

# College of Wizardry Design Document



LIVEFORM ROLLESPILSFABRIKKEN

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# What's important?

## What is the Design Document?

Welcome to the Design Document. It consists of a number of texts on different subjects relevant to the larp, but some are more relevant than others. We've made a note of which texts are rated must-read, and which are just nice-to-read. You are always more than welcome to write to [claus.raasted@gmail.com](mailto:claus.raasted@gmail.com) if you have questions!

## Must-read texts: you are expected to read them

6	The Setting
7	Welcome to Czocha
9	Houses of Czocha
10	Schedule
12	Phases
17	Costumes
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34	The Five Paths
35	Teaching Plan (both days)
38	The Czocha Trophy
39	The Sorting

## Recent changes

### SEPTEMBER 2, 2015

Chapter 1 - Small changes to the schedule on Sat night  
Chapter 3 - New page added. p31. Four tips on playing

### AUGUST 10, 2015

Chapter 4 - The Subjects changed to "Overview of the Staff"  
Chapter 4 - The 13 Subjects added (p35)  
Chapter 5 - Added a small note that some classes are outside, so bringing warm clothes is a good idea!

### AUGUST 6, 2015

Chapter 6 - Seven new societies added. Dead Scholars Society, The Czocha Choir, plus five secret or forbidden societies.  
Chapter 8 - House of Al'Iskandria changed to The Venerable House of Toth and Heka in Alexandria.

### JULY 9, 2015

Small spelling mistakes fixed. Description of House Sendivogius changed a little.

### JUNE 29, 2015

p10 The Opening Dinner moved back ingame, due to requests from a lot of former players.

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# Chapter 1 Introduction



# The Czocha Heraldic Crest



*Designed by Tia Carolina Ihalainen, one of our brilliant players at the first CoW*



# The Setting

## The world of College of Wizardry

Imagine our world, just as it is today. Except that magic is real. The world of magic exists in the shadows of our own mundane world - undiscovered by billions, but known to the initiated. It's a world of tradition and old bloodlines, of secrets and mysteries. It is a world of wise sorcerers, powerful witches, and dark-hearted conjurers.

Most of all, it is a world that is slowly changing. From the open practice of magic in ancient times to the secret rituals held in dark forests in medieval times to the completely underground magical world of today, the witching world is a parallel society that is under assault from modern culture.

Here, long-flowing robes and dragontooth wands meet jeans and leather jackets. Magical theory is taught in old castles to students more at home on iPhones, and while some wizarding families proudly trace their lineage back to famous magicians such as Morgana le Fey or the Oracles of Delphi, there are powerful sorcerers popping up in suburban Chicago and downtown Shanghai.

The world of magic has its own politics, myths and rules, and is every bit as varied and diverse as the Mundane world. But there are three simple rules that are followed by all, be they noble master of charms or dark-hearted necromancer, known as The Traditions.

*The Tradition of Word: You do not speak of magic to Mundanes.*

*The Tradition of Action: You do not practice magic around Mundanes.*

*The Tradition of Fear: Break these rules and you shall be cast out.*

This is the world of magic. Welcome, magicians.



*The Student Essentials Package: Study Book, Wand, Robe & Tie*

# Welcome to Czocha

## A magical college for witches and wizards

The larp event takes place at the Czocha College of Wizardry, located in Poland at the old Czocha Castle. Read on, and you will learn about how the College and the larp functions.

## Staff & Students

Czocha College is led by the Headmaster, and under the Headmaster are the Professors at Czocha College. They don't get along very well, though, and most of them are NOT interested in getting involved in outside matters or student conflicts. There are also other staff members who perform various duties: a groundskeeper, a janitor, a student counselor, etc.

There are three different kinds of students: Juniors, Sophomores and Seniors. The Seniors (3rd years) uphold the power of tradition. The Juniors (1st years) try to become part of the tradition, and the Sophomores (2nd years) function like bridge builders between the two extremes.

## Paths & Houses

There are five different study paths. The Path a student chooses defines what lessons that student will be taught, just as the year of the student is an influence. Most classes are taught to students from several Paths at the same time. Each Path has a Path Monitor, who is in overall charge of that Path at the school.

The five Houses of Czocha College function as fraternities and sororities - places to find friends, support and guidance. Each House is defined by a set of colours 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.

## Meals & Sleeping

Every meal at Czocha College is eaten together. They are served at regular times and even though conflicts don't evaporate during mealtimes, they are put on hold - everyone has to eat, after all. This sometimes means that meal times are a bit of a somber affair, as everyone tries to be on their best behaviour.

During the larp, everyone stays at the castle. Some choose to stay in rooms that are ingame at all times, while others choose to have their rooms offgame and inaccessible. Regardless of which type of room players prefer, there's a break in play from 02.00 - 07.00 every night (see the schedule later in the Design Document), so that everyone can get at least a few hours of sleep!

## Lessons & Rules

Each day at Czocha has six lesson "blocks" during daytime. The Professors each have their own speciality, and the three years have different classes. Classes are taught to Juniors, Sophomores and Seniors respectively, and most lessons will be taught to classes consisting of 5-20 students at a time. Teaching plans exist in this document.

There are also rules at Czocha. There are two kinds of rules at *College of Wizardry*. The first kind are offgame rules that have to do with safety, location agreements and so on. These may not be broken under any circumstances. The second kind of rules are there to be broken as part of life as a student. The two should not be mixed. You can read about the offgame rules on page 23.

# Crests of Czocha



*The crests of the five Houses of Czocha (as of 1591)*



# Houses of Czocha

## House Faust

**Attributes:** Knowledge & Power

**Symbol:** Dragon (the symbol of Mephistopheles)

**Colors:** Blue & Gold

**Founder:** Johann Georg von Faust (Famous German wizard. He lived his life according to the saying "Wisdom is might")

**Culture:** Based on German culture

## House Molin

**Attributes:** Loyalty & Cunning

**Symbol:** Golem (symbol of the Jewish kabbalists)

**Colors:** Green & Bronze

**Founder:** Jakob Abraham Molin (Legendary Jewish wizard and kabbalist)

**Culture:** Based on Jewish culture

## House Sendivogius

**Attributes:** Courage, Honor & Diplomacy

**Symbol:** White Phoenix (The traditional symbol of immortality, and similar to the heraldic symbol of Poland - the white eagle)

**Colors:** Red & Silver

**Founder:** Michał Sędziwój (Sendivogius Polonus. Famous Polish alchemist)

**Culture:** Based on Polish culture

## House Durentius

**Attributes:** Diligence & Valor

**Symbol:** Rooster (often other houses make fun of Durentius students because of that, while they are proud of their symbol. It's a rooster because of the legend, that Durentius went to the moon and back on the back of a rooster)

**Colors:** Orange & Brown

**Founder:** Laurentius Dhur (Master of dark arts from the Jagellonian University, originally from western Silesia. Known in Polish legends as Pan Twardowski)

**Culture:** Based on Silesian culture

## House Libussa

**Attributes:** Foresight, Daring & Creativity

**Symbol:** Silver Lion (The heraldic symbol of Bohemia)

**Colors:** Purple & White

**Founder:** Libuše (One of the three founding mothers of Bohemia and a famous seer)

**Culture:** Based on Czech culture

# Schedule

## Pre-game

- THU Before 15.00 Players arrive and are checked in (the bus arrives around 14.30)  
 THU 16.00 - 16.05 Introduction  
 THU 16.05 - 16.45 Organizer briefing in groups  
 THU 16.45 - 20.00 Player workshops (including some light food)  
 THU 20.00 - 21.00 Players get into costume and leave the castle (and there's time for delays)  
 THU 21.00 - 21.15 The larp starts. Students are welcomed to Czocha College.

## Phase One

- THU 21.15 - 22.00 The Opening Dinner  
 THU 22.00 - 23.00 Juniors learn the rules of the school  
     Sophomores & Seniors meet in Common Rooms  
     Staff hold first Staff meeting  
 THU 23.00 - 00.00 Students: Free time  
 THU 00.00 - 02.00 Curfew. Students should be in their beds  
 THU 02.00 - 07.00 Offgame sleeping break for everyone
- FRI 07.00 - 07.30 Play starts again.  
 FRI 07.30 - 08.30 Breakfast  
 FRI 08.30 - 08.45 Important Messages (start of school day)  
 FRI 08.45 - 09.00 Break  
 FRI 09.00 - 09.45 Lesson Block #1  
 FRI 09.45 - 10.00 Break  
 FRI 10.00 - 10.45 Lesson Block #2  
 FRI 10.45 - 11.00 Break  
 FRI 11.00 - 11.45 Lesson Block #3  
 FRI 11.45 - 13.15 Midday Break & Lunch  
 FRI 13.15 - 14.00 Lesson Block #4  
 FRI 14.00 - 14.15 Break  
 FRI 14.15 - 15.00 Lesson Block #5  
 FRI 15.00 - 15.15 Break  
 FRI 15.15 - 16.00 Lesson Block #6  
 FRI 16.00 - 16.05 Everyone gathers at Great Hall  
 FRI 16.05 - 16.15 Important Messages (end of school day)  
 FRI 16.15 - 19.00 Students: Free time  
 FRI 16.30 - 18.30 Prefects & Juniors: The Sorting  
 FRI 19.00 - 20.00 Dinner

## Phase Two

- FRI 20.00 - 20.30 Announcements: Juniors are sorted  
 FRI 20.30 - 21.00 Juniors introduced to their new Houses  
 FRI 21.00 - 00.00 Students: Free time  
 FRI 00.00 - 02.00 Curfew. Students should be in their beds  
 FRI 02.00 - 07.00 Offgame sleeping break for everyone
- SAT 07.00 - 07.30 Play starts again  
 SAT 07.30 - 08.30 Breakfast  
 SAT 08.30 - 08.45 Important Messages (start of school day)  
 SAT 08.45 - 09.00 Break  
 SAT 09.00 - 09.45 Lesson #1  
 SAT 09.45 - 10.00 Break  
 SAT 10.00 - 10.45 Lesson #2  
 SAT 10.45 - 11.00 Break  
 SAT 11.00 - 11.45 Lesson #3  
 SAT 11.45 - 13.15 Midday Break & Lunch  
 SAT 13.15 - 14.00 Lesson #4  
 SAT 14.00 - 14.15 Break  
 SAT 14.15 - 15.00 Lesson #5  
 SAT 15.00 - 15.15 Break  
 SAT 15.15 - 16.00 Lesson #6  
 SAT 16.00 - 16.05 Everyone gathers at Great Hall  
 SAT 16.05 - 16.15 Important Messages (end of school day)  
 SAT 16.15 - 17.30 Students: Free time  
 SAT 17.30 - 18.30 Dinner  
 SAT 18.00 - 20.00 Everyone gets ready for the party

## Phase Three

- SAT 20.00 - 23.00 The Grand Opening Party  
 SAT 23.00 - 23.15 The larp ends with the Losing speeches  
 SAT 23.15 - 00.00 Structured debrief  
 SAT 00.00 - 04.00 Afterparty. The bar closes at 04.00

## Post-game

- SUN 09.00 - 10.00 Breakfast  
 SUN 10.00 - 10.15 The busses for Berlin leave.  
 SUN 10.00 - 12.00 Clean-up, debriefing and goodbyes  
 SUN 12.00 We leave the castle!

# Chapter 2

## Playing the larp





# Phases

## Pre-game ~ Getting ready

(Thursday 15.00 - Thursday dinner)

During these hours, there are pre-game workshops and briefings by the organizers. This is also the time to get into costume and get ready to spend the next couple of days inside the head of a different person.

## Phase One ~ Welcome to Czocha

(Thursday dinner - Friday dinner)

This phase (and the larp) starts at dinner on Thursday evening. The Headmaster gives a welcoming speech and introduces the older students to the new first year students - the Juniors. The Juniors get told that the Prefects will decide which Houses they will be put in at dinner tomorrow, so they have until then to make themselves known to Prefects and older students alike. The Sophomores are told of their newly-earned right to roam; they may now leave the castle without being accompanied by a Staff member. During this phase, the focus is on finding out where the Juniors will end up, and everyone has a part to play in making that happen. The phase ends at dinner on Friday with the sorting of the new Juniors into Houses.

## Phase Two ~ Life at School

(Friday dinner - Saturday dinner)

This phase starts just after dinner on Friday evening. The Seniors get told by the Headmaster that some of them will be in charge of the party along with the Staff, as is their traditional duty. After dinner, the Staff makes sure that the Juniors can settle into their new Houses, and the Juniors are assigned Sophomore mentors. Who gets to choose first is decided by the Seniors. This phase deals with the Juniors getting integrated into their newly-found Houses and how the rest of the students deal with that. The Grand Opening Party is also planned during this phase. The phase ends at dinner on Saturday with the Headmaster announcing that the ball will commence shortly. There is an hour to get ready for the ball after that, which is still technically a part of Phase Two.

## Phase Three ~ The Grand Finale

(Saturday after dinner - Saturday night)

This phase starts as everyone arrives for the Grand Opening Party with their date. The students all have dates - the Seniors will have seen to it that everyone has a date, however unwillingly - and the Staff are also all present. As soon as everyone has arrived, festivities commence with the awarding of the Czocha Trophy for the first time this school year. During this episode, conflicts burst out of hiding and love is in the air. Daring, reckless deeds also happen at Czocha College this night. Meaningful things are said and memorable things are done, as the party continues on into the night. The phase (and the larp) ends at 22.00, as the Headmaster thanks everyone for a wonderful party and wishes them a good school year.

After that there is a short structured debriefing, and an amazing party that lasts until the magic goes to sleep!

# Playing a Junior

## Phase One

During the first phase, the Juniors are still not part of a House, and they all have dreams for where they're going to end up. The decision rests with the Prefects, but it's a well-known fact that the older students have a lot of influence with them, so it's all about making good impressions all around. Making new friends, allies and enemies is also an important part of social positioning during the first phase. Maybe some older students will get some of the Juniors to break the rules and do reckless deeds to impress them. Maybe standing up to some of the Seniors is a way to become respected. For the Juniors, the first phase is all about being the new kids at the college and about finding a place where they can fit in without losing too much of themselves in the process.

