category being more... Descriptive than prescriptive. That is to say, all elementals created by the Prismari are effectively unique due to being made individually and according to the creator's tastes - something you will understand keenly as you now understand the basics of how these elemental beasts are created, utilizing shells shaped by any form of artwork you can work with and animated by living elemental energy deep within. The creature's capabilities are customizable based on both their shape and composition, but they often can be unpredictable and sometimes fragile without a truly inspired design. In many ways, your Elemental's capacity is derived entirely based on your technique and artistic skills.

Voice of Duality (400): Dichotomies, paradoxes, contrasts...they're the fundamentals of artistic expression, and yet the elemental magics themselves that often act as the canvas for the Prismari tend to react poorly to such things.

Fire and Ice quarrel, Stone and Storm struggle, and even without being directly opposed many elements simply weaken each other's presence. That, however, is only an issue for unskilled mages - your capacity for weaving elements and contradictory magics is such that not only can you coax otherwise warring elemental natures to work in harmony, you can turn that contradiction into strength - the opposing natures of the elements you weave together enhancing the features of one another...Ice giving Fire its shape and solidity, Fire giving Ice its flow and capacity for growth. The possibilities are only limited by your creativity, truly.

Elemental Masterpiece (400): Perhaps you understand now the elemental and arts aspect of Prismari...but understanding that they are inseparable is vital to being a true mage of this College. That is to say: You can treat art as elemental energy, and elemental energy as an art supply. You can animate elementals of paint, origami, and sculpted stone or perhaps use those elements to weave powerful spells...and in turn, paint with lightning, sculpt with fire, and weave water into intricate patterned cloth if you have the time and focus. With some effort, you can even make the latter elements behave almost as similar as the materials they replace - while still retaining the visual flair of being made of solidified elemental power.

Perfection & Expression (600): Your understanding of the Prismari's dichotomy is only comparable to the Deans of Prismari themselves. When you choose this option, choose Perfection or Expression. You can purchase this twice, if you wish to have both options.

If you chose Perfection, your technical expertise in the arts becomes unparalleled - being a renaissance mage in every sense, capable of making your name in almost any artistic skill you'd choose to name. Your need to sleep vanishes, explaining your ability to focus and fine-tune the details of any spell or artwork you focus on...able to maximize the effect of even one or two small actions to completely change the course of a spell, or open the mind of a student. You are trained intensely in the technical skill both for magic and the arts, and it reflects in your control of your magic as well as your behavior.

If you chose Expression, your imagination and vision expands to the point your instinct for how to shape magic is beyond the understanding of lesser mages - inspiration and new ideas for how to use magic, to the point of creating new spells, hits you like lightning constantly. You are a genius in inventing new magics and can instinctually 'scale up' magic and artistic designs to be impactful, bigger, and louder - while still having enough capability to 'direct' this chaotic inspired magic away from the most catastrophic of backfiring. In addition, you don't simply keep this inspiration to yourself - your peers and students that you teach are similarly electrified, granting them some measure of your constant churning creative mind's capacity.

Finally, as someone who has internalized Prismari's lessons as well as a teacher, you are capable of easily tutorializing a few of the Prismari perks that you yourself had have already purchased.

For Perfection, you are capable of teaching “Practical Research”, “Maelstrom Muse”, and “Voice of Duality” if you have those perks. For Expression, you are capable of easily teaching “Mercurial Artist”, “Elemental Summoning”, and “Elemental Masterpiece” if you have those perks.

Lorehold (Red and White)

Lorehold, the college of Archaeomancy. Passionate scholars that are obsessed with history, they pore over artifacts and written records from across the ages of the Vastlands - travelling far and wide to unearth the past. Lorehold is defined by the warring ideals of Order and Chaos - history is filled with conflict, combat, and tragedy...but each page builds towards the foundations of the current era and each of these uncertain moments creates an example for all others to follow. Is history defined by the fire that torches the village, or the lantern that guides travellers to safety? Only by searching the past will the scholars of Lorehold decide this in their own way...

Blade Historian (100): History may not be in fact dates and warlords and battles, but they are the most...well, exciting part, and the Blood Age is a constant source of new insights into the grandest conflict in the world's past. As a result, you have studied over the combat styles of the past, able to recognize many historical styles and strategems on sight.

While this is a useful foundation for many, do not mistake this for being a combat master. Simply knowing the styles scholarly does not make you a master of them, and using them in proper combat may prove difficult without practice. As for the tactics and strategies...well, knowing the proper strategy is one thing. Knowing which strategy is appropriate and when to diverge from it is another.

Excavation Technique (100): Lorehold mages are, fundamentally, archaeologists. Thus, any student of Lorehold is behooved to learn how to handle themselves with digsites and historic sites. You're fortunately well trained in how to practice archaeology in a scholarly and professional manner, cataloguing finds, carefully removing them and observing them, and clearing a site in such a way that little to any of the site in question is disturbed without reason. It's not flashy or heroic, but being capable of performing these tasks effectively is an important part of being a student of history.

Radiant Scrollwielder (200): Oh dear. Well, the Lorehold college is known for their gung ho methods some days, and their most infamous is...this. You're capable of manifesting the power of the written word as a mystic light - with the power of the prose written on the book or scroll as well its eloquence granting greater potency to the light's effects. The light wielded against foes scorches and burns away with radiance, while allies are restored and mended by the light's shine. A well written poem could slay wolves and bears while mending gashes into arms, while a historical document that effectively founded a nation would be able to wound dragons with its brilliance and bring the dying to near full faculties.

Spirit Summoning (200): Lorehold mages consider the best source of history to be oral tradition - so why not speak to the spirits past and hear the legends directly from those who lived in their times? This art allows the Lorehold Mage to summon forth the spiritual simulacra of a person they possess some sort of 'relic' of - be it an authentic copy of their writing made during their life, a statue bearing their likeness created during their lifetime, or a weapon that is directly associated with them and verified in ownership. From there, one can interview the spirit for information, allow the spirit to grant them some measure of skills to accomplish a goal...or perhaps even give the spirit a vessel by which to act and battle as is often the case in this hazardous line of work.

Reconstructor (400): It is unfortunate that often, all that is left behind by a culture of great historical value is broken and devalued. Often they are cast aside, or destroyed, or simply left to rot where they are found. However, you have learnt a skill that allows that history to be brought back to life. You are trained in the magics of Duplicative Restoration - by channelling magic into an artifact or device, you can repair and recreate it to mint condition...though the more scattered, broken, and ancient the artifact is the greater magical energy is necessary to sumon the pieces back. As an additional benefit, when such a repair is completed, a secondary copy will be created as a consquence - allowing you to both keep your wonderful find and still put it on display for museums if need be.

Ghostforge (400): Your capabilities as a recreator of the past are beyond simply summoning spirits now - while the limitations of requiring relics from the spirit's lifetime may trouble others, you are capable of creating a mental model of a spirit and its needs so in-depth and suitable that it can bypass this limitation - as a consquence, you are fantastic both at recreating crafting styles and methods from any historical era as well as creating 'ideal' vessels, be they for spirits or other concerns. Your vessels are easy to control and often play up the strengths of whatever possesses or pilots them - a skillset you can apply to more than just statues, if need be. In addition, you can create objects by generating materials from raw magical energy exactly to your specifications...though rarer and difficult to replicate materials do require greater energies to perform.

Order & Chaos (600): Your understanding of Lorehold's dichotomy is only comparable to the Deans of Lorehold themselves. When you choose this option, choose Order or Chaos. You can purchase this twice, if you wish to have both options.

If you chose Order, your ability to call the past has become quite uncanny - you're capable of creating phantasmal tableaus in an area the size of a lecture hall that replicate histories or legends you're familiar with, including spiritual creatures that populate and act according to the legend (with some limited capacity to improvise.) Summoning spirits en masse at a moment's notice is simple with this expertise, and while statues assist in allowing the spirits to remain longer than a few minutes, they're not necessarily.

In addition, your defensive magic is powerful, capable of creating force cages and stifling spells by momentarily locking the mage's capacity to gather mana.

If you chose Chaos, your ability to glean insight from historical battles and campaigns has greatly increased. You are a glorious combatant with scrolls and are capable of utilizing your spells to the furthest effect in protracted battles - in addition, your capacity to improvise new and inventive spins on strategies and spells as well as adapt to similar improvisations with your foes means you are rarely caught on the backfoot in chaotic situations - your situational awareness is impeccable, borne from the understanding that all things are in flux. As a final bit of insight, you are able to sow chaos in both your magic and the magic of others around you - forcing the effects of magic around you to have unpredictable and uncontrollable effects.

Finally, as someone who has internalized Lorehold's lessons as well as a teacher, you are capable of easily tutorializing a few of the Lorehold perks that you yourself had have already purchased. For Order, you are capable of teaching "Excavation Technique", "Spirit Summoning", and "Ghostforge" if you have those perks. For Chaos, you are capable of easily teaching "Blade Historian", "Radiant Scrollwielder", and "Reconstructor" if you have those perks.

Quandrix (Blue and Green)

The College of Numeromancy. Quandrix mages, at their core, study patterns. Both analyzing and formalizing the patterns they see in natural processes and evolution as well as creating fundamental proofs to create new patterns from the very ground up. Their ability to modify, to multiply, to bend the fundamental laws of nature all derives from the understanding and yet dichotomy at the core of Quandrix - everything can be boiled down to numbers and patterns. But the dichotomy of Substance and Theory comes into play in what that means - does this mean that the mathematics that Quandrix uses truly touches on existing natural processes, these 'natural numbers' that can be directly modified? Or is it simply a model by which one uses to understand the world, not truly couched in reality other than as a tool of learning? Regardless of this, Quandrix's ability to do things with magic no other College can approach is unquestionable.

Golden Ratio (100): Before you can learn how to break the laws of metaphysics, you need to learn them in the first place. This primer on the more meaty mathematics necessary - much of it magical geometries and topologies - will give you insight into the various variables of your spells, knowing what can even be modified by the Quandrix's techniques in the first place. Beyond that, you have enough of a primer in the physics and mathematics necessary to start becoming an engineer, or perhaps an architect.

Cultivator (100): The natural processes of the world, from how trees grow, to how blood flows, to the ways that migration patterns develop, are all vital inspiration to the Quandrix's way of using magic.

With this initiation, you are acquainted with many of these patterns - you have a scholarly understanding of climates, biomes, weather patterns, and evolutionary paths...enough to understand the patterns behind life.

Fractal Summoning (200): The Fractal. Artificial life forms created by Quandrix magic, they are formulaic constructs created by the fundamental 'patterns' that make up normal animalistic life. They are rather weak and ephemeral at their most basic, but because they are creatures made from the ground-up as essentially physical forms of the 'blueprints' behind biological life such as wolves, birds, and serpents...they are extremely easy to modify with numeromancy, capable of surviving and functioning (to an extent) even with ill-advised theorems that if enacted on any other being would cause death or plague. You know the arts of creating Fractals, and by studying the biologies of various wild creatures, you can create a "fractal" version that replicates the most basic physical blueprint of that creature - an excellent testing ground for your new equations!

Biomathematician (200): Theory is well and good, both in terms of the patterns of life's growth as well as the numbers behind such...but what does it do, really? Well, this. You are capable of modifying the variables of biological life with your magic - this is most useful for your summons, but if you feel the need to suddenly have a gigantic arm...well, that's not out of the boundaries of this too. These modifications are often going to be through the lense of performing mathematical changes on the parameters of the life in question - the easiest 'change' is addition and subtraction, manifesting as growth and shrinking. You can easily perform those equations right away, and as your understanding of how to safely modify biology grows, you can find unexpected uses of math as applies to the body.

Twincaster (400): The Quandrix prize efficiency like nothing else! This is why your magical prowess has become such that with the same amount of mana and effort you can 'fork' your spells and magical effects, such as creating two Fractals with the effort of one, or making yourself twice as large or small as your normally could with a given amount of effort.