*START: At the start of the phase, the Juniors are introduced by the Headmaster.*

*After dinner, the Juniors get an introduction to the College by the Janitor.*

*After that, they will spend the rest of the evening exploring the castle and getting acquainted with older students. The next day means classes and trying to make a good impression on the right House(s).*

*END: At the end of the phase, the Juniors get told which House they are now in.*

## Phase Two

During the second phase, all of the Juniors will have received a place in a House. Some will end up in the House of their dreams. Some will end up somewhere they aren't happy with. Regardless, they will all have to go through initiation rites and receive a mentor each from their House. In this phase, the Juniors will try to carve out their own space in the place they've landed. Maybe breaking with old friends is necessary. Maybe it's the other way around, and remaining loyal to an old friend is important even though they're now in opposing Houses. Even though they're now part of a House, the Juniors are still not allowed to go outside the castle without a Staff member present.

*START: At the start of the phase, the Juniors get introduced to their new Housemates.*

*END: At the end of the phase, the Juniors get graded by their mentors.*

## Phase Three

During the third phase, all Juniors must take a stand. Are they going to suck up to the established powers-that-be? Are they going to try to rebel against the hierarchy? Who will bring who to the Grand Opening Party? Who will be making a last-ditch effort to get into the good graces of the Professors, and who will make it clear that they bow to no one? Who will lead a daring expedition to the tombs to talk to the ghosts, and who will rat out their friends to the feared Janitors to stay out of trouble? During this phase, the Juniors do their best to define who they want to be for their stay at the college.

*START: At the start of the phase, the Juniors arrive at the Grand Opening Party with their dates.*

*END: At the end of the phase, the larp ends for everyone.*

# Playing a Sophomore

## Phase One

During the first phase, the Sophomores have a newly earned right that they're bursting to use. They can now leave the castle without a Staff member, and will of course explore the area around the castle and stake claims to interesting territory out there. They are no longer new and even have a bit of influence with the Prefects as to who will go to which House at the choosing. For the Sophomores, the first phase is about exploring and about competing with the other Houses. Great status is derived from being the first Sophomore to stick a hand in the lake, hang a House banner from a prominent statue and so on. For the Sophomores, this is also a time for checking out the newcomers.

*START: At the start of the phase, the Sophomores get told about their new privilege of roaming.*

*After dinner, the Sophomores gather in the Common Rooms of their Houses and meet their monitors for the year. After that, they have time to go explore the Dark Forest, meet in their secret and non-secret clubs and so on. The next day means classes and weighing in on who their Houses should try to get as Juniors.*

*END: At the end of the phase, the Sophomores cheer at the House sorting along with their Housemates.*

## Phase Two

During the second phase, the Sophomores each choose a Junior to mentor. Who gets to choose a Junior first is chosen by the Seniors, so there is some politicking going on. During this phase, it is the task of the Sophomores to get a feel for "their" Junior, and to make sure that the Junior lives up to the codes and virtues of the House. Whether this happens by lecturing, by luring them off the premises to break the rules or by making trouble for the teachers is entirely up to the Sophomores. The important thing is that they must "break in" the newcomers - either gently or roughly. This ends up with the Sophomores grading their Juniors, and this grade carries a lot of social weight.

*START: At the start of the phase, the Sophomores are each assigned one of the Juniors to mentor.*

*END: At the end of the phase, the Sophomores grade their Juniors on a scale from 1-3.*

## Phase Three

During the third phase, all Sophomores must show their true colours. Are they going to be chummy with the newcomers, or are they going to assert their rights as the soon-to-be-leaders? Have they devoted themselves to studying or have they used their newfound right to roam to get into all sorts of trouble? Will they stand with the older students against the youngsters since they are no longer Juniors, or will they teach the older students some of the lessons they might deserve? Who will come to the Grand Opening Party on the arm of a Senior and who will instead be bringing a Junior to the dance? Who will go against the unspoken norms at the party and who will reinforce them?

*START: At the start of the phase, the Sophomores arrive at the Grand Opening Party with their dates.*

*END: At the end of the phase, the larp ends for everyone.*



# Playing a Senior

## Phase One

During the first phase, the Seniors must plan the Initiation rituals of the year and make sure that the right Juniors get into their respective Houses. The Juniors have arrived and within 24 hours they will be sorted into Houses by the Prefects, but as everyone at Czocha knows, all Seniors have a bit of influence on who goes where. Also, the Initiation rituals must be designed, so that those chosen can be initiated properly. What the rituals contain is always up to the Seniors of each House, but usually it involves nightly forays into the forest, and are of course kept (mostly) secret from the Staff. Last, but not least, the Seniors pick which Sophomores get to choose first when it comes to choosing who to mentor.

*START: At the start of the phase, the Seniors get introduced as Seniors to the rest of the College.*

*After dinner, the Seniors gather in the Common Rooms of their Houses and meet their monitors for the year.*

*After that, they have time to plan Initiation rituals for the newcomers to their Houses.*

*The next day means classes and scouting Juniors for their Houses.*

*END: At the end of the phase, the Seniors decide the sequence in which the Sophomores choose.*

## Phase Two

During the second phase, the Seniors choose one of their number from each House to take care of planning the Grand Opening Party. This is traditional, and usually involves coordinating speeches, entertainment and the traditional dance. They are also in charge of overseeing that the mentors do their jobs properly and teach the new Juniors the proper ways of the Houses. If a Sophomore mentor doesn't perform well enough, the Seniors may choose to rearrange Junior/Sophomore pairs. During this phase the Seniors also decide how they want to spend their final year at Czocha College. Who will create a secret club that will go down in history, and who will try to gain fame by infamous daring?

*START: At the start of the phase, the Seniors assign the Sophomores to Juniors as mentors.*

*END: At the end of the phase, the Seniors make sure that everyone has a date for the party.*

## Phase Three

During the third phase, all Seniors must do something to leave their mark on the college - or be forgotten in the history of the place. Maybe it is holding a speech that the Staff will remember for its brilliance. Maybe it is taking a date to the forbidden areas of the castle and making out in front of a ghost. Maybe it is using forbidden magic to embarrass a rival. Whatever happens, now is the time to create personal legends. Also, the future is not far off and plans must be made. Some dream of teaching positions here at Czocha, while others mostly want their education to be finished so they can get away from schools and castles filled with old, crusty magicians.

*START: At the start of the phase, the Seniors arrive at the Grand Opening Party with their dates.*

*END: At the end of the phase, the larp ends for everyone.*

# Playing a Staff member

## Phase One

During the first phase, the Staff hold their first annual Staff meeting, and get a feel for who's going to dislike who this year. There are also classes to teach and students to keep out of trouble. Of course, in a world of magic and mystery, sometimes obscure things happen, and the Staff must also deal with unforeseen events that could have an impact on the college. Everyone knows that even though the Headmaster is officially in charge, even a Headmaster can't be everywhere at once - and often doesn't need to be bothered...

*START: At the start of the phase, the Headmaster introduces the Juniors to the college.*

*After dinner, the monitors go to either the Common Rooms of the Houses or one of the rooms set aside for introducing Juniors. The Janitors and Groundskeeper have time to familiarize themselves with the castle.*

*END: At the end of the phase, the Headmaster announces which Juniors go to which Houses.*

## Phase Two

During the second phase, the Staff needs to make sure that the college runs smoothly. After the sorting of the Juniors into Houses, it is customary for the students to be at their rowdiest and most disrespectful when it comes to rules. Some of the Staff will turn a blind and benign eye towards the students and their pranks, while others will come down hard on them for daring to disobey college policy. During this phase, the conflicts within the Staff surface and decisions must be made on how the year will be.

*START: At the start of the phase, the Staff make sure that the Juniors get settled in correctly.*

*END: At the end of the phase, the Staff decide on dates for the Grand Opening Party, like everyone else.*

## Phase Three

During the third phase, the members of the Staff hover in the shadows, while conflicts erupt during the Grand Opening Party. Rivalries between Staff members surface, and Staff/Student conflicts come to the forefront, as the workplace gets turned into a zone where festivity is sometimes a bit forced. There is always a bit of apprehension amongst those who run the college - who will make a scandal this year? Who will fall victim to a student prank and who will rest secure in the knowledge that the students genuinely respect them? And maybe most importantly of all: who will get through the night smiling and who will end up yelling and shouting for reasons that may or may not be good?

*START: At the start of the phase, the Staff arrives at the Grand Opening Party - some with dates, some without.*

*END: At the end of the phase, the larp ends for everyone.*

# Costumes

## Students

As a student there are two parts to your costume. The first part is your robe, which you can read more about (and see) below. Robes are worn by students at all times when it doesn't say "Students: Free time" in the schedule, which can be found at the end of this document. The second part is what you choose to wear beneath. What students wear underneath their robes is up to them, though outlandish or "Mundy" clothes (like jeans, rock'n'roll t-shirts and such like) are severely frowned upon. During free time, students are allowed to wear what they please, but Staff members have been known to deduct points to students improperly dressed - no matter the time or the place. Czocha College isn't the Conclave of Conjurers where even shoes with rubber soles are frowned upon, but it's not exactly downtown Warsaw either!

## Staff

Staff members wear whatever they please. They all have robes for ceremonial functions, but most of them choose not to wear them more than they have to. And contrary to students, Staff members are not above dressing outlandishly. After all, just as a wizard is never late, a Staff member is never badly dressed.

## Robes

If you play a student at *College of Wizardry* you'll be wearing a robe a lot of the time. The robes are provided by our partner Iron Fortress, who also produce the Epic Armoury series of larp equipment. Robes are loose-fitting and come in the following sizes: S, M, L, XL and XXL, with the XXL being big enough for (hopefully) anyone!



*Students wearing robes, and their well-dressed Professor leading them. In the background, a spirit of Czocha*



# Boys & Girls

## The Mundane world

Reality is as reality is. In some parts of the world, gender equality is strong, even though no place is even close to having full gender equality. In other places, women have it extremely tough. Since the world that *College of Wizardry* exists in is our real world, things like gender inequality do exist, even though they are not felt by everyone. The world of sorcerers and magicians is a bit different, though!

## The World of magic

In the world of sorcery, gender is seen as less important. A female Headmaster of a school of magic doesn't raise any eyebrows, and the idea that girls are worse at magical duels, alchemy or magical pursuits is likewise considered silly and a bit strange. Some schools still place great emphasis on gender, though, but that is usually because of traditionalist views on What Young People Should Concentrate On instead of anything to do with skill or power. The Escola de Magia in Portugal, for example, has separate dormitories for girls and boys, and during festivities at that particular school of magic, it is most common for girls to have boys as dates. Needless to say, most witches and wizards consider that school a bit strange in this regard.

## The College of Czocha

At Czocha College, things are quite different. Here, no one will bat an eye if two young men show a romantic interest in each other or two young women show up as each other's dates for the Grand Opening Party. The feeling is that with young adult witches and wizards, caring about such an unimportant thing as gender is simply childish. This means that same-sex couples are just as common as heterosexual couples and that no one cares what the students prefer in the bedroom.

For the larp, this means that there are no limitations on who your character can have romantic entanglements with and still fit the norms of society. It is of course perfectly possible to play a character who views bisexuality as strange, but if this comes up in conversation that sort of view will be treated with head-shaking disbelief by most characters. On a more practical level, this means that your character can be straight, bi, gay, lesbian, queer or whatever you choose, and only a few people will care. Just as it should be in reality (but sadly isn't).

## How this affects play

At the larp, gender will be a factor only in a few places. There is a girls-only club - Circe's Circle - at the school. It is a bit controversial and will hopefully provide interesting play both for those who are members, those who are not members, and those who feel such a club is archaic and silly. Apart from Circe's Circle, gender should not be a limiting factor at Czocha.

Young adult romance is very much a part of the larp, just as it is at actual colleges, but we see no good reason for it being limited to boy/girl romance. In the end, players decide on characters' sexuality as they choose - we just make sure there are plenty of options. Also, since everything in *College of Wizardry* is designed so the larp can be run multiple times, having gender neutral characters is a lot easier for us.

Bottom line. Gender - it ain't that big a thing at Czocha. ;-)

# Characters

## Characters are pre-written by organisers

*College of Wizardry* has pre-written characters that are created by the organisers. This doesn't mean that everyone will receive a detailed character description complete with life story, ambitions, personality traits and so on, but that all players will receive a basic skeleton to build their character from. Things like nationality, House, class, goals, personality traits and so on will be there, but there will also be plenty of room for player input.

## Relations are created by players

One of the things that are created by the players are the relations between characters. Each character has a certain number of "tags", that puts it into a variety of social groups. Examples of groups are "Czocha Classical Chess Club", "Juniors", "House Sendivogius". The players in these groups will be introduced to each other using the internet. This step is purely optional, and it is quite possible to play the larp without having any relations to other players to begin with - as long as some kind of explanation is found for it. But for most players this will mean a broad spectrum of different relations from different places in life. After all, a student may be a part of the groups "Balt Meddin", "House Molin", and a couple of others, and can find relations from all of them.

The organisers help facilitate the talks in the various groups, so that meaningful relations can be created.

## Character coaches

Every *College of Wizardry* larp has one or more character coaches. The character coaches answer questions, make changes when needed and are there to spar with the players when it comes to characters.

## Your personal interpretation

In the end, the players are the ones playing. Each character has a backstory and some personality traits in it, but these can be interpreted in many different ways. This means that the characters belong to the players and can be played out in whatever way they choose. The larp will not fail because a certain character is played differently than it is written; it will just mean that different stories are created. This is important. Your character is your own.

## Casting and Priorities

There are some characters which are different from the rest. The Prefect characters have more responsibility in the larp and also sleep in the House Common rooms. The Professors are also cast, since they are responsible for a lot of the game content. And lastly, there are our Non-Player-Characters who play other characters rather than students - journalists, ghosts, etc. But apart from these, everyone plays a student.

Players have some influence on what characters they will play, however. They fill out a form stating what their priorities are. We will probably not be able to fulfill everyone's wishes when it comes to what House they will play, and whether they will play as Juniors, Sophomores or Seniors, but we can do our best. Players will also get to prioritize which Path they want to study. Again, we cannot give everyone their first priority, but we will do our best to fulfill as many wishes as possible!

# Character Writing

## Overall Writing Process

Characters consist of five parts. Two of these consist of information, the other three are guidelines for the player.

## Character Part 1 ~ The Basics

The basics are covered here. Name, Nationality, House, Year and Major.

Also, a short flavour text that gives a short description of what the character is like. Focus is on playability and easily recognizable traits.

## Character Part 2 ~ Light / Dark

Here, each character gets a “Light Side” and “Dark Side” written for it. The idea is to give each character a positive side and a negative side. The conflict between these creates a good starting point for a meaningful inner conflict for the character - and gives the player some options to choose between when it comes to how the character should actually be played.