Manifestation Sage (400): Ah, finally. This is what Quandrix truly excels at - you are now capable of manipulating the numerological variables of your spells much more easily, allowing you to perform strange changes on your spell's effects - perhaps your growth formulas are now exponential instead of linear, or you are capable of multiplying your summoning potential? The mana costs of such changes will match the modifications made to the spell - exponential growth demands exponential effort - but directly tinkering with the values of your spells is now within your grasp.

Theory & Substance (600): Your understanding of Quandrix's dichotomy is only comparable to the Deans of Quandrix themselves. When you choose this option, choose Theory or Substance. You can purchase this twice, if you wish to have both options.

If you chose Theory, your mastery of the mathematical side of numeromancy is unparalleled - maintaining advanced running theorems and calculations constantly in your mind is a breeze, making you a living magical supercomputer - constantly reworking your equations easily. With this you are constantly able to 'simulate' the effects of spells and how your spells theoretically would work out in laboratory conditions simply within your own mind. Your mastery of the theory behind numeromancy also allows you to perform much more complex adjustments to your spells if you possess the magical expertise given by Manifestation Sage and Biomathematician.

If you chose Substance, you are keenly tuned to the patterns of life and the physical world. You have unmatched expertise with mana and its flow, as well as how the natural world can be utilized to modify and expand your spellcraft - as well as how the mathematic patterns you internalize would be useful in the physical world. You are capable of not only boiling down the wild chaos of nature's patterns down into usable equations for your own use, you know how to make adjustments to your magic that take advantage of the environment to further enhance its own capabilities.

Finally, as someone who has internalized Quandrix's lessons as well as a teacher, you are capable of easily tutorializing a few of the Quandrix perks that you yourself had have already purchased. For Theory, you are capable of teaching "Golden Ratio", "Fractal Summoning", and "Manifestation Sage" if you have those perks. For Substance, you are capable of easily teaching "Cultivator", "Biomathematician", and "Twincaster" if you have those perks.

Silverquill (White and Black)

The College of Eloquence. Silverquill is a weighty presence in the student body - they're driven, stylish, and almost never at a loss for words. The Silverquill study the magic of words and their effect on others - Their prose, poetry, debate, and public speaking is infused with a mystical potency that allows them to elevate the effects on their peers and foes to mind-bending heights. The culture of Silverquill encourages competitive natures and a strong tendency towards leadership positions - but how they accomplish their goals is the core of Silverquill's dichotomy. The dichotomy of Radiance and Shadow - is the best use of their communicative powers to build up the people around them, to cast a light on the darkness that festers within society, and to be a hopeful inspiration? Or is it to break down the prideful, deluded and the complacent with harsh truths and incisive criticism - with the idea that anything that cannot survive the truth doesn't deserve to survive at all, and that anything worth believing in is worth defending? Only by finding if one wants their pen to be a sword or a shield does one find their place in Silverquill.

Humiliate (100): It's good that they suffer. It's only in pain does someone realize that there are changes that have to be made, and that someone will leave their comfort zone. You're skilled at breaking someone's confidence down with your words, with enough cold-reading skill to be able to intuit what they're sensitive about and how to needle it in such a way that they cannot rely on their confidence to protect them from what you have to say.

Guiding Voice (100): When all is dark, all it can take is someone's assurances to bring us from the brink. You are able to project a warmth from within and infuse your words with it, your speech able to soothe negative emotions as well as calm the hostile - the better you know your target, the easier and more effective this can be. But even at its least effective, your diplomatic ability and ability to be a kindness in an otherwise rough situation is very useful when tensions rise high.

Keen Duelist (200): One can only prove their greatness in conflict! Be it a verbal or actual spar, you have a prodigious talent for one-on-one battles of wits. Your ability to read your opponent in one-on-one conflicts is greatly enhanced by this understanding, allowing you to anticipate and retaliate with greater ease - to others, it almost appears effortless how you dance with word and sword against your lonesome opponents.

Inkling Summoning (200): The Inkling. A floating inky void crafted by shadow magic, you are capable of manifesting statements both insulting and helpful with a bit of mana to create these small creatures. They often change their shapes to match the thoughts and statements of their masters, and while they are useful assistants, they are most useful as combat familiars. Their nature as inky voids means that even against particularly tough opponents, they can drain the life force from their foes wear them down through sheer weight of attacks.

Demagogue (400): Where others wield their words with swords, yours has the weight of a barreling volcano. Your charisma is greatly enhanced, and with it, your capacity to not only build up your allies into logic-defying courage and feats but your capacity to hold attention and change minds. With just your words alone, you could stagger your enemies or allow your allies to stand up and fight even while exhausted - what's more, your capacity with magic enhances this charismatic influence of yours as you are able to use flourishes of magic as tools by which to draw attention and enhance your speech. You are a true example of the power by which rhetoric, pathos, and logic alone with no magic can be a fearsome force on its own.

Gloom Summoner (400): A rare but not unheard of technique that the Silverquill use to strengthen their hearts is the Incarnation Technique - that is to say, they often manifest their fears and hatred into a physical ink-based form as to confront them. The idea is that by not only confronting but taking control of the shape of what you fear, your confidence will become greater and your weaknesses minimized. You have learnt this technique, and what's more, can use it not only in the traditional sense but as a method of creating a vicious and powerful combat construct - though one requiring you to constantly exert control over it, lest it turn on you. It is, after all, made out of the worst parts of you.

Radiance & Shadow (600): Your understanding of Silverquill's dichotomy is only comparable to the Deans of Silverquill themselves. When you choose this option, choose Radiance or Shadow. You can purchase this twice, if you wish to have both options.

If you chose Radiance, your ability to project your voice and the gravitas carried by your words is greatly enhanced. Your voice itself becomes dramatic and enthralling - people will often simply wish to listen to you speak for hours and ask for more with how wonderful you sound to them. In addition, your studies of literature and famous texts make you an absolute polymath for all manner of texts fiction and non, allowing you to always have a saying or pertinent bit of information for any situation at hand, wisdom from across the ages flowing easily from your tongue. Your ability to find the good in others and bring it to bear is without equal, and your encouraging advice as well as your affirmations can even truly mend someone's soul, in a very real sense.