## Character Part 3 ~ Questions

Each character gets five interesting questions, that the player must think about. These are supposed to make the player think a bit deeper about the character OR make the character think about interesting storyline questions. To make our lives easier as character writers, we will sometimes reuse these. After all, it's perfectly reasonable that more than one character has to think about how the character feels about werewolves!

## Character Part 4 ~ What to do?

Here, each character receives five ideas for things to actually do during the larp. Just as with the questions, some of these will be reused. Probably quite a few characters will want to impress teachers, explore the castle, etc. But with around 140 characters, it won't be a problem if two people share a desire for duels in the Dark Forest!

## Character Part 5 ~ Ideas for relations

Since relations are created by players either sometime before the larp or during the pre-game workshops, we have supplied a few ideas for relations. These are just ideas for the players, and in no way obligatory.

# Character Example

## Character Step 1 ~ The Basics

**Name:** K. Baranowski (All characters are written gender neutral, so the players decides the first names)

**Nationality:** Polish

**Former College:** Balt Meddin

**House:** Faust

**Major:** Curse Breaker

**Year:** Sophomore

You've always gotten into trouble. Even before magic school, you were the type who always had to find out what was behind the door. Years of magical instruction at Balt Meddin haven't made you any better at saying no to a challenge – or any better at not getting into trouble. You make up for it by having a large heart, always standing up for your friends and for being a dedicated student (when you're not in detention for misbehaviour).

## Character Step 2 ~ Light / Dark

**Light Side:** You're is willing to go to any lengths to help your friends, and your loyalty is fierce. You're also a student with a genuine thirst for knowledge, who wants to learn and master the disciplines of magic. If you learn to control your insatiable curiosity and learn that there are some rules that shouldn't be broken, you could go far.

**Dark Side:** You don't really understand the difference between "should" and "could". You've got very little respect for authority and believe that you're smarter than everyone around you. And this doesn't only get you into trouble, but also frequently lands your friends in rough situations because of things you've done.

## Character Step 3 ~ Questions

1. If a friend tries to talk you out of doing something, what do you do? Get angry? Ignore it?
2. When you break rules, how do you feel about it? Smug? Indifferent? Or something else?
3. What characteristics do you find attractive in others that you do not possess yourself?
4. Who is your inspiration? A family member? A historical person? A fictional one?
5. How do you treat secrets? (both your own and those of others)

## Character Step 4 ~ What to do?

1. Create a group of rule breakers and give it a daring name.
2. Get first-year students into trouble by daring them to go to the Forbidden Forest.
3. Take the blame for something you didn't do to help a friend.
4. Steal something from another House Common Room and brag about it.
5. Do your best to discover someone's innermost secret.

## Character Step 5 ~ Ideas for relations

1. A former partner-in-trouble from your Balt Meddin days.
2. A self-righteous goody-two-shoes who looks with disdain on your rule-breaking.
3. A love interest from your Junior year that went wrong somehow.
4. A rival in the noble Art Of Getting Away It. Maybe someone you have classes with.
5. A Professor whom you're on good terms with, and who sees the hard-working student in you.



# Chapter 3

## How to play the larp



# Rules of the larp

## The Safety Rules

There are a lot of things we can do at Czocho Castle, our location. There are also things we CANNOT do.

- Safety and concern for the castle always comes first. Even if it means being shut out of something interesting.
- The interior of the castle is full of expensive things. No crazy stunts can be tried in places where they are.
- We're at a castle! This means narrow corridors, steep stairs and the like. Don't run, fall or damage yourselves!
- If something is moved, it must be put back. Remember this, if you move things (like beds) around.
- There are places we cannot go, and these must be respected.
- No things that can ruin floors, walls, etc. No ink! ;-)

## The spirits of Czocho

When walking around the castle, one may meet someone dressed in a certain kind of brown robe. This is a spirit of Czocho; in the larp of course, strictly speaking, it's an NPC or an organiser dressed up. Spirits of Czocho cannot be communicated with, are immune to all magic and cannot be moved physically. If a spirit stands in a doorway with its arms out, that doorway is blocked. The spirits of Czocho serve the organisers for getting certain things done discreetly, so they are not to be bothered.

## No physical combat

No matter how large the conflict, no student or teacher at Czocho would dream of solving a problem with mere violence. Monsters may be physical, but defeating them is never a matter of just piling bodies on top of them! The first reason is because we're at a castle, and physical fights tend to get rough - even when they're just stage fights for fun. The second reason is because we're many players from many different playing cultures. One person's "This is an ok level of physical violence" may be another player's "I'm going to call to the police!" level. So even though physical interaction is of course allowed, no conflicts are solved physically.

## Wands are NEVER stolen

A wizard or a witch without a wand is a boring character to play - unless it's been lost on purpose. It is forbidden (offgame, as well as in the fiction) to steal another player's wand. Should a wand be found somewhere, it can of course be picked up, but it should quickly be brought to the attention of a Staff member or a Prefect, so they can let the player who's missing it get it somehow.

## Spellcasting

Combat spells outside the classroom are of course forbidden to students, but most certainly not to players! Illegal spellcasting is something everyone knows is going on, even though the penalties are severe. Magical combat uses the Liveform system of magical combat, which is demonstrated on location in workshops.

Casting spells is simple. Performing gestures and saying a magical-sounding word does it. However, it is 100% up to the target of the spell to interpret it (and possible effects). So a "Silencio" might silence someone, but then again, it might not - that depends on the player whose character is the target. After all, spells fail students often!

# Playing Style: Light & Dark

## The world of Czocha contains both light, dark and fun

Magical worlds and modern day fantasy can be done in many ways. Some is outright comedy, some is dark and sinister, and some is just plain strange. We want to hit a blend of both the epic, the everyday and the entertaining. At Czocha, it's possible to meet silly Professors with absurd teaching methods, have heart-wrenching moments where betrayals seem almost real and enjoy quiet scenes doing homework and talking about who to bring as a date for the Grand Opening Party. But there's also room for deadly duels with strange beasts in the Dark Forest, secret rituals in the forbidden basements and going to bizarre student poetry readings.

Life at the College of Wizardry is a blend of teenage romance, deadly monsters, political intrigue and personal rivalries, all set against the background of classes, competition for the Czocha Trophy and normal school life. We're aiming to have Czocha feel alive and meaningful, while still having room for some exploding magical beans, miscast spells that turn out silly and touches of the absurd. There are a few pointers, however.

## The big things matter

There's a nasty werewolf situation in Germany, there are constant clashes about technology, and there are those in the magical community, who are beginning to question The Traditions. At Czocha College, a discussion can start out being about internet kittens and move on to a philosophical debate of the rights of gryphons in a heartbeat. Not everyone has opinions on everything, but everyone has opinions on *something!*

## The Game of Houses can get rough

The five Houses of Czocha compete for the yearly Czocha Trophy, and that competition is taken very seriously. Not by all, of course, but by enough that sometimes lines are crossed that perhaps shouldn't have been. Pranks are commonplace, intrigues are rife, and doing something to get one of the other Houses in trouble is considered perfectly alright. Since the Staff are perfectly aware of what's going on, it's very seldom that students are actually expelled for doing things that are out of line - as long as it's "only" other students who suffer, and no-one dies.

## Personal stuff matters too

It's a time of growing up - which means finding out who you are and what you believe in. It also means finding out what you like and what you don't. Experimenting with identity, sexuality, friendships and beliefs is something most of the students do during their time at college - especially those who come directly from other Colleges of Wizardry. This doesn't mean that you need to do any of this if you don't want that kind of experience, but it means that if you want that sort of play, it'll fit the setting very well. This also means that if you've found that the way your character is progressing seems like a dead end, change it!

## You play it as you choose ~ within limits

*College of Wizardry* is a larp for around 140 players, plus the support cast (Non-Player-Characters). There will not be *one* playing style, but many. We see this as an advantage, and we hope you will too. That being said, remember that inside the other characters are other players. So don't do things that they won't like. Stealing wands, chaining people in the dungeon and leaving, and things like that may seem fair to the characters, but for the players inside them, it's almost never interesting. So please remember that styles differ, and it'll all work out!



# Tips on behaving

## Bad Behaviour & Dangerous Magic

What is considered proper for students when it comes to casting spells, waving wands and even just discussing potentially dangerous subjects, such as going up against The Traditions?

### Words have power

In the Mundane world, not speaking about evil may very well be the greater of evils. But in a world where saying something might actually cause it to happen (through the incantation of spells), being very selective with what you say and write becomes an entirely different thing all together! Some Professors have very strong beliefs about casual spell-casting, while others don't. Magic is a serious business, though not all magicians think so!

### So, what can you do?

Well, the answer is a bit muddled. Sorcerers have varying outlook on such things. There are some general guidelines for young people, before they gain their basic witching skills, such as "no magic use outside school". Luckily, Czochoa is a center of advanced magic - one of the Colleges of Wizardry that only teaches adults. But it is still a school, and any dangerous magic, most curses, et cetera, is supposed to be done under Staff supervision and as part of studies, or with special dispensation from a Professor (or the Headmaster!).

Each College of Wizardry has its own rules, and the The Traditions are of course always to be obeyed. None of that matters to students who are on a Path on a normal school day, though. For them trying to figure out what is right and what is expected is a much more complicated matter. Some things will result in House points being deducted and some things will result in detentions or worse punishment. For the student, the accepted, and the unaccepted are constantly changing, and are as much a result of school mood as formal rules.



*The crest of the Headmaster of Czochoa*



# The Unspoken Rules

## The unspoken rules

For students, unfortunately, it is the unspoken praxis at Czocha College that need to be followed. Suffice to say, all Sophomores and Seniors have been trying to figure these ethics out for the last year or two. As for any Juniors reading: it is going to be a bumpy ride! Here are some principles:

## Every student is a unique snowflake

First of all, some adhere to the rules, some break them! There is always quite a lot of drama between those set on studies and those aiming to make a mark of a more “freewheeling” kind. But all are fierce individualists!

## There are model students at Czocha

The well-behaved and careful student tries to avoid any unnecessary mentioning or use of hazardous spells (jinxes do occur, you know!). The aim is to learn more about magic. To master, to excel and to reach profound insights into age-old mysteries. Childish pranks and loose talk or reckless actions, are just in the way of real power. These students love books, laboratory work and field studies. And they adore the wise Professors and Staff that run this venerable institution. Sadly, these students are few and far between, since the willpower needed to cast spells often also provides the willpower to choose your own life. Some students will report everything to the Prefects or Staff if “someone used this potion or that”, while some won’t care one bit.

## Just not very many!

Only the more experimental, carefree or radical, will openly speak about their views on The Traditions (at least if they’re brave). They might wave their wands in public, and even use spells on their fellow students. They will spend time exploring the castle grounds, eat enchanted candy, and live out all that which magic makes possible. These students would never dream of ratting out a fellow trickster. They seek challenges like sparkorbs drawn to the crystal. They fight for their own voice. Some have agendas that lie outside the framework of the school, and are here to tear up the dogmas, throw out the old books and change the face of sorcery forever. After all, college is a time of protest and revolution. Beyond a time of learning great things, it is a time for doing them!

## However, the Staff reigns supreme

Not even the most fool-hearted would consider incantations against a member of the Staff. Well, not unless something really bad was about to happen otherwise. Especially since Staff members automatically win any magical fights against students.

## And House points matter a lot...

Good behaviour earns House Points. Bad behaviour causes deductions. The judgement on what is good or bad varies from Staff member to Staff member. Get to know them and figure out what they like (or what you can get away with)!

# Guide: Playing a Professor

"With great power comes great responsibility"

## Teaching: What's expected of you?

As a Professor you will be teaching a subject at Czocha College. You will teach six classes of 45 min each - three on Friday, and three on Saturday. How you teach them is very much up to you, but the key words are:

- Make it interactive (let the students participate - either by casting spells, working in groups, exercises, etc)
- Make it interesting (make the students make choices - ethical choices, status choices, relations choices)
- Make it usable outside class (teach them things they can use to create more play outside the classroom)
- Make it playable (create a way for good students to be able to excel and bad students to be able to fail)
- Make it special (in Necromancy, talk to the dead. In Mind Magic, practice mind spells. Make it unique)

Last, but definitely not least, you can teach as much as you like. You have to teach a minimum of six classes, but there's nothing to stop you from holding extra classes for enthusiastic volunteer students, debate evenings about your subject (or anything else) or even secret, forbidden teaching in the Dark Forest after midnight. Teach away!

## Let the students deal with it

If danger or trouble comes to Czocha, let the students take care of it. After all, you're much too busy to take care of minor things like werewolf attacks or dark rituals. The students are supposed to learn something about life too, right? So don't solve problems for them - create problems for them instead. Don't be a hero. Be a teacher!

## The Czocha Trophy & House Points

Three times a year the Czocha Trophy gets awarded. Once at the beginning of the year, once at the mid-term exams, and once at the end of the year. This happens on Saturday evening, just before the game ends, as the Prefects give the Losing Speeches (and the winning Prefects give the Winning Speech). Your part in this is to give out House points as both rewards and punishment. The point scale is from 1-5, and only in extraordinary circumstances is this 1-5 scale broken. Every time you give out points, note them down, and whenever you are in the Teachers' Lounge, transfer your points to The Big Book of Points. The Janitor will transfer them to the points-keeping glasses situated outside the Teachers' Lounge.

## Playability comes before plausibility

At *College of Wizardry* the experiences and stories come first; even if it sometimes means stretching believability a little. If you as a Professor walk around after curfew, and meet ten students on their way to the Dark Forest to do a ritual, it's a boring solution to send them back to the Castle. Giving them a pass in exchange for a favor means that not only do they get to do the ritual, they now have the opportunity to get involved in play with you. We want you to stay true to you character, but also make sure you (and others) have a great time!

## It's ok to be uncertain! Ask us and each other

If you're in doubt about something, you're always welcome to ask. Some problems can be asked by talking to fellow Professors in the game, and others can be solved by talking with us in the Organizer Room at the castle. Don't be afraid to ask questions, and don't be afraid to say "Hey, I could use some inspiration" - especially to us. We're there to help you and the rest of the players have an amazing time. So make use of us, if you feel like it!

# Guide: Playing the Janitor

"With great power comes great responsibility"

## Janitor Duties: What's expected of you?

### **You introduce the Juniors to the College**

One of your duties is gathering all the Juniors just after the Headmaster's welcoming speech, and giving them an introduction to the school. This means explaining to them where they can go and where they can't (The Dark Forest, The Teachers' Lounge and the secret passages) and that curfew is at midnight. It's also you who must explain to the new students that use of offensive magic is strictly forbidden without Professor supervision.