If you chose Shadow, your power over ink and shadow becomes almost terrifyingly precise and dominant. You are able to easily pick out the flaws and vulnerabilities of those around you and strike directly for them - in turn, you are capable of intimidating and haranguing those around you with such intensity that they can feel an almost physical pressure from your scrutiny. Your cynicism is such that you can read the ill intent of others and ascertain what they want and how low they're willing to stoop to accomplish it...and finally, as if this weren't all enough, you are capable of manifesting your bitterness and competitive nature directly into the dark magic ink that makes up Inklings, manipulating it to lash out and harm.

Finally, as someone who has internalized Silverquill's lessons as well as a teacher, you are capable of easily tutorializing a few of the Silverquill perks that you yourself had already purchased. For Radiance, you are capable of teaching "Guiding Voice", "Keen Duelist", and "Demagogue" if you have those perks. For Shadow, you are capable of easily teaching "Humiliate", "Inkling Summoning", and "Gloom Summoner" if you have those perks.

Witherbloom (Black and Green)

The College of Essence Studies. Witherbloom Mages are well acquainted with the cycle of life and death, and the understanding that there is little if any difference between the two. That all death engenders life, and that all life will one day become the fuel for further life - be it that it is consumed by predators, scavengers, or even the decomposing moss and insects...They understand that this essential energy that fuels and flows through life holds the most potential for powerful magic. The dichotomy of Witherbloom rests in the philosophies of the Vein and the Root. Is this life essence's power meant to be used to achieve your goals, or is that power meant to be preserved and defended? Those who champion the Vein point to the brutality of the natural world, that those who utilize their power to satisfy themselves are in themselves the engine of nature's flow - while those who champion the Root look towards the harmony of nature, the equilibrium that is formed even in spite of the ever-gnawing hunger of its predators, and that maintaining that equilibrium is to be a true steward of nature. Where a mage falls on this spectrum is key to determining their way of succeeding in Witherbloom.

Deadly Brew (100): All life is in service to death. You are capable of using a mix of magic and natural ingredients to create powerful toxins that can wreak havoc on the bodies of almost any creature - though, the dose makes the poison. One can easily use these toxins to purge the body of any impurities and sickness, and while the person who imbibed the solution may struggle and suffer they will come out of the pain stronger and healthier.

Cram Session (100): The brain is an extremely hungry part of the body. Why not feed it? You have learned to create magically infused foods that enhance a person's mental faculties, focus, and magical potency for some time. A perfect snack for any study session! In addition, your studies of how the body requires life essence to function means you've learnt how to suppress those necessities for some time...this combined with the aforementioned food means that getting in a last minute burst of studying in anticipation of a test is a simple matter.

Pest Summoning (200): Not exactly an official mascot, the Pest is more of a category of beast that is considered convenient for the Witherbloom's study. Witherbloom mages require life essence in order to perform their most notable tricks, and while acquiring them from other creatures is possible, Pests are families of either insect or reptilian creatures that can survive off of very little nutrition including carrion and mud, as well as having a prodigious reproduction rate. These two facts mean it is almost trivial for a handful of pests wallowing in muck to become a massive swarm almost overnight - an easy source of living sacrifices for any Witherbloom ritual. You are capable of actually generating pests from almost nothing, simply infusing life essence into rotting carrion will immediately create a swarm of them gnawing from within - from there, breeding them en masse will be a simple matter.

Novice Dissector (200): While simply draining a specimen of its life essence is all and good, a proper Witherbloom mage uses every part of the Pest. You are now well-versed in surgery and dissection, capable of separating out the body parts of many living creatures and finding a use (alchemical, medicinal, culinary, or magical) for any part you rip out of a corpse.

Revival Experiment (400): All death is in service to life. Witherbloom's more advanced projects leap back and forth across the lines of mortality, and this specific project is rather interesting. By utilizing living essence, one may revive the recently deceased - simple enough of a concept, correct? However there are, as expected, some caveats. The essence has to be from a living creature, and it needs to be in such capacity that it would be almost triple the amount of life essence that the creature would have had during its life - for an ordinary mage, that's rather hefty already, requiring a great many Pests or perhaps three human sacrifices to achieve...but for larger or more powerful beings that may require almost entire city's worth of life force for a single individual. On that note, the person being revived does not come back entirely the same - the nature of the sacrifices made to revive them

Grave Gardener (400): While living essence is a powerful source of magic, it means the long-deceased do not often contribute to the Witherbloom's rituals. However, an enlightened mage like yourself is aware that even the long-forgotten still have remnants of their former life to draw on - and with this magecraft, you can magically create trees that will draw upon that residual life force and coalesce it into something that you can access. By planting this tree on the soil over a corpse, it will continuously generate much more life essence than it would normally - and produce easily harvestable fruits to use for the essence-magic that Witherbloom is so well known for, heavy with life essence...and flavor!

Vein & Root (600): Your understanding of Witherbloom's dichotomy is only comparable to the Deans of Witherbloom themselves. When you choose this option, choose Vein or Root. You can purchase this twice, if you wish to have both options.

If you chose Vein, your mastery of the exploitation of life essence is such that you are capable of deriving much energy simply from blood rather than draining a creature entirely of life essence. In addition, drinking the blood of creatures allows you to gain insight into that creature, the creatures it has encountered, or the habitat it lives. Beyond all this, you are capable of channeling your own life essence directly into pumping the power of your spells if need be.

If you chose Root, you become an unsurpassed healer - capable of working life's essence to undo nearly any injury, impurity, rot or necrosis no matter how deep and dark. Your understanding of how to invigorate and preserve natural habitats is enhanced, and you are capable of integrating yourself into habitats, even able to camouflage yourself as a natural part of a locale...hiding from both the prey and predators in that locale.

Finally, as someone who has internalized Witherbloom's lessons as well as a teacher, you are capable of easily tutorializing a few of the Witherbloom perks that you yourself had already purchased. For Vein, you are capable of teaching "Deadly Brew", "Novice Dissector", and "Revival Experiment" if you have those perks. For Root, you are capable of easily teaching "Cram Session", "Pest Summoning", and "Grave Gardener" if you have those perks.

Elective Perklines

Colorless (Cannot be discounted)

Extracurricular (100): It looks good on a transcript to have quite a few interests, and Strixhaven does not lack for any extracurricular clubs! You get a few benefits of dabbling in any Extracurriculars you take as well as the connections of your associated clubs in Strixhaven. A few example Extracurriculars will be noted in the notes section!

Job (1 free Staff, 200): While Staff members will be working this job as their main occupation on grounds, Strixhaven students often take up a job on campus as a way to gain practical experience and some spending money.

A list of positions and occupations will be given in the notes sections, the benefits of taking one of these positions is access to its given workstation, any resources the workstation might possess, training in how to perform that occupation, and finally a source of regular income and reason to be on campus.

Tenure (300): Aren't you lucky? You're now much more than either a student or a staff member at Strixhaven...you're an honest to the Sun teacher now! You may be an Instructor or a Professor, but either way, you now are fully inducted as a member of the faculty and thus have access to the resources of Strixhaven beyond what students normally can access. As an additional benefit of your new experience given in magic, you also can *discount another Elective perkline you do not already have discounted from your origin and have 200 points to spend in that perkline*. So for a Lorehold professor, you may have some dabbling in the Blue or Green electives.

White

Star Pupil (100): You take your studies seriously, and it shows. You're a wonderful student, able to easily parse lectures and commit to difficult coursework with no issues - making the most of any lessons you attend. This is less intelligence and more simply a strong diligence and work ethic.

Secret Rendezvous (100): While the colleges often are in contention with one another, as Strixhaven fosters a sense of academic rivalry to be the best and demonstrate the best magical techniques in the university, you are capable of bridging the gap between factions...forming friendships and easing the division between people with your companionship.

Thunderous Orator (200): A common and useful form of magic for those in Strixhaven, you are capable of projecting your voice with enough power to bowl people over - with any speech-based spells and abilities being similarly amplified in power by this.

Sparring Regimen (200): While not necessarily useful for spellcraft, you have honed your skills as a combatant and duelist with physical conditioning as well as reflex training, making you a fit fighter with a great set of combat reflexes from hour of training.

Beaming Defiance (400): You will not be driven back. Your defensive magic is greatly enhanced, and you learn a number of techniques that allow you to easily protect yourselves and others with great effectiveness - as well as a number of spells that restrain and silence your foes, ensuring their ability to mount an offensive is blunted with ease.

Clockwork Scholar (400): You have been trained in the fundamentals of artifice, allowing you to create clockwork and steam-powered magical machinery that often comes in the form of servitor constructs - with the strongest examples on Arcavios being towering war-machines.

Blue

Curate (100): Being a proper student is all about how to efficiently work through knowledge - and you are no exception to this. Your capability to effectively sort through information, books, and leads is nothing sort of prodigious - allowing you to research much more effectively.

Multiple Choice (100): Predictable. As wonderful a university as Strixhaven is, it still is a school - and with a school come tests, exams, and grades. Those, those are your specialty - when it comes to test-taking skills, overcoming homework, and other academic busywork...well, they're more or less mindlessly simple to you. More time to do proper research, one supposes?

Mentor's Guidance (200): Tutoring and teaching are not easy tasks - but you'd make a good professor yourself, now. You have a way of simplifying and electrifying concepts to be much easier to swallow, while still tempting your students to desire more information and even attempt to learn more on their own initiative.

Frost Trickster (200): You've learnt how to utilize ice magic to full effect, capable of creating wreaths of frost that can restrain your foes, or creating barriers by which to defend yourself - and of course, solid projectiles of ice are always an effective weapon!

Vortex Runner (400): For when getting from point A to point B is of utmost necessity. You are capable of warping space with a generous infusion of mana, allowing one to connect between two points. As useful as this is, it requires a strong sense of spatial awareness as well as an exacting knowledge of how far you are from your destination - reckless use is a ticket to an unfortunate situation, though the vortex at least will not open if it would open up into solid ground, which is a mercy.

Mercurial Transformation (400): By applying mana carefully, you can reshape the bodies of creatures into different forms - though doing so requires both a strong understanding of the form you're transmuting the target into as well as the target's own biology - without a clear vision as you are performing this spell, it will fizzle out with the mana expended for no benefit.

Black

Professor's Warning (100): Danger. Even within the halls of Strixhaven, danger can come at any moment. You're well attuned to your instincts to avoid sudden hazards, capable of understanding when you're in danger at a moment's notice and how to avoid it.

Stinging Study (100): Without pain, there can be no gain. Your ability to withstand suffering and pain, especially if its in the pursuit of greater knowledge and power, is much greater than normal now - willing to struggle through whatever it takes to achieve your goals.

Bold Plagiarist (200): Process doesn't matter, only results. If people want to see answers, you'll give them the answers they want - even if they aren't yours. You're an expert at subverting the rules and mimicking the ideas of others, able to get away with this cheating and ensure that you are able to cherry-pick the best ideas from others, with very little in the way of consequences.

Woe-Eater (200): Pain, suffering, hate...these things are the seeds of true dark power. You are capable of transmuting your negative emotions partially into usable mana, allowing you to empower your magic with a lethal, hateful age. This transmutation is rather meager, but it is enough to supplement and 'pump' existing spells.

Essence Pulse (400): The raw power of life is truly terrifying. By expending life essence (either your own or any life essence you have access to via magical means) you can transmute that life force into raw necrotic power, sapping away at your foes' vital strength...of course, to an equal amount of life that you have sacrificed.

Callous Bloodmage (400): You are capable of using dark magics to manipulate your blood and the blood of others - having a sample of that blood is necessary if you're doing so with the blood of another being...with this, you can transform blood into weapons, or solidified constructs such as tools or even summoned creatures.