### **You are in charge of the Big Book of Points**

One of your tasks is to take the points noted by the Professors into The Big Book of Points, and transfer them into the large points glasses outside the Teachers' Lounge. The way this is done is simple. You simply add together the points noted in the book and pour the appropriate amount of water into the glasses, then clearly mark the spot in the Book of Points, so you start your point count from there next time. We'll show you how!

### **You are the President-for-Life of the Basement Beer Brigade**

Since 1974 the Janitor has been the formal leader of this club of Czocha. As the Janitor, it's up to you to decide which direction you want to take the BBB in. Maybe it's just a cozy social club, or maybe it's the cover for dark and sinister activities. That's completely up to you and the other members of the BBB!

## Let the students deal with it

If danger or trouble comes to Czocha, let the students take care of it. After all, you're much too busy to take care of minor things like werewolf attacks or dark rituals. The students are supposed to learn something about life too, right? So don't solve problems for them - create problems for them instead. Don't be a hero. Be a Janitor!

## The Czocha Trophy & House Points

Not only are you in charge of The Big Book of Points, you can also give out House points as rewards or punishments. The point scale is from 1-5, and only in extraordinary circumstances is this 1-5 scale broken. Every time you give out points, note them down, and whenever you are in the Teachers' Lounge, transfer your points to The Big Book of Czocha. Every 2-3 hours, transfer them to the points-keeping glasses situated outside the Teachers' Lounge.

## Playability comes before plausibility

At *College of Wizardry* the experiences and stories come first; even if it sometimes means stretching believability a little. If you as the Janitor walk around after curfew, and meet ten students on their way to the Dark Forest to do a ritual, it's a boring solution to send them back to the Castle. Giving them a pass in exchange for a favor means that not only do they get to do the ritual, they now have the opportunity to get involved in play with you. We want you to stay true to your character, but also make sure you (and others) have a great time!

## Unscheduled time ~ and the option to ask for help

As the Janitor you have a lot of "unscheduled time". This can be used in many ways. You can teach extra-curricular classes if you want. You can do patrols of the Dark Forest and the corridors. You can recruit students to spy on each other, or set up an office somewhere in the castle. If you're in doubt - come to us and talk!

# Guide: Playing Headmaster

"With great power comes great responsibility"

## Headmaster Duties: What's expected of you?

### You make announcements

During the larp you will make a lot of announcements to the assembled crowd. There are 11 in total.

- Two Morning Announcements (Friday + Saturday at breakfast)
- Two Lunch Announcements (Friday + Saturday at lunch)
- Two After-school Announcements (Friday + Saturday after teaching ends)
- The Opening Speech (Thursday just after the game has started)
- The Sorting Speech (Friday after dinner)
- The Party Preparation Speech (Saturday after dinner)
- The Grand Opening Party Welcome Speech (Saturday evening when the party starts)
- The Closing Speech (Saturday night after the Czocha Trophy has been awarded)

For each speech, we will give you a list of things that must be said. You are welcome to say more than what we tell you to, of course. The main thing about the speeches is that they should be interesting, memorable and powerful. It's better to shout and foam at the mouth than be dull and dry. Being funny is also perfectly ok!

### You let the Staff fight internally

An important responsibility of yours is making sure NOT to solve too many problems. It's more fun that way. ;-)

## Let the students deal with it

If danger or trouble comes to Czocha, let the students take care of it. After all, you're much too busy to take care of minor things like werewolf attacks or dark rituals. The students are supposed to learn something about life too, right? So don't solve problems for them - create problems for them instead. Don't be a hero. Be Headmaster!

## The Czocha Trophy & House Points

As Headmaster, you can of course give out House points as rewards or punishments. The point scale is from 1-5, and only in extraordinary circumstances is this 1-5 scale broken. Every time you give out points, note them down, and whenever you are in the Teachers' Lounge, transfer your points to The Big Book of Points.

## Playability comes before plausibility

At *College of Wizardry* the experiences and stories come first; even if it sometimes means stretching believability a little. If you as the Headmaster walk around after curfew, and meet ten students on their way to the Dark Forest to do a ritual, it's a boring solution to send them back to the Castle. Giving them a pass in exchange for a favor means that not only do they get to do the ritual, they now have the opportunity to get involved in play with you. We want you to stay true to you character, but also make sure you (and others) have a great time!

## Unscheduled time ~ and the option to ask for help

As Headmaster, you have a lot of "unscheduled time". This can be used in many ways. You can teach extra-curricular classes if you want. You can do patrols of the Dark Forest and the corridors. You can recruit students to spy on each other, or set up an office somewhere in the castle. If you're in doubt - come to us and talk!



# Guide: Playing a Prefect

"With great power comes great responsibility"

## Prefect Duties: What's expected of you?

### **You lead one of the Houses along with your co-prefect**

As a Prefect, you are one of the leaders of the five Houses of Czocho. You play a major role in defining what the House will be like, and how its members will interact with each other. A few important things to remember:

- Be inclusive. Make sure that Housemates share information, tasks and stories. Delegate and include.
- Be decisive. As a leader of a House, it's better to make mistakes than to be passive. Don't be afraid to fail.
- Be memorable. Prefects should be a bit larger-than-life, both in their good AND bad sides.

### **You are in charge of sorting the Juniors together with the other nine Prefects**

From 16.30 - 18.30 on Friday, the combined Prefects meet in The Marble Hall and sort the Juniors one by one. How this works in detail we will explain to you on location. This means that you are also in charge of collecting information about Juniors for your House before The Sorting.

### **You will hold a speech at the end - either a Losing Speech or the Winning Speech**

At the end of the Grand Opening Party, your and your co-prefect must hold a speech. Either a Winning Speech (if your House has gotten the most House points) or a Losing Speech (if your House hasn't won). These speeches are very short (a maximum of 90 seconds!) and should be powerful and memorable.

## Being a playmaker

As a Prefect, one of your central functions is to be a playmaker. Keeping your fellow students engaged and active is your of your tasks, and that means inspiring them to do things. Some of this is done by maintaining House discipline, and making sure your House does well in the Game of Houses - after all, ALL prefects take the Czocho Trophy very seriously, and will do a lot to get their hands on it.

Other things include connecting people, sharing information, passing along tasks and thinking up interesting stuff for Housemates to do if they're bored. Maybe the House needs a new song, some House poems or there's a particularly interesting prank to play on another House. Maybe there's a House ritual that needs to be done down near the river, or at the top of the tower. Maybe there's a secret handshake or a funny greeting.

The important thing is that as a Prefect you can make up House traditions and goals to make life interesting for both yourself and for your co-students. This also means you get to do things that sets your House apart. This is true both before the larp, during the planning phase, and during the larp itself. You get to be creative! Yay!

## You'll be busy ~ but don't be afraid!

During the larp, you'll find yourself extremely busy at most times. The two big things are The Storting, and helping Housemates get dates for the Grand Opening Party. But being a Prefect means being one of two people in charge of around twenty other students, who will often be doing a million things at once - and trying to make some sense of it all.

But don't worry. It'll all turn out alright in the end. You'll probably have moments where everything is happening at once and you lose track of events, but this is not necessarily a problem. It's ok if things are a bit chaotic. And of course, you're always welcome to come to us if you need inspiration or guidelines. Or just a moment's peace!

# Four tips on playing

## Why these playing tips?

In our daily lives, we all know how to interact with one another (to a certain degree, at least!). We know what it feels like to be in conflict with someone, we know how we are friends with others and we probably have some experience with romance as well. That doesn't transfer easily 100% to a larp, since it's a much more compressed and "heightened" reality. Everything happens faster, reactions and counter-reactions are more over-the-top and everything is much simpler than in our normal reality. For this reason, we have made a couple of playing tips for you. They're meant to give you some ideas and inspiration. And if you feel you don't need them, that's ok!

## Playing friendship

Friends talk about things small and large. Tell your friends what's going on in your life, and ask about theirs. Overshare! Get involved in what they're doing. Do your friends favours. Say good things about them to others. Help them out when they're in trouble, and ask them for help when you need it. Their problems are your problems and you can always try to make your problems become their problems! Be loyal. Be supportive. Unless you're going to screw them over, of course, which is also interesting and part of friendship. After all, the worst of enemies can have started out as the best of friends - and exactly the same the other way around.

## Playing conflict

Enemies come in all shapes and sizes, but they have one thing in common; they will go out of their way to make your life worse, and you'll definitely do the same for them. Share their dirty secrets if you know them. Make them up if you don't! Say bad stuff about them behind their back. Make it known that you're not on good terms when you see each other. Fake smiles, nasty "compliments" or outright verbal attacks are all part of the package - whatever fits the situation. Get involved in the lives of your enemies, so you can make them worse. But most importantly of all, be prepared to change your views. Enemies today can be friends tomorrow, and vice versa.

## Playing romance

Romance is a tricky thing. Sometimes it's easy and light-hearted, and makes everyone happy. Sometimes it's complicated and dark, and is the glue that keeps two (or more!) people together even though it's unhealthy. It can also be one-sided and exist only in someone's head. There are many ways to be romantic. Take walks and share inner desires and dreams. Hold hands in the hallways. Stand up for each other. Send love letters. Recite poems. Go on interesting dates in the Dark Forest. Promise each other the world. And remember that sometimes love fails, and that is also a part of romance. Rather something fast and furious than slow and safe.

## Playing Housemates

The Houses of Czocha have co-existed for centuries, but the competition between them is fierce. For some students, having friends outside of the House feels like betraying it, while others effortlessly maintain and create friendships with students from other Houses. No matter how you feel about your House, remember that its fate is bound to you, and everything you do reflects upon it. Working hard for house points will make you popular amongst your own, and costing your house points will get you into trouble. The Houses of Czocha are the closest there are to families at school - you may not always like them, but you always know you belong.

# Support characters at CoW

## Non-Player-Characters support the player experience

A Non-Player-Character (NPC) is character played by a participant who's not a player, but who instead plays a number of support roles throughout the larp. We're lucky enough to have quite a few participants who've made the journey to Czocha, to help us create a magical experience for our players. They play a variety of different characters (some of them play different characters during the course of the larp, so don't be surprised if you see familiar faces!), but all of them have one thing in common - they're there to improve player experience. Two NPCs discussing in the Dark Forest alone doesn't serve that much purpose, though it may of course happen!

## The power is in the hands of the players

At *College of Wizardry*, we have a design ideal that lets the players have the power to influence the story. This means that instead of planning a werewolf attack on Saturday night, we give some player characters the power to summon werewolf allies. Maybe this *will* result in an attack on the college - maybe not. This means that instead of having a clear time table for when certain events happen, we try keep things dynamic.

This means that the larp will be full of opportunities, but it also means that things may not work as expected. A summoning spell in the Dark Forest may produce a different outcome than hoped for, and a trip to see a Mermaid at the river may become a little bit more exciting than first imagined!

## Spirits of Czocha

The most common NPC characters are the spirits of Czocha. These spirits are bound to the castle for eternal servitude. They are easily recognizable by their brown robes and face masks, though what they're wearing from the waist and down will vary from spirit to spirit. Spirits of Czocha are immune to all magic, cannot be communicated with and cannot be moved physically.

The spirits are there for a couple of reasons. First of all, it's an easy way for NPCs to move around the castle without standing out, since people look more or less the same once they've put on the brown robe and the mask. It also gives us a chance to block off certain sections of the castle if we need them for specific purposes. The way to deal with spirits is simply to ignore them and accept that they are there with a certain fatalism.

## Opt-In instead of Opt-Out

One of the guidelines we have for our NPCs is that they are supposed to give players opportunities for interesting play, not force them to have play experiences they aren't interested in. For this reason, very few NPCs will enter the Castle itself - and those who do will mostly be easily ignorable characters like travelling salesmen, visiting researchers or such like.

You can still meet Vampire Hunters in the tavern, enraged Minotaurs in the Dark Forest or mischievous Pixies in the gardens. It just means that you'll have to actively seek them out, and if you're not interested, they won't bother you. There'll be no attack by undead at the South Gate or a visiting Headmaster from another College of Wizardry demanding your attention, but there'll be plenty of mystery and opportunity for those who look for it.

An obvious place to go to opt in, is the tavern next to the castle, where weary travelers and strange individuals come to rest their legs - some looking for refuge, others on their way to adventures and looking for companions.

# Injury and death at the larp

## You cannot kill others ~ but you can choose to die

Being killed at a larp is very seldom fun. Dying at one can be, but usually only if it's something chosen by the player for dramatic impact. This means that at *College of Wizardry*, it's impossible to kill other player characters; students, Staff members, etc. It simply cannot be done without their explicit off-game consent. The same goes for injuries that will ruin a large part of their play. So while it's possible to drag off a Junior to a secret club meeting and give that Junior a runic scar on the arm (using make-up, not a real scar!), it's not possible to cut off players' arms, blind them permanently or that sort of thing. This is reinforced by our potion and spell rules, where the "victim" is always the one deciding what the effect is.

This means that while conflicts will happen and fights can become quite serious, nobody gets killed during fights unless they choose to on their own. And since dying means missing out on the rest of the larp (or becoming a ghost, at the least), it's not something that's going to be happening right and left. If you choose to have your character die, make sure it's in an interesting way, and that someone takes care of getting the body to the offgame room at the castle near the entrance. After all, dead bodies aren't supposed to walk around.

It must be said quite clearly, though, that we do not expect character death to be a central part of the larp. It may happen in extreme cases if the players so choose, but this is not a larp where we expect a high death toll!

## Healing happens quickly

Healing magic is very powerful at *College of Wizardry*. No-one wants to spend an entire larp in a sick bed, especially since we don't have a room that can be used as a sick bay. So if you've been injured at the larp (ingame, not offgame - if we get injured offgame, we'll deal with that immediately), don't lie around playing injured for any longer than you want to. Find a Staff member or a Healer student, and get it taken care of. Make it interesting instead of boring.

## Offgame injuries

If you get hurt for some reasons, we have an offgame room just inside the main entrance. Go there, and we'll do our best to help you. We have first aid kits, cars to take people to the nearest hospital (which is about 45 min away) and people with first aid experience. If something happens, come to us, and we'll do what we can. Most of all, be careful, though. The castle is a castle, and the forest is a forest. Don't do crazy stuff!

## Emotional overload

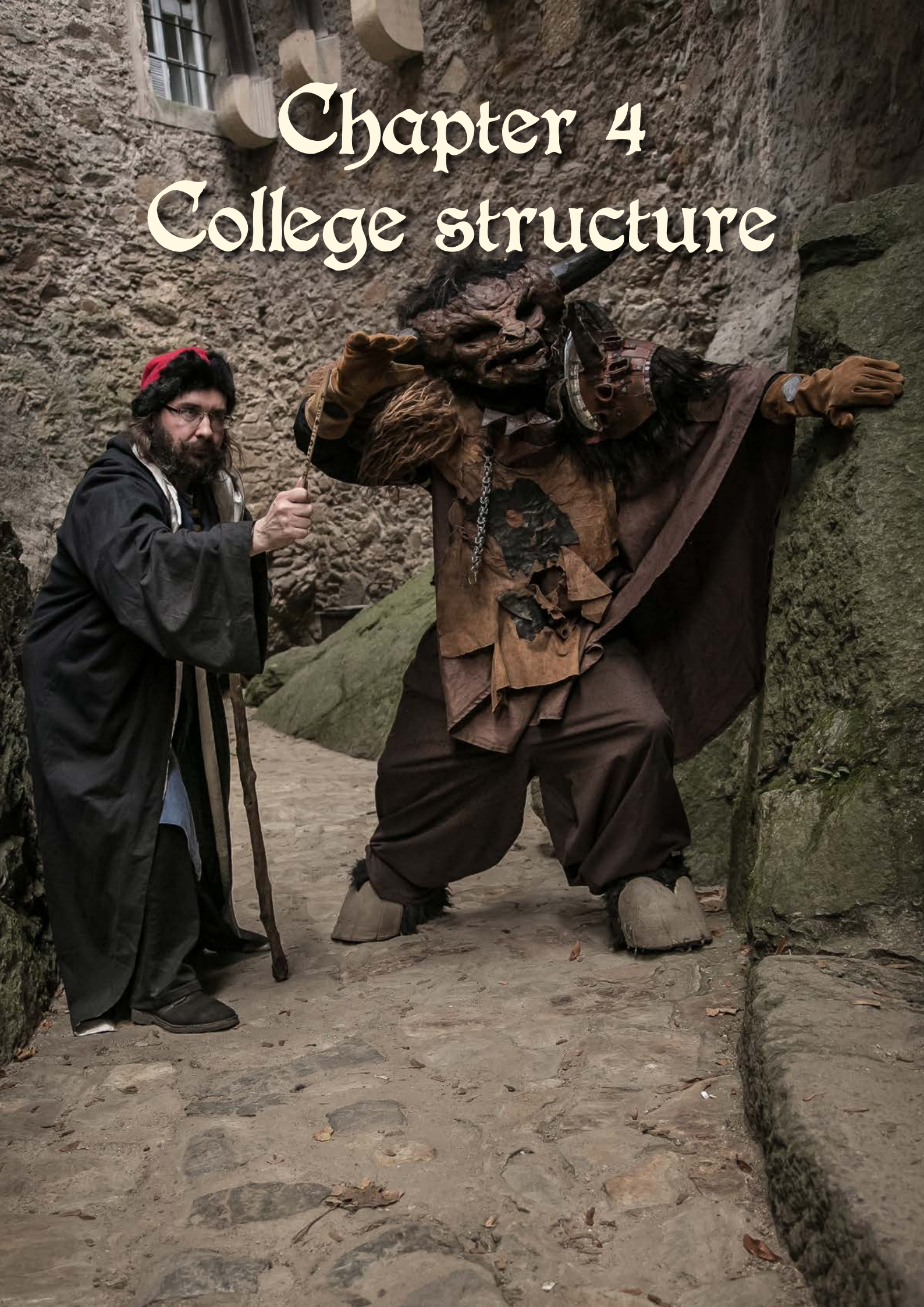
Larps can bring out strong emotions. This is one of the reasons some of us play, but it also means that sometimes emotional overload happens, or something triggers a bad memory or hits home harder than it should. This is perfectly ok and is nothing to be ashamed of or scared of. If you feel you need someone to talk to - whether about light things or serious - we can be found in the organiser room at the castle just inside the entrance. Since the larp has about one and a half hundred players, we'll have about one and a half hundred different personalities and emotional registers.

Problems will arise, misunderstandings will happen and that's unavoidable with this sort of larp. What we can assure you is that we'll do our best to help if you need us.



# Chapter 4

## College structure





# The Five Paths

## Curse Breaker

Students of the Curse Breaker Path learn how to deal with enchantments, old curses, jinxes, and hexes. They learn how to disable or counter curses in ancient tombs or other historical sites, and often work in exotic places (Egyptian pyramids, Mayan temples etc.). Their studies provide them with vast knowledge of ancient runes, numerology, astrology, and other such disciplines, while still requiring them to be able to think on their feet. Curse Breakers must be able to work under the constant threat of danger and have great ability to adapt quickly to the most difficult of conditions.

## Healer

Students of the Healer Path learn how to detect magical diseases and injuries and how to interpret their symptoms. They must be able to remove very complex, dark magic curses and know about the antidotes to any possible poison and transfigurational changes in living organisms under the influence of spells. Students also learn about Mundane ways, and often experiment with combining magic with technology. The way of the Healer demands an open and analytical mind, great knowledge of spells, herbology and transfiguration, and the ability to find new paths and to understand the impact of magic and spells on the human body.

## Artificier

Students of the Artificier Path learn how to craft powerful items, control relics and tap into the power of the inanimate. The way of the Artificier leads to knowledge of golems, artifacts and creations of witchcraft. Students need to keep clear heads, conduct precise and demanding rituals and invest much of their mental energy into understanding things that are not alive. They live in a world of numbers, movements and symbols, and know that while humans may sometimes forgive errors, their subject magic does not. As a result of this, they often become unforgiving and hard, and sometimes begin to treat intelligent creatures as mere thinking machines.

## Cryptozoologist

Students of the Cryptozoologist Path learn how to research magical creatures, how to recognize body parts of magical animals and determine their suitability for potions and magic rituals. They learn how to utilize the magical effects of nature and its creatures, which is essential when controlling the wilderness. Cryptozoologist students number both those who want to preserve nature and those who want to suck the life out of it, and while the Path gives knowledge of magical creatures and potions, it requires great patience and flexibility and the willingness to work hard in demanding circumstances with the strangest of beings.

## Guardian

Students of the Guardian Path learn how to enforce The Traditions, and their lives are dedicated to keeping the world of magic safe from Mundane eyes. They are taught the ways of illusion, divination and powerful charms, and develop sharp and critical minds, always on the lookout for those who disrespect the Traditions. They are granted many powers and are held to high standards, and above all they are judged by their ability to both keep and sniff out secrets. Walking the Guardian Path means guarding and knowing the history of the magical world, and never flinching from hard choices or terrifying truths.

# The 13 Subjects

## Alchemy

In Alchemy, students learn how to mix potions and magical elixirs. These range from memory-removing liquids and love potions to poisonous concoctions and bizarre brews that enhance charisma, but degrade morals.

## Arithmancy

In Arithmancy, students learn how to use the magic of numbers to effect the world. Popular substudies include Numerology, Geomancy and certain number-based divining techniques that both show and shape the future.

## Beastology

In Beastology, students learn how to deal with magical creatures and humanoids. This can be anything from hands-on-training in how to calm down enraged minotaurs to learning how to seduce merfolk. In the water.

## Demonology

In Demonology, students learn about the demonic world and the many creatures inhabiting it. Lessons range from theoretical methodology to full-fledged summoning of hellspawn under deadly conditions.

## Herbology

In Herbology, students learn how to identify and use magical plants for arcane purposes. Some of these are extremely powerful and/or dangerous, and the field trips into the Dark Forest are seldom uneventful.

## Magical Defence

In Magical Defence, students learn how to defend against magical attacks, sharpening their skills in magic duels. The idea is to train in a safe environment, but often the word “safe” is put in quotation marks for these classes.

## Magical Theory

In Magical Theory, students learn about the framework of sorcery and how it impacts everything from spellcasting and powers to ethics and society. Needless to say, classes often provoke heated discussions.

## Mind Magic

In Mind Magic, students learn how to use magic to affect the mental processes of both themselves and others. Memory charms, and spells influencing feelings and mental abilities are among those commonly taught.

## Necromancy

In Necromancy, students learn how to deal with the spirits of the dead (and the not-so-dead!). Teaching often involves practical applications of the Necromantic craft, sprinkled with a solid helping of ethics and theory.

## Physical Education

In Physical Education, students learn how to use their bodies in a sorcerous context, utilizing their physical powers along with their mental ones. Many students are surprised to learn it's not like its Mundane counterpart.

## Ritual Magic

In Ritual Magic, students learn how to use the power of rituals to produce powerful magic. Teaching is often structured around practical ritual magic and getting an understanding of its many forms.

## Runic Magic

In Runic Magic, students learn to use the power of runes to produce a variety of different magical results. Education in Runic Magic often focus on the practical application of runes and the ethics of their use.

## Technomancy

In Technomancy, students learn about the ways magic and science can be combined. A highly controversial topic, it is considered a bit of “the odd one out”, and can involve a truly absurd range of magitech artifacts.

# Teaching Plan - Both days

Time/Place	Auditorium	Library	Museum	Cellar	Tower	Dungeon	Gazebo	Under the Bridge
Period 1	Mind Magic	Magical Theory	Arithmancy	Alchemy		Necromancy	Ritual Magic	Physical Education
	Junior Class	Senior Class	Senior Class	Junior Class		Senior Class	Sophomore Class	Sophomore Class
09:00 - 09:45	Curse Breakers Guardians Cryptozoologists	Curse Breakers Cryptozoologists	Artificiers Guardians	Artificiers Healers		Healers	Artificiers Curse Breakers	Guardians Healers Cryptozoologists
Period 2	Technomancy		Runic Magic		Demonology	Beastology	Magical Defence	Physical Education
	Senior Class		Junior Class		Sophomore Class	Junior Class	Sophomore Class	Senior Class
10:00 - 10:45	Artificiers Curse Breakers		Artificier Juniors Curse Breakers		Guardians Curse Breakers	Guardians Healers Cryptozoologists	Artificiers Healers Cryptozoologists	Guardians Healers Cryptozoologists
Period 3	Technomancy		Runic Magic	Alchemy		Necromancy	Magical Defence	Herbology
	Senior Class		Senior Class	Junior Class		Sophomore Class	Junior Class	Sophomore Class
11:00 - 11:45	Guardians Healers		Artificiers Curse Breakers Cryptozoologists	Curse Breakers Cryptozoologists		Artificiers Guardians Healers	Artificiers Guardians Healers	Curse Breakers Cryptozoologists
Lunch Break								
11:45 - 13:15								
Period 4	Mind Magic	Magical Theory	Arithmancy		Demonology	Beastology	Ritual Magic	Herbology
	Sophomore Class	Senior Class	Junior Class		Junior Class	Sophomore Class	Senior Class	Senior Class
13:15 - 14:00	Artificiers Guardians	Artificiers	Guardians Curse Breakers Healers		Artificiers Cryptozoologists	Curse Breakers Healers Cryptozoologists	Guardians Curse Breakers	Healers Cryptozoologists
Period 5	Technomancy		Arithmancy		Demonology	Necromancy	Ritual Magic	Physical Education
	Sophomore Class		Sophomore Class		Senior Class	Senior Class	Junior Class	Junior Class
14:15 - 15:00	Artificiers Curse Breakers Cryptozoologists		Guardians Healers		Guardians Healers	Artificiers Curse Breakers Cryptozoologists	Artificiers Curse Breakers Healers	Guardians Cryptozoologists
Period 6	Mind Magic	Magical Theory	Runic Magic	Alchemy		Beastology	Magical Defence	Herbology
	Senior Class	Junior Class	Sophomore Class	Sophomore Class		Senior Class	Senior Class	Junior Class
15:15 - 16:00	Curse Breakers Healers	Artificiers Curse Breakers Guardians	Artificiers Curse Breakers Healers	Guardians Cryptozoologists		Cryptozoologists	Artificiers Guardians	Healers Cryptozoologists