Red

Start from Scratch (100): The only way to start is by starting - but not everyone is capable of taking that first, necessary step. Even beyond that, re-starting after hours and days of effort can seem utterly crushing, even if a complete rework of any project may be necessary. But kickstarting and riding the momentum of a new project comes naturally to you.

Enthusiastic Study (100): Keeping your morale up and plugging away at what school life tosses at you can be difficult, but you have an inner effervescence that allows you to maintain a positive attitude even in the most mundane things, allowing you to keep up the pace when it'd be otherwise difficult.

Creative Technique (200): Improvisation! It's the soul of innovation. You are able to take on various new perspectives towards how to use your skills, be they artistic, literary, magical, or combat - not only giving you new variations for any occasion, but also making you hard to predict for any who wish to read your intent.

Flamepainter (200): Your ability to manifest and wield flames in a splashy, flamboyant way is such that you could easily hold your own in combat or create a wonderful fireworks display, emphasizing aesthetics and power in your pyromantic abilities.

Crackle with Power (400): There are times when simply unleashing raw power is the most effective thing, destructive as it is - you are capable of bringing forth lightning magic that makes the most of the mana expended by it, with the lightning easily chaining from target to target...sweeping the street of foes with this is no problem.

Storm-Kiln Artist (400): The true treasure in Strixhaven is magical power and the beauty of a top grade - at the very least, you can embody the former quite literally. You're able to infuse magic within objects to be used at a later time, allowing you to 'stockpile' mana or transfer it to those who haven't had the chance to gather energy for big projects.

Green

Field Trip (100): The great outdoors! While other scholarly mages may find themselves worn out and exhausted, as well as itchy, from wandering the various wild fields outside of the university's halls...you're a natural hiker and explorer, well at home camping out in the woods.

Charge Through (100): The best way out is through. Your endurance, stubbornness and capability to barrel through obstacles mentally or otherwise is greatly enhanced - making you one of the toughest customers in your class.

Basic Conjunction (200): By coalescing mana, you can animate magical constructs resembling wild animals with their capabilities - with more complex or magically powerful creatures requiring greater amounts of mana to accomplish.

Leyline Invocation (200): Your understanding of both the natural world and the patterns that underly it grant you enough of an understanding to maximize the effects of any natural wellsprings of mana you come across, allowing you to utilize the magics within while still maintaining those natural reserves for others to use.

Fortifying Draught (400): By utilizing various alchemical and magical ingredients, you are capable of creating a concoction that temporarily boosts your physical and magical potency by a substantial amount - allowing you to ensure that you and your allies always have the edge against your rivals.

Emergent Sequence (400): The most wonderful patterns are those that advance themselves. You are well-acquainted with how to create 'perpetual' enchantments, enchantments that act almost as programmed spells - working to an algorithm of your design, taking actions according to your design...

Items

You may take two 100 CP items for free, take two 200 CP items at a discount, two 400 CP items at a discount, and finally choose two 600 CP items to take at a discount.

Arcane Encyclopedia (100): This book is enchanted to act as not only a journal for all of your existing tasks, or a way to record any personages you've encounters, but also is able to manage your inventory and the spells available at your fingertips! Copying down new information and spells to this encyclopedia is also nearly automatic, simply requiring you to will it.

Zephyr Boots (100): A pair of boots that enhance your speed, allowing you to run as swift as the wind while maintaining your control as well as your ability to accelerate and brake without momentum causing you to lose control.

Blight Mound (100): A mound of muck and rot, this unsightly clod is useful in that it is constantly producing small clutches of Pests - useful not just for acquiring them for your own experiments, but as a number of creatures that will eat anything...good for garbage disposal.

Bottle of Boundless Coffee (100): This metal bottle carries delicious and warm coffee. The bottle won't accept any other liquids, but when poured, has an endless supply of coffee available. The coffee inside is always comfortably warm, and none of the heat can be felt through the bottle.

Cuddly Mascot Exhibition (100): A collection of cuddly soft toys, each one representing a mascot of their college - the inkling, the fractal, the elemental, a spirit statue, even a pest. Squeezing one is a good way to stave off fear and doubt, as well as melting your worries away!

Archaeomancer's Map (200): A bit of a misnomer, the map is a shard of magical glass that when looked into, shows a 'wireframe' of a destroyed building or area's unblemished form. You can set the glass to move 'backwards' through time, allowing you to see a bit of an architectural timeline on a ruin's progression.

Battlemage's Bracers (200): A set of bracers often used for training in combat within Strixhaven, they focus the destructive energies utilized for combat magic such as flame and force and reduce the burden on the mage in casting those spells -allowing one to keep fighting for much longer than they would without these armguards.

Spell Satchel (200): A backpack filled with a number of magical reagents, materials, tools, and vessels that is useful for any mage who works with crafting or creation - the basics necessary for any potion or similar magical project.

Pestilent Cauldron (200): A cauldron with an odd stench, this tool is extremely useful in rendering down living creatures into a liquid dense with life essence - the heat of the cauldron capable of melting their magical life essence down to an extremely purified form.

Elementalist's Palette (200): An artist's palette with a number of elemental gems placed onto it, this palette gives ready access to elemental magic to utilize for your spells or to act as a 'template' by which you model your own magics.

Witch's Clinic (400): A homey cabin that follows you throughout your journey, the clinic is outfitted with a number of healing potions, beds, clean water, and various first aid supplies - enough to be able to house an entire classroom's worth of injured or sickened students.

Sequence Engine (400): A handheld magitechnological device that is capable of 'scanning' lifeforms and magical phenomena, giving a basic formulaic blueprint of both those things in order to be replicated with either numeromancy or perhaps other exotic magical techniques.

Ruin Grinder (400): A towering 60 feet tall construct with heavy and durable armor, the Ruin Grinder is capable of boring through solid stone and chewing through rock with very little issue. The Grinder is a useful tool for excavating buried archaeological finds, and in a pinch, the machine does not know or care for the difference between stone and flesh. It acts on your orders, being an otherwise autonomous if servile robotic servant.

Trudge Garden (400): A large wildlife sanctuary that follows you throughout your journey, it carries a number of the creatures that populate Arcavios, with a natural equilibrium in both its flora and fauna that allows for one to study and carry forward the unique lifeforms that populate this magical plane.

Key to the Archive (400): An all-access pass to magical libraries, the Key to the Archive acts both as a search engine for physical libraries as well as a way of bypassing any security measures or perhaps hidden places where these libraries may hide secrets - showing with a magical light to any book within a library you wish to find, as well as unlocking most doors magical or mundane that stand between you and your quarry.

Chromatic Orrery (600): A massive magically enchanted display, this orrery is a wonderful model of the local multiverse you find yourself in, and allows one to navigate it extremely proficiently if one were to have the capability of wandering that multiverse. In addition, it often catches magical energy from other worlds and transmutes it into a usable form, being a wonderful storehouse of mana in addition to its intricate mapping capabilities.

Triplicate Titan (600): A powerful and terrifying war construct, 80 feet tall, from the Blood Age, this titan resembles a chimeric fusion of an eagle, a warrior, and a bull - carrying the swift flight, combat prowess, and overwhelming power of each of its constituent designs. In addition, the titan is capable of splitting and re-fusing back into its three chimeric constituents, and even if destroyed while in its chimera form will harmlessly split into the three large combat robots.

Strixhaven Stadium (600): A massive stadium with all the amenities necessary - concession stands, locker rooms, the works - it can host any number of sports both magical and mundane. The stadium has a number of the sports equipment for any manner of normal sport as well as the magical duelist sport of "Mage Tower." This stadium will follow you on your journey.

Stabilized Snarl (600): The world of Arcavios was created from dichotomy. The collision of two equal but opposite sources of power mana, a Snarl is the genesis of something truly amazing. This snarl acts as a “Land” similar to a basic land, but can access two colors of mana at once - in addition, Snarls tend to create amazing magical phenomena, creatures, and locales around them. This snarl reflects the colors of one of the Colleges (Lorehold, Prismari, etc.) in what mana it can generate, and will warp the locale around it with magical phenomena that matches its dual nature. This snarl will follow you on your journey.

Study Hall (600): While not quite an entire campus, this Study Hall is a microcosm of Strixhaven that can still easily accomplish its goals - with a number of classrooms, facilities, research materials, and magic tomes that allow it to act as a small scale magic school, you can ensure that a little bit of Strixhaven follows you around wherever you go on your journey. It is an effective magic schoolhouse all on its own, only shamed by Strixhaven due to the university’s age and size being impressive by any measure.

Basic Lands

For those who rely on access to lands in order to draw upon mana, you may purchase a pair of any two “basic” lands for 100 points. The basic lands, if a reminder is needed, are Plains, Islands, Swamps, Mountains, and Forests. Each one generates a charge of mana aligned to its respective color identity, that being White, Blue, Black, Red, and Green. The mana generated from one of these lands is enough to perform an impressive but not massive show of magic, such as destroying a group of twenty soldiers or empowering someone with the strength to attack and defeat the same.

Companions

Study Group (Free): You can create or import up to 8 companions - bonds that reach across colleges, and even past graduation. Each one may pick an origin and has 600 points to spend.

Transfer Students (100): You may create or import up to two companions as per Study Group.

Letter of Recommendation (100/200/400): Ah, companionship! A character encountered on Strixhaven will, if you are capable of gaining their loyalty by the end of your stay here, become your companion.

For 100 points, any non-named or otherwise “normal” creature such as those depicted by non-Legendary creature cards can be taken. For 200 points, a Legendary creature may be extended a hand in friendship. Finally, for the maximum value of 400, one of the visiting planeswalkers (Liliana, Lukka, Kasmira, or Rowan and Will, who count as a single companion) can be extended an offer of companionship, though they are not guaranteed to agree to follow you, and some drawbacks may make this difficult.

Drawbacks

Confront the Past (+100): For one reason or another, regrets from your time before coming to Strixhaven will constantly plague you, perhaps the university itself attempting to teach you a lesson - people you meet here will remind you of those you've lost or those you regret wronging, and situations will arise that are eerily evocative of past failures. Hopefully one can learn from the past...

Crushing Disappointment (+100): Something in your heart has been darkened, a self-doubt that causes you to constantly feel a need to prove yourself to others, or yourself...any challenge to your sense of self worth needs addressing, and you will often be compelled to show up others or overcompensate to fulfill that nagging pain of imposter syndrome.

Sly Instigator (+100): Again? AGAIN. You have a tendency to be caught in fights, either someone goading you or more likely others being goaded into thinking you had insulted or otherwise meant them harm. While this probably won't escalate into greater or large scale conflicts, it does mean you tend to have people nurse a bit of a grudge against you even after these scuffles have run their course, and that will add up over time...

Academic Probation (+200): For some reason or another, you are under surveillance by the university's administration - believing you to be subverting Strixhaven's integrity or worse, even acting in concert with the dark mages that often target Strixhaven. Criminal behavior, cheating, and mischief will be watched closely and taken action upon harshly - be ready to be banished from Strixhaven on pain of enforcement from the Dragonsguard if you aren't squeaky clean in how you act.

Pest Infestation (+200): Disgusting. You're uniquely cursed with being attractive to Pests in such a way that they will be a nuisance - even as small and weak as they are, they often are venomous and can get anywhere in massive quantities. Expect pests attempting to devour your food, tear up your magical creations and concoctions, and swarm your living quarters if you aren't judicious in exterminating them on a regular basis.

Academic Dispute (+200): Someone needs to learn to play nice. You're a bit of a hellraiser when it comes to interacting with other students and professors in Strixhaven, feeling a need to establish yourself as the smartest in the room and shutting down any other interpretations or competing theories with aggression and mercilessness. Be ready to have a LOT of enemies by the time you leave, and don't expect a letter of recommendation from your professors even if you graduate.