# Overview of the Staff



## Alchemy

Professor B. Schneider  
Professor C. Zontar



## Mind Magic

Professor N. Theodoric



## Arithmancy

Professor M. Beyersdorf



## Necromancy

Professor K. Fritzon



## Beastology

Professor E. Von Hoff



## Physical Education

Professor J. Cantorius



## Demonology

Professor T. Moretti



## Ritual Magic

Professor H. Yilmaz



## Herbology

Professor I. Jankowski



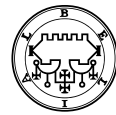
## Runic Magic

Professor P. Welsh



## Magical Defence

Professor M. Dubois



## Technomancy

Professor G. Artemis



## Magical Theory

Professor U. Rozman

## Other Staff members

### Headmaster

S. Ostenstern

### Janitor

V. Stanislav

### School Photographers

L. Lumines

A. Plum

### Assistant Professors

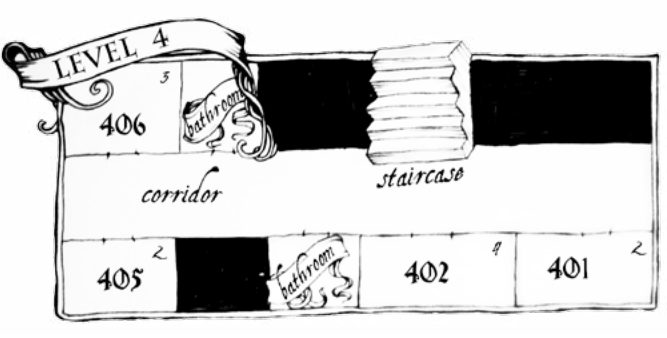
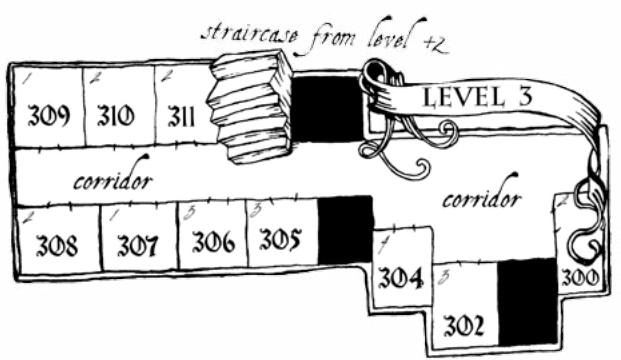
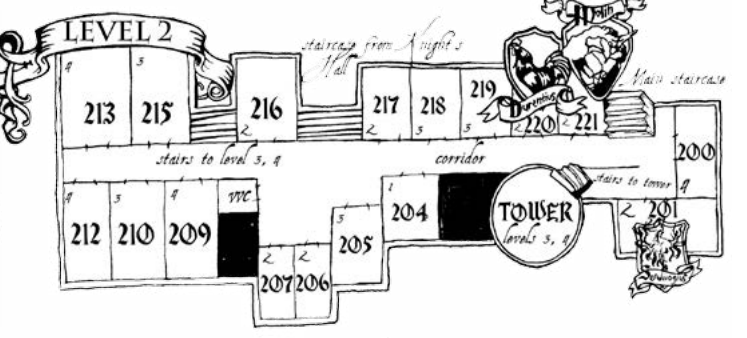
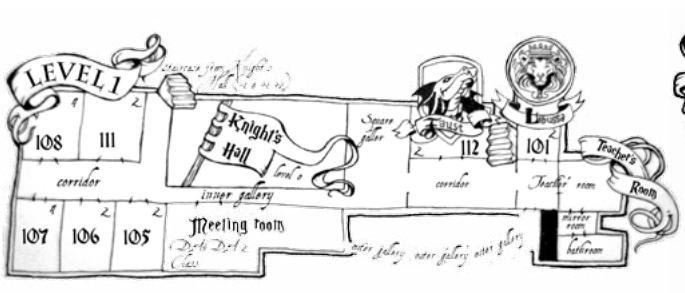
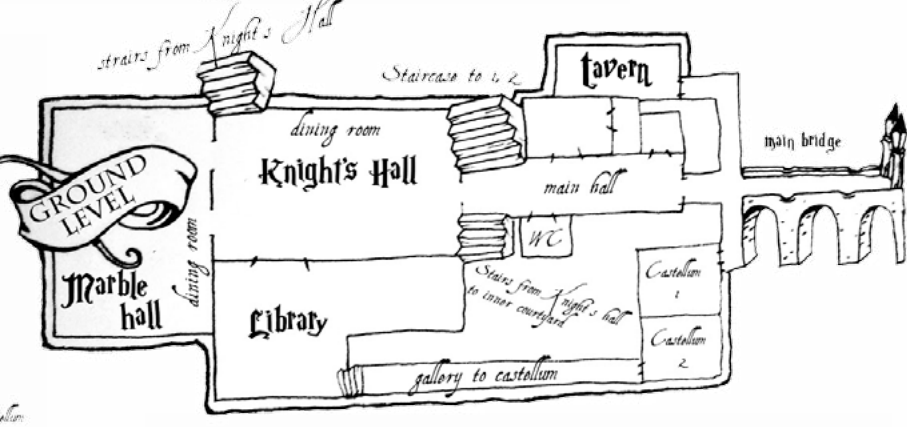
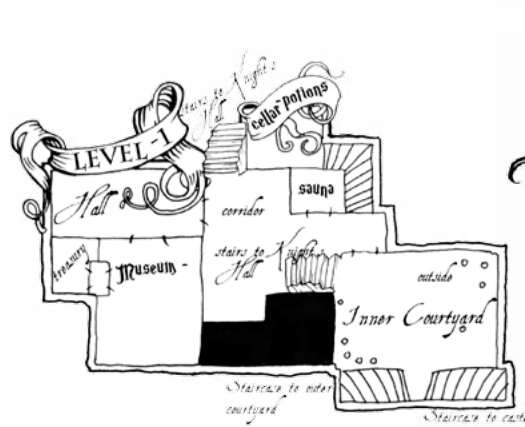
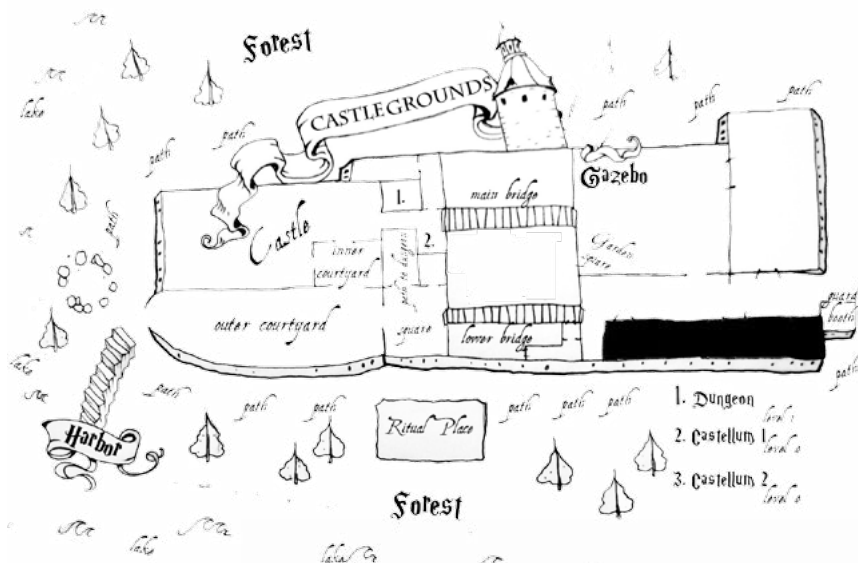
Z. Bolek

J. Grimmgor





# Map of Czochoa



Drawn by Tia Carolina Ihalainen, one of the original CoW players



# The Czocha Trophy

## The first two days are critical

Every year at Czocha, the five Houses compete for the Czocha Trophy, the symbol of dominance in The Game of Houses. It's a student competition that traces its roots all the way back to the original not-always-friendly competition between the students of Libussa and the students of Durentius, around a thousand years ago. The Trophy is handed out three times during the year. After the first two days, it is given to the House with the most points. Halfway through the school year, it is again given out, and finally at the end of the year. Usually the House that gets the Trophy after the first two days holds onto it until the year has ended, though this is not always so. Regardless, the first two days are seen as critical by everyone - especially the Prefects.

The House currently holding the Trophy is known as The First House, and not only does that give advantages when it comes to things like seating, special assignments and respect from the teachers - winning the Trophy at the end of the year gives a House the privilege of getting deciding which Houses get extra students. This is a great privilege, since it is not always that the number of students can be divided cleanly by five.

The current First House is House Faust, which has been the first House for two years running.

## Scoring points

Points are given for many things at Czocha. The youngsters studying here are no longer children, like at the lower magical schools, but young adults with a competitive edge that can seem fearsome to outsiders. This means that the point system is much more intricate, and that many more things influence it. Points are given to the students by Staff members, and though Staff members can have personal favorites and nepotism is a fact of life at the College, it is seen as very bad form not to punish or reward students fairly because of personal feelings.

One of the duties of the Janitor is to keep the Big Book of Points updated. The book usually resides in the Room of Mirrors (located next to the Teacher's Lounge), and is off-limits to students. Of course this doesn't mean that no student has laid eyes on the book - just that those who do try not to get caught!

## Examples

### + Points

- Outstanding academic work in class
- Bravery in the face of extraordinary events
- Volunteer work benefitting the College
- Showing compassion under unusual circumstances

### - Points

- Entering the Dark Forest (Juniors only)
- Sloppy academic work
- Using the secret passages
- Bullying other students
- Being late for class
- Disrespecting a Staff member
- Getting caught in areas totally off-limits to students
- Visiting areas of the castle forbidden to students without a teacher present
- Using spells without Staff supervision

# The Sorting

## Introduction

When the Juniors arrive at Czocha College, they do not yet belong to any House. During Phase One, they must try to make impressions on as many older students and teachers as possible, so they can get into the House they are dreaming of. For the Juniors, this is very important, just as it is important for the older students who they “get” for their House. During the first phase, everybody is involved in this; The Sorting.

## The Sorting Meeting

A little after the school day is over on Friday (16.30), the Prefects meet in the Marble Hall, and the Juniors meet in the Knight's Hall. Then, they enter the Marble Hall one by one and the Prefects of the five Houses choose a House for each of them. The Prefects of the first House (currently Faust) decide which Houses get extra members if there isn't a clean divide.

## If all else fails, chance decides

This may take some discussions, and if time runs short, school rules say that it will be decided by lottery. Since no-one is interested in a lottery, there's a good incentive to get everybody sorted out, and even though the formal meeting takes place from 16.30 - 18.30 on Friday, there's a good chance many “corridor deals” have already been struck. The Prefects each have one vote, if it comes to voting.

## The announcement

After all Juniors have been sorted into a House, this is publicly announced after dinner on Friday (at 20.00). The Juniors stand in a line in front of everyone, and as their name is announced by the Headmaster, they step forward and are sorted. As soon as the Juniors have joined their new Housemates, they are taken to their House Common Rooms and are told the rules and traditions of the House.

This is also the time the new students receive their school ties in the House colours from their Prefects, and to undergo the Initiation rituals prepared by the Seniors the evening before. If a Junior fails the Initiation ritual (or declines to participate), the student is still a part of the House - it is a student ritual, not a school ritual. The student in question may suffer some rather harsh social consequences for not fitting in, though. Officially, there is no leaving a House, but in special circumstances it happens anyway.

## Afterwards

From this point onwards, the Juniors are part of the five Houses.

The monitors for the Junior classes still function as monitors for them, though. The Juniors also stay in the same rooms. This also explains why some older students live in rooms with students of different Houses - once you're in a room or a House, it takes a LOT for that to be changed.

# The Staff

## The Staff members

Most Staff members are Professors, who teach different subjects. There's also a Janitor, who upholds the school rules and takes care of the practical running of the castle. Finally, there are the two School Photographers who are there to document the larp (and to document the goings-on at the school in the fiction). And of course there's the Headmaster, who should not be forgotten - after all, we're talking about the head of the College!

## Headmaster

Czocha has had many Headmasters, and they are all unique. Some let the school run more or less without interfering, except for speaking on ceremonial occasions. Others take an active part in school politics and invite sorcerers from all over the world to important meetings at the castle. In the end, the Headmaster is the leader of the College, but it's an old saying that "A Headmaster shouldn't let things rise to her head".

## Janitor

Czocha has a Janitor, who performs vital functions in the Castle. If tables are to be re-arranged for festivities, it is the Janitor who organises the student workforce. If books from the library are found where they should not be, it is the Janitor who tracks down and punishes the guilty. The Janitor is the school's force for order, and also sometimes its problem solver.

## School Photographers

The two School Photographers have the simple, yet tough task, of documenting what is going on at Czocha. This means that they will wander the hallways and lessons, taking pictures where they can and later make sure the pictures end up in the Czocha Museum, which has images stretching back many years. They also have the offgame function of documenting the larp, so while the School Photographers are characters and function as players, the wisest course is to ignore them if possible, unless they're actively seeking out play (when lining students up for school photos, for example). We would like to have great pictures from the larp, and for this reason, we hope you will choose to ignore our photographers when they try to be "flies on the wall". ©

## Other Staff

From time to time the College employs others. These range from Student Counselors and Historians to Nurses and Master Builders. Who they are and what their function is, varies a lot, but they're all accorded some measure of respect and treated as full Staff members by the students.

## Professors

Last, but not least, we have the Professors of Czocha. They teach, they argue, and play politics. Just as elsewhere. There are also Assistant Professors, who function as teaching assistants, but also sometimes teach on their own.

# The Prefects

## A slightly different role

Ten players are chosen to play Prefects at the larp. There are two Prefects for each House, and they are cast before the larp and cannot be replaced during it, unless the organizers step in and make that decision. They have more power than the other students and are involved in more decisions, but they also have the offgame function of helping their Housemates to have interesting play experiences. The Prefects sleep in the House Common Rooms - some of them alone, and others along with a few Seniors (some Common Rooms are big!).

## Sleeping

Those chosen as Prefects will have to live with the fact that their private rooms are the Common Rooms of their House. On the other hand, the Common Rooms are slightly more luxurious than the rest of the rooms, so there is a trade-off here. They must also be ok with the fact that the Common Rooms will be places where play goes on at all hours. It is therefore important that we cast the Prefects and that they know what they're getting into.

## Sorting

One of the primary tasks of the Prefects is the Sorting. The Sorting meeting is from 16.30 - 18.30 on Friday, and there are more details of it written elsewhere in the Design Document.

## Leadership

The main challenge that faces the Prefects is that of leadership. The Prefects are fanatical about winning the Czocha Trophy, since it is them who will stand with it if their House wins it - victorious in front of all rivals for the first time in this year, and they who must hold the dreaded Losing Speeches. Even though not all Houses who win the Trophy after the first few days end up with it, it's usually the case, so it is of deadly importance to the Prefects who wins it. This means that they take their job of keeping their House members in line very seriously.

Whether the Prefects are rule-abiding saints or rebellious blackhearts, they still enforce discipline strictly and punish those who get points subtracted from their House. Since this happens both because of academic sloppiness, rule-breaking and bad behaviour in general, the Prefects function as a kind of morality police for their Houses. They are also responsible for upholding the traditions and standards of their House, and even though Prefects can have any kind of personality, they try to further the ideals and virtues of their House. At least on the outside!

## The Losing Speeches

During the Grand Opening Party, it is announced who gets the Czocha Trophy for now. The two winning Prefects get to hold the Czocha Trophy high for everyone to see and get to hold a victory speech. For the Prefects, this is one of the dreams that keeps them awake at night. But what really keeps them awake are the Losing Speeches. Tradition has it, that after the winning Prefects have held their speech, the other Prefects must come up and kneel in front of them to acknowledge their status as The First House. Each pair of Prefects then gives a speech to the assembled partygoers about how there is nothing dishonourable about not being the best, and about how rivalry must be forgotten as we strive together under the leadership of the winners to become the best we can be. Needless to say, no-one wants the humiliation of holding a Losing Speech, as the words quite often come out choked and smelling of false sincerity. After all, wizards and witches are a competitive bunch!

# Chapter 5

## Practical details





# What to bring ~ some ideas

## This is not any kind of final list

It's just a list of things we think you'd be smart to bring.  
It's divided into three parts.