Containment Breach (+400): Strixhaven's magical laboratories are some of the most advanced in the world, holding a number of highly sensitive projects biological, magical, mechanical, and any other technological you could name. Shame about their security measures, though.

Chaos in the classrooms is now a guarantee, as all manner of projects will run rampant during your time here, now...with unpredictable hazards all around.

Defend the Campus (+400): The Oriq are the most relevant threat to Strixhaven, but not the only one - anyone who fears or envies the sheer concentrated power the knowledge and magical expertise represented by Strixhaven will always make attempts to subvert or even destroy it. While Extus Narr's branch of the Oriq will of course make their attempt on Strixhaven, it will not be alone in attempts to storm the university and conquer it, with a plurality of villains from warmongers to necromancers to spies from the various kingdoms of Arcavios hoping to transform Strixhaven's power to its own...schemes you will be often caught up in.

Wake the Past (+600): Strixhaven's founding was meant to act as a symbolic bond across the lands of Arcavios, uniting the land under a beacon of peace, brotherhood, and the search for truth and beauty. But for some reason, the Founder Dragons are absent...and in their wake, Strixhaven is alone as a symbol of peace as old grudges are reawakened without the dragons to suppress them, the kingdoms across Arcavios spurred into open warfare once more. The Blood Age's weapons and techniques will be dredged from the depths of ruins, and Strixhaven will be caught in the middle as a dozen interests, creeds, and nations all seek to dominate the world. Can you hold onto your life, as Strixhaven struggles to keep its mission in advocating for peace and unity in a world that has reawakened to war?

Notes

RACES OF ARCAVIOS

The races and their history are sparsely described, but they're listed here more or less for their aesthetic features.

- Owlin
- Bear-Folk
- Burrog
- Djinni
- Dryads
- Dwarves
- Efreeti
- Elves
- Giants
- Goblins
- Humans
- Kor
- Leonin
- Lizardfolk
- Loxodon
- Merfolk
- Minotaur
- Ogre
- Orc

- Rhox
- Sphinx
- Treefolk
- Trolls
- Turtlefolk
- Vampires

JOBS

BIBLIOPLEX

Jobs: Book clerk, book shelver, cafe worker, cleanup crew member, garden tender, store worker

BOW'S END TAVERN

Jobs: Assistant manager, cleanup crew member, cook, host, server

CAMPUS GROUNDS

Jobs: Graffiti eraser, lawn manicurist, litter retriever, sidewalk sweeper, statuary repairer, trash collector

CAMPUS MAGIC LABS

Jobs: Cleanup crew member, specimen preparer, volunteer lab partner

DORMITORIES

Jobs: Cleanup crew member, events assistant, frontdesk worker, resident assistant

FIREJOLT CAFE

Jobs: Barista, cashier, cleanup crew member, server

INTRAMURAL FIELDS

Jobs: Cleanup crew member, crowd manager, equipment assistant, groundskeeper, referee

STRIXHAVEN PERFORMING ARTS SOCIETY

Jobs: Cleanup crew member, general assistant, refreshments expert, stagehand, ticket taker, usher

STRIXHAVEN STADIUM

Jobs: Cleanup crew member, entertainment assistant, equipment assistant, groundskeeper, refreshments expert, ticket taker, usher

EXTRACURRICULARS

DEAD LANGUAGES SOCIETY

These linguistics lovers take advantage of Strixhaven's deep repository of tomes written in ancient and near-extinct languages, teaching themselves these tongues and often translating their favorite works.

DISTINGUISHED SOCIETY OF FINE ARTISTS

These painters, sculptors, printmakers, and mosaic artists gather to create fine works and to discuss the latest techniques and trends in the world of art.

DRAGONCHESS CLUB

These experts in the game of dragonchess discuss the latest in strategy, compete against one another, and test out homemade variations of game rules.

DRAGONSGUARD HISTORICAL SOCIETY

These historians are fascinated by all time periods, and they regularly meet to discuss, debate, and deep dive into members' favorite topics.

FANTASTICAL HORTICULTURE CLUB

These green-thumbed experts love mixing magic and gardening to create new strains of vegetation, many of which they cultivate on campus.

FUTURE ENTREPRENEURS OF STRIXHAVEN

These enterprising students discuss business theories. They often create small start-ups to sell wares and services appealing to students. The funds they generate fuel the club's activities.

INTRAMURAL GYMNASTICS CLUB

These graceful gymnasts work to hone their craft, and they compete against each other in dazzling floor routines.

INTRAMURAL SILKBALL CLUB

These hardy athletes train together and compete in the rough-and-tumble Strixhaven game of silkball, which is played in muddy fields with balls made of spider silk.

INTRAMURAL WATER-DANCING CLUB

These swimming enthusiasts combine their athletic skills with the finesse of artists as they choreograph water dances to the latest popular songs.

LIVE-ACTION ROLEPLAYING GUILD

These storytelling enthusiasts engage in a mix of strategy and playacting-often involving mascots when they enact fantastical narratives that they resolve with special rules.

MAGE TOWER CHEER SQUAD

With their coordinated cheers, outfits, and school spirit, these cheerleaders inspire pride in the official Strixhaveri University Mage Tower teams.

PLAYACTORS DRAMA GUILD

These actors work together to create productions of brilliant stagecraft, often involving new spins on old classics as well as displays of magic and music.

STRIXHAVEN IRON-LIFTERS SOCIETY

These bodybuilders support each other in developing strong muscles and even stronger friendships.

STRIXHAVEN SHOW BAND ASSOCIATION

These music enthusiasts play instruments such as hurdy-gurdies, bagpipes, flutes, and drums, and they regularly perform rousing concerts.

STRIXHAVEN STAR

These truth seekers and wordsmiths report on campus news, regularly interviewing important figures and producing the monthly Strixhaven Star newspaper, which is distributed across the campus.

STUDENT-MAGES OF FAITH

These pious students of many faiths gather to share prayers and theological debates and to celebrate one another's high holidays.