## Things we'll provide

- A bed you can sleep in, with blankets, pillows, etc
- Towels for your showering needs
- Food you can eat
- Your robe
- Teaching book
- House tie

## Things you'll need to bring

- Your wand. Without it, most magic will be impossible!  
It may be cold, so bring warm stuff as well. Remember that some classes are held outside, so be prepared for spending some time without heating.
- Your party dress. If you have something to wear for the party, bring it. It's 100% optional, though!
- Papers, notebooks, pencils, etc. for taking notes during classes.
- Personal stuff (toothbrush, medicine, shampoo, etc).
- Passport! Unless you're Polish, then it's less relevant. ;-)

## Things that are nice to have

- Potion bottles, cauldrons, and other weird stuff that might come in handy during classes.
- More warm clothes. We don't know what the temperatures will be, but it might get cold.
- Stuff to decorate the House Common Rooms with. You can of course also decorate your own room, but it's more interesting to decorate the spaces where a lot of the action will take place.
- Snacks, juice, alcohol, etc. if you're planning on eating/drinking between meals.
- Trunks, old suitcases, or other old school things to carry stuff in.
- Hats! Hats are fashionable in the wizarding world.
- Extra socks and indoor shoes.
- Earplugs. The castle has thin walls.
- Polish money. You won't need it, but you might want it (to buy stuff at the bar, for example).

# Right before the larp

## Organiser briefings & workshops

Before the larp starts there are certain things we want to be certain everyone is clear on. First of all, we have 45 min of organiser briefing. This time is spent making sure everyone is on the same page on some critical issues". We will divide you according to Paths, and have a sixth group consisting of Professors and the rest.

## Briefings will be about

Playing style  
 NPCs at CoW  
 Combat magic  
 Safety rules: Cut & Brake  
 Physical Safety: Larp at at castle  
 Non-combat magic

## Workshop #1

When the organizer briefings are over, participants are divided into smaller groups to talk about relations in playing styles in their smaller groups. The idea is to help participants feel comfortable with their characters and the game they're about to play, to get questions out of the way and make us all ready to stat playing! ;-)

Seniors & Sophomores go with their House-mates (Faust, Molin, etc.)  
 Juniors go together  
 Professors/Staff form a group as well

These groups have 1,5 hour to talk about how they want to play together and to create some personal relationships with other group members.

## Workshop #2

After the first workshop, there's a short 15 min break, and then new groups are formed. These groups do exactly the same as before; talk about how they want to play and establish some personal relationships.

The different Path students (Curse Breaker, Healer, etc.) go together.  
 The Professors stay in the group they have already formed.

The time frame here is once more 1,5 hours.

## Getting ready

We have set aside 45 min from 19.30 - 20.15 to get ready for the larp. Getting into costume, saying the last offgame goodbyes to friends, etc. However, these 45 min are also the time we have to catch up with delays, so don't be too surprised if they end up being a bit shorter. If your costume requires a lot of time to get into, leave the last workshop a bit early. So unless something goes very wrong, we will start on time at 20.15!

# Small practical things

## It's not a FAQ ~ but it's close!

Some info doesn't really fit in any other place. That info ends here. It's formulated as a list that you might find handy. There's also a chance that if something was on the list and isn't there any more, it's gotten its own separate page. If something isn't on the list, please write us and we'll do our best to answer. Read on!

- Common Rooms cannot be entered except by members of the House in question (due to magic). This is both to make sure the Prefects and Seniors there have a better chance at getting some sleep, but also to ensure that any prank involving a House Common Room needs to involve at least one insider.
- Sleeping rooms marked with an offgame sign (clearly marked) are offgame during the larp.
- It's perfectly alright to switch roommates. If you need to change roommates, let us know of the switch.
- There is an ironing board at Czocho, and a space for ironing things. Not a lot, but more than nothing.
- Sleeping is done in 2-5 person rooms. There are no "dorm" rooms as such.
- There'll be a bar that's open during the larp and during the afterparty. The prices are reasonable. ;-)
- Power adapters are required if you don't use European standard equipment.

## A little bit on food

For *College of Wizardry* the castle staff will serve us three meals a day, and we've done our best to make the menu as friendly as possible to vegetarians, people with allergies, etc. That said, it's almost impossible to cater to everyone's individual needs, as some may have unusual allergies, advanced diets or simply personal preferences.

This is perfectly alright with us, so to make your life easy, we make the menus public several weeks before the event. The idea is to make planning easier for our players. After all - it's a lot easier to bring some extra food if you feel you need it if you know in advance what will be served!

All meals are served buffet style, so you choose what you want to eat from the available food.

You can read more about the food on the following pages.

# Food (1)

## Breakfast ~ Friday, Saturday, Sunday

CHEESE, SMOKED CHEESE, BLUE CHEESE, MEATS: POULTRY AND PORK, BUTTER, YOGURT, TOMATOES, CUCUMBERS, CEREAL, EGGS COOKED IN A SOUCE, FRUIT SALAD, FRESH FRUITS, BREAD, SCRAMBLED EGGS, SAUSAGES, FRIED BACON, COFFEE, JUICE, TEA, WATER, SAUSAGE BOILD IN WATER

## Lunch ~ Friday

### MIXED STUFF

HAM, CHEESE, SMOKED CHEESE, COTTAGE CHEESE, BLUE CHEESE, BUTTER, RADISH, CHIVE, CUCUMBER, CARROT, FRUIT YOGHURTS, NATURAL YOGHURTS, DONUTS, JAM, HONEY, BREAD, WATER

### MILLET WITH FRUITS

FROZEN CHERRIES, VANILLA SUGAR, DRY CRANBERRY MILLET, HONEY, COCKTAIL FRUITS, RAISINS

### SPRING SALAD

CHINESE CABBAGE, ONION, DILL, CUCUMBER, PAPRIKA, TOMATOES, CHIVE, GRANULATED GARLIC, BLACK PEPPER, SALT, CORN FROM CAN, MAYONNAISE, MOZZARELLA, CHEESE FRESH HERBS, OREGANO, COLOR PEPPER, OLIVE OIL

### CAPREZ SALAD

MOZZARELLA CHEESE, TOMATOES, FRESH HERBS, OREGANO, MIX OF PEPPER, OLIVE OIL

## Lunch ~ Saturday

### SWEET BUNS

### MILLET WITH FRUITS

FROZEN CHERRIES, VANILLA SUGAR, DRY CRANBERRY MILLET, HONEY, COCKTAIL FRUITS, RAISINS

### BROCCOLI SALAD

EGGS, YOGHURTS, FRESH GARLIC, TOMATOES, GRANULATED GARLIC, PEPPER, SALT, BROCCOLI, CANNED CORN, MAYONNAISE

### CAPREZ SALAD

MOZZARELLA CHEESE, TOMATOES, FRESH HERBS, OREGANO, MIX OF PEPPER, OLIVE OIL



# Food (2)

## Dinner - Thursday

### PIEROGI - RUSSIAN TYPE

ONION, GRANULATED GARLIC, EGGS, SPROUTS, FLOUR, PARSLEY, OIL, PEPPER, COCKTAIL TOMATOES, VEGETA, MAGGI, COTTAGE CHEESE, SALT, POTATOES

### PIEROGI - MEAT TYPE

BREADCRUMBS, ONION, GRANULATED GARLIC, EGGS, SPROUTS, PORK SHOULDER, FLOUR, PARSLEY, OIL, PEPPER, COCKTAIL TOMATOES VEGETA, MAGGI, SALT, BEEF

### CHICKEN STEW

ONION, CHICKEN BREAST, BAY LEAF, PARSLEY, OIL, PEPPER, MEAT SPICES, VEGETA, SALT, SWEET CREAM, SOUP VEGETABLES, PIMENTO

### MILLET WITH VEGETABLES

ONION, GRANULATED GARLIC, MILLET, MIX OF BROCCOLI,, CAULIFLOWER, CARROT, OIL, PEPPER, VEGETA, SALT

### MEATLOAF

BREADCRUMBS, ONION, GRANULATED GARLIC, EGGS, PORK SHOULDER, OIL, PEPPER, MEAT SPICES, VEGETA, MAGGI, SALT

### PORK CHOP WITH MUSHROOMS

BREADCRUMBS, ONION, GRANULATED GARLIC, EGGS, FLOUR, OIL, MUSHROOMS, PEPPER, MEAT SPICES, PORK CHOP, SALT

### PASTA PENNE WITH OLIVE OIL AND HERBS

PENNE PASTA, OLIVE OIL, SALT, FRESH HERBS, BUTTER, BREAD, BLUE CHEESE

### CELERY PATE

MUSHROOM BULLION, ONION, EGGS, SEMOLINA, FROZEN CARROT, BUTTER, PARSLEY, PEPPER, VEGETA, MAGGI, CELERY, SALT

### BROTH

CHICKEN, BAY LEAF, NODDLES, CARROT, PARSLEY, PEPPER, LEEK CHICKEN CARCASSES, VEGETA, MAGGI, CELERY, SALT, PIMENTO

### RICE WITH VEGETABLES

MIX OF BROCCOLI, CAULIFLOWER, CARROT, FRYING OIL, RICE, SALT, SOUP VEGETABLES

### SALAD

RED ONION, DILL, CANNED CORN, CUCUMBER, OLIVE OIL, PEPPER, TOMATOES, RADISH, LETTUCE, VINEGAR SAUCE, CHIVE

### SALAD - WHITE CABBAGE

ONION, SUGAR, CABBAGE, CARROT, PARSLEY, VINEGAR, CUCUMBER, OIL, PEPPER, SALT

### CARROT SALAD WITH PINEAPPLE

CANNED PINEAPPLE, SUGAR, LEMONS, CARROT

### VEGETARIAN SKEWERS

ONION, ZUCCHINI, MARJORAM, OIL, SWEET PAPRIKA, PEPPER, MUSHROOM, SALT

### MASHED POTATOES

DILL, BUTTER, SALT, SWEET CREAM, POTATOES

# Food (3)

## Dinner - Friday

### PIEROGI - RUSSIAN TYPE

ONION, GRANULATED GARLIC, EGGS, SPROUTS, FLOUR, PARSLEY, OIL, PEPPER, COCKTAIL TOMATOES, VEGETA, MAGGI SAUCE, COTTAGE CHEESE, SALT, POTATOES

### PIEROGI - CABBAGE TYPE

ONION, GRANULATED GARLIC, EGGS, SOUR CABBAGE, SPROUTS, FLOUR, PARSLEY, OIL, MUSHROOMS, PEPPER, COCKTAIL TOMATOES, VEGETA, MAGGI SAUCE, SALT, POTATO BALLS, FRYING OIL, POTATOES, CROQUETTE

### STUFFED CABBAGE ROLLS (VEGETARIAN)

GOŁĄBKI, ONION, GRANULATED GARLIC, CABBAGE, CARROT, OIL, MUSHROOMS, PEPPER, VEGETA, MAGGI SAUCE, RICE, SALT, SOUP VEGETABLES

### CHICKPEA STEW

ONION, FRESH GARLIC, MUSHROOMS, BAY LEAF, MARJORAM, BLACK PEPPER, VEGETA, PIMENTO, SALT, CHICKPEA, BEANS FROM CAN, OIL, PICKLES, PEPPERONATA, MAGGI

### GROATS - OLD POLSIH RECIPE

SMOKED BACON, ONION, GRANULATED GARLIC, BUCKWHEAT, OIL, PEPPER, VEGETA, SALT, CARROT IN SESAME, FROZEN CARROT, VEGETA, FRYING OIL, SESAME, SALT, SOPHIA WINE

### CAULIFLOWER MEDALLIONS

CAULIFLOWER, WHEAT FLOUR, SALT, YEAST, CHEESE, MILK, POTATO, VEGETABLE PROTEIN STARCH

### CHICKEN FILLET IN COCONUT

CHICKEN BREAST, EGGS, KURKUMA, FLOUR, OIL, PEPPER, MEAT SPICES, VEGETA, SALT, COCONUT SHREDS

### LENTIL PATE

MUSHROOM, BOULLION, ONION, EGGS, SEMOLINA, CANNED CORN, BUTTER, PARSLEY, PEPPER, VEGETA, MAGGI SAUCE, LENTILS, SALT

### HUNGARIAN MEATBALLS

GRANULATED GARLIC, FRESH GARLIC, EGGS, TOMATOES, CONCENTRATE, PORK SHOULDER, FLOUR, OIL, SWEET PAPRIKA, PEPPER, PEPPERONATA, MEAT SPICES, SALT, BEEF

### BEET SALAD

BEETROOTS, ONION, SUGAR, VINEGAR, OIL, PEPPER, SALT

### CELERY SALAD WITH RAISINS

SUGAR, LEMONS, RAISINS, CELERY, SALT

### BAKED CHICKEN LEGS

MARJORAM, OIL, PEPPER, MEAT SPICES, VEGETA, MAGGI SAUCE, SALT, CHICKEN LEGS

### MASHED POTATOES

DILL, BUTTER, SALT, SWEET CREAM, POTATOES

### MUSHROOM SOUP WITH POTATOES

ONION, GRANULATED GARLIC, FRESH GARLIC, MUSHROOMS, BAY LEAF, MARJORAM, PARSLEY, PEPPER, LEEK CHICKEN CARCASSES, VEGETA, MAGGI SAUCE, FRYING OIL, CELERY, SALT, SWEET CREAM, SOUP, VEGETABLES, PIMENTO, POTATOES

# Food (4)

## Dinner - Saturday

### **BIGOS (DISH WITH CABBAGE)**

SMOKED BACON, ONION, GRANULATED GARLIC, SOUR CABBAGE, SILESIA SAUSAGE, TOMATO CONCENTRATE, PORK SHOULDER, MARJORAM, PEPPER, VEGETA, MAGGI, LARD, SALT, SOPHIA WINE

### **PIEROGI - RUSSIAN TYPE**

ONION, GRANULATED GARLIC, EGGS, SPROUTS, FLOUR, PARSLEY, OIL, PEPPER, COCKTAIL TOMATOES, VEGETA, MAGGI, COTTAGE CHEESE, SALT, POTATOES

### **PIEROGI - BROAD BEANS TYPE**

BEAN, ONION, GRANULATED GARLIC, EGGS, SPROUTS, FLOUR, PARSLEY, OIL, PEPPER, COCKTAILS, TOMATOES, VEGETA, MAGGI, SALT

### **BAKED POTATOES**

FRYING OIL, POTATO, CROQUETTES

### **PORK STEW**

ONION, GRANULATED GARLIC, FRESH GARLIC BAY LEAF, PORK SHOULDER, MARJORAM, FLOUR, OIL, PEPPER, MEAT SPICES, VEGETA, GRAVY, SALT, PIMENTO, PROVENCE, HERBS

### **VEGETABLE STEW**

ONION, BAY LEAF, MIX OF BROCCOLI, CAULIFLOWER, CARROT, PARSLEY, OIL, PEPPER VEGETA, FRYING OIL, SALT, SWEET CREAM, SOUP VEGETABLES, PIMENTO, PROVENCE HERBS

### **PENNE PASTA WITH CREAM-SPINACH SAUCE**

FRESH GARLIC, PENNE PASTA, BUTTER, PEPPER SALT, SPINACH, SWEET CREAM

### **CHICKEN CHOPS DE VOLAILLE (CHICKEN KIEV)**

CHICKEN, EGGS, BUTTER, PARSLEY, CRUMBS, GARLIC, WHEAT FLOUR, SALT, PEPPER, VEGETA, FRYING OIL

### **CARROT PATE**

BROCCOLI, MUSHROOM, BULLION, ONION, EGGS, SEMOLINA, CANNED CORN, CARROT, BUTTER, PARSLEY, PEPPER, VEGETA, MAGGI, SALT

### **RICE WITH APPLES**

VANILLA SUGAR, SUGAR, CINNAMON, APPLES, BUTTER, MILK, RICE, SALT

### **SALAD**

RED ONION, DILL, CANNED CORN, CUCUMBER, OLIVE OIL, PEPPER, TOMATOES, RADISH, LETTUCE, VINEGRET, SAUCE, CHIVE

### **SALAD- RED CABBAGE (SCOTCH CALE)**

ONION, SUGAR, SCOTCH CALE, VINEGAR, OIL, PEPPER, SALT

### **SALAD - CHINESE CABBAGE**

ONION, SUGAR, CHINESE CABBAGE, CANNED CORN, CARROT, PARSLEY, OIL, PEPPER, VINEGRET, SAUCE, SALT

### **TOMATO SOUP WITH PASTA**

TOMATO CONCENTRATE, BAY LEAF, PASTA, PARSLEY, PEPPER, CHICKEN CARCASSES, VEGETA, MAGGI, CELERY, SALT, SWEET CREAM, SOUP VEGETABLES, PIMENTO

### **MASHED POTATOES**

DILL, BUTTER, SALT, SWEET CREAM, POTATOES BUTTER, JUICE, MUSHROOM PATE, WATER

# Chapter 6 Czocha College



# Houses of Czochoa: Faust

## The basics

**Attributes:** Knowledge & Power

**Symbol:** Dragon (the symbol of Mephistopheles)

**Colors:** Blue & Gold

**Founder:** Johann Georg von Faust (Famous German wizard. He lived according to the proverb "Wisdom is might")

**Culture:** Based on German culture

## Description

Johann Faust was a trickster and a fraud - and he still held the political world in his fist. Faust said "Wisdom is something more than mere knowledge. Wisdom is the art of changing information into power and action."

It doesn't matter whether it's a human, a dragon, a god or even a concept. Every being and every idea exists because somebody believes that it should not cease to exist. That was a cornerstone of Faust's philosophy.

The same idea drives the Faust students at Czochoa College of Witchcraft and Wizardry. While Libussa and Durentius students often break the rules - most Faust students dream of defining the rules and forming their own world. After all, as it is said: "Quis custodiet ipsos custodes?" Who watches the watchmen?"

There is a strong tradition within House Faust to love structures - creating them, using them, twisting them and changing them. The love of rules and definitions is strong within the House, and this means that many Faustians delve deeply into lore of control and command. Especially the spirit world and that of ghosts and demons is something that many Faustians are drawn to, due to the strict rules and rituals that are needed. And after all, only the mightiest wizards and witches are able to force their will upon the beings from the other side. and it's built into the self-image of House Faust that they are the mightiest.

The house symbol is the Dragon of Wawel that Johann Faust mounted while trying to conquer castle Czochoa. Until 1521 the dragon lived at the nearby castle of Rajsko, on the other side of the lake. Why the dragon wasn't there during the Slaughter no-one knows - but it wasn't, and was only seen one time after that. That was in 1811 when the last of the House Founders died, and its tears fell on the courtyard. In House Faust, the students have since come up with a long number of theories on where the dragon was during those three hundred years and what will make it come back. So far it hasn't happened, though!

One thing that HAS happened is Faust being the First House quite often. The roots of House Faust lie in German culture, and productivity and efficiency are very important to its students. Tracking points internally and having harsh systems for keeping students in line is something that's seen as natural - control breeds winners!





# Houses of Czocha: Molin

## The basics

**Attributes:** Loyalty & Cunning

**Symbol:** Golem (symbol of the Jewish kabalists)

**Colors:** Green & Bronze

**Founder:** Jakob Abraham Molin (Legendary Jewish wizard and kabalist)

**Culture:** Based on Jewish culture

## Description

Abraham Molin was one of the world's most respected and feared kabalists and golemists, but while the other Czocha House Founders gained fame among both magicians and Mundanes, Molin was different. The few Mundanes, who ever had the privilege to meet him didn't consider him human, and this was true for most of the magic folk as well. Molin was more - much more. While the other Founders tried to impose their will on reality, Molin imposed his will on his own soul and body. He believed that the only truth that exists is in your head, and the only worlds that matter are the ones in the heads of your beloved ones.

The same idea defines House Molin. Loyalty towards 'your people' and a cunning approach to what is true and what merely an illusion are common among Molinians. It is commonly accepted that House Molin changes people more than all other houses - it offers its students a new morality, new values and new ways of understanding the world. Traditional dichotomies are not true until you make them true. Simple numbers and letters define the world much better than complex words and sentences, and riddles hide a higher truth.

Molinians have had a tendency to be drawn toward controlling objects and the material. Creating golems and animating dead matter does not mean adding charms - it means breaking some of the boundaries of the world. Not a trivial matter, one might say!

The House symbol is a Golem - some say, it's one of the many golems Molin created during his long life, some Molinians believe it's Molin himself in his artificial body. According to House legend, Molin tried to pass his soul into golemic devices, but what the truth is, no one knows. That's also why many of the Czocha legends suggest, that Molin never died, but still lives among the students and teachers in the gargoyles and armors in the castle.

Since the roots of House Molin can be found in the Jewish culture, religion and rituals are an important part of Molin students' life, as well. There's also a widespread admiration for minorities, outcasts and outlaws. Unsurprisingly, House Molin has the longest and most complex House Code, and the most secretly kept.

For Molinians, there are two kinds of people. The family of Molinians, and everyone else.



# Houses of Czocha: Sendivogius

## The basics

**Attributes:** Courage, Honor & Diplomacy

**Symbol:** White Phoenix (The traditional symbol of immortality, and similar to the heraldic symbol of Poland - the white eagle)

**Colors:** Red & Silver

**Founder:** Michał Sędziwój (Sendivogius Polonus. Famous Polish alchemist)

**Culture:** Based on Polish culture

## Description

Michał Sędziwój (Sendivogius) was the last of Czocha's Founders. While the others lived during the Dark Ages and during The Renaissance, the last Founder was a noble alchemist and a Sarmatian. The Sarmatians were the Mundane nobility of Poland - rebellous, courageous, self-loving and tolerant, and absolutely unaware of the division that emmerged in western Europe between pure and unpure blood. Sendivogius was known to be ruthless in his studie, and it is said that he sometimes delved too deeply into what some call The Forbidden Arts.

The character of Sendivogius later formed the character of his House. Both diplomacy and courage are necessary for any wizard, since they must deal with the great powers in this world - some magical and some not. In the beginning the pupils of Sendivogius also gravitated towards disciplines that could be used in the Mundane world. Saber fighting, horseriding and court etiquette were seen as just as important as knowing how to levitate. Some of this ideology still perserveres, and it is quite normal for a student of House Sendivogius to be quite "learned".

The House symbol is a white Phoenix - the original Polish coat of arms and a symbol of immortality. And for good reason! Sendivogius not only discovered several promising longevity methods, but also wrote down the 25 magical powers of oxygen and fire, outing himself as one of the first propagators of mixing Mundane science with magical experiments. Sadly, his research was never completed, as Sendivogius was killed in 1811 by the French wizard Mathieu Dudon. School legend has it that he will rise like a phoenix, but it hasn't happened yet.

Since the roots of House Sendivogius are Polish, there are certain characteristics that are celebrated. Being loud, proud and tolerant are part of House traditions, just as wearing absurd clothing and going about with an air of superiority is. In Poland virtually everyone can tell you about at least one noble ancestor, and this trait seems to have rubbed off on the Sendivogians. They all seem to have famous ancestors. Or at least friends! And, of course, in true Polish fashion, the House is famous for its weird alcohol concoctions with unspeakable names.



# Houses of Czocha: Durentius

## The basics

**Attributes:** Diligence & Valor

**Symbol:** Rooster (often other houses make fun of the Durentius because of that, while they are proud of their symbol. It's a rooster because of the legend, that Durentius went to the moon and back on the back of a rooster)

**Colors:** Orange & Brown

**Founder:** Laurentius Dhur (Master of dark arts on the Jagellonian University, originally from western Silesia. Known in Polish legends as Pan Twardowski)

**Culture:** Based on Silesian culture

## Description

Hard work and strong beliefs made Laurentius Dhur, the famous Pan Twardowski, strong enough, to make both beasts and demons bend to his will. Before Durentius, "Cryptozoology" was not a discipline of its own. Durentius changed that, creating an art of merging spirits with living matter to form something entirely new. The same art of merging unfitting parts in a perfect whole defines the character of House Durentius. No-one are equal, but (almost) everyone works hard and pride in the House is second-nature to these students.

That doesn't mean they're boring, however! But while Libussa students tend to break rules for the sake of discovery and creativity - Durentius students tend to break rules and boundaries in the name of progress and evolution.

Twardowski understood the power of will over life - or thought he did. Creating new life out of thin air, turning flawed beasts into perfect beings and discovering new living spirits above the sky and below the earth were the goals of the House Founder, and have since become goals of many a Durentius student.

The house symbol is the magically modified rooster Durentius rode all the way to the moon. Whether the legend refers to the real moon or a symbolic counterpart is still being discussed - even internally in the House. While other students make jokes about the Durentius Rooster, most of the House students are amazingly proud of their symbol, referring to it whenever it's possible.

Since the roots of House Durentius are to be found in the Silesian culture, its students tend to enjoy a vibrant mix of cultures, united by burning energy and the will to change things! Since Laurentius Dhur opened his first coal mine in Silesia (before he become known as Durentius), the common denominator for the region has been energy - and that energy is never lacking in House Durentius. And just like their wandering Founder, Durentius students have a tendency to direct that energy all over the place - poking their noses into secret basements, dark corners of the forest and the affairs of others, be they human or beast.



# Houses of Czocha: Libussa

## The basics

**Attributes:** Daring & Creativity

**Symbol:** Silver Lion (The heraldic symbol of Bohemia)

**Colors:** Purple & White

**Founder:** Libuše (One of the three founding mothers of Bohemia and a famous seer)

**Culture:** Based on Czech culture

## Description

The students of House Libussa are especially proud of two things. The first is their ancestry. Though House Libussa was officially founded at the same time as House Durentius - somewhere in the 11th century - it is recognized by most that House Libussa can claim the title of being the oldest house of Czocha. After all, Libussa DID found the school.

The other thing they're proud of besides being the oldest of the Houses of Czocha is that they're generally the House with the worst reputation among rules-loving Professors. From the beginning it was said of Libussa's students that they would rather do things in new and interesting ways than learn how to do them like others did - something that turned out to be both a curse and a blessing. After all, some paths have been trodden by so many, that it can be hard to stand out and be original. There are only so many ways to cast a fireball!

Libussa students are also proud of their Founder. She was once one of the most powerful witches alive, and is famous among Mundanes for being a founding mother of the Czech nation. Among witches and wizards, she is also famous for founding Czocha and for cheating death for many centuries. Libussa's rebellious nature sometimes got her into trouble with Mundanes, who didn't accept her power because she was a woman, but her witching ways would quickly (and most of the time discreetly) settle any silly arguments. The desire to change the status quo was strong within her, though, and this desire to break out of cages and change the world is still a guiding principle for many Libussa students today.

Another reason for Libussa's legendary creativity was her goal of attaining immortality. As she herself said:

"It's easy to fight a man, tricky to fight beasts, but fighting Death is an art by itself"

The symbol of House Libussa is the Bohemian Lion - the coat of arms of the Czech people, but also symbol of daring, courage and power. Since the roots of the House lie in Czech culture, there is a feeling in Libussa of having once been grander and more powerful - and not necessary liking the diminished status. Libussa students are also often adventurers and fit the modern use of "Bohemians" quite well. But most of all, they take immense pride in doing things in ways that others can only shake their heads at - often both in disgust and envy.



# Czocha Clubs (1)

## Czocha Duelling Club

Its foundation was inspired by the legend of Peter Dromgoole from House Sendivogius, a student who mysteriously vanished from campus in 1872. Legend has it, that Peter sacrificed himself to bind a powerful protective spell on the school's library when it was being plundered by the local mayor and two professors. The story of Peter's heroic act was not forgotten. A group of students from Sendivogius, fascinated by the legend, decided to create a society dedicated to setting high moral standards and improving their abilities. Each house would have one representative in the board of the society, but since its purpose was to serve Czocha, all students could become members. The rules to follow were simple, and the Czocha Duelling Club's Master of Ceremony opens and closes the meetings, determine the order of duels and makes sure that the three rules are followed.

*#1 Always mind your manners.*

*#2 Win with class or lose with dignity.*

*#3 Duels start only after the afternoon drink has been had.*

At first the Club followed its principles - especially the one about tea - but as time passed, and no dangers seemed to threaten the school, morale dwindled and the goals became more and more obscure. There are rumors that the Duelling Club is no longer confined to its original three rules, but has added several secret rules known only to members.

Some students see the Duelling Club as a sort of elite, while others snicker and call it The Czocha Dating Club, due to the amount of inter-club liasons. But is it so strange? It's all about manners, elegant wand-waving and afternoon drinks, and that sort of thing invariably leads to romance!

## The Czocha Sorority, or: Circe's Circle

Girls tend to stick together, and young witches are no different. For at least a century now the Czocha Sorority, called Circe's Circle by its members, has been gathering some of the most popular of the female students at the college. The society is said to be the spiritual heritage of Libussa, who (according to an old story) also kept a close circle of trusted witches around her, but it accepts girls from all Czocha houses into its ranks.

The members, who are usually a very close-knit group, address one another as "Sister" and are famously and fiercely loyal to one another. Officially, the Sorority is a study and friendly support group, but no-one outside of it is really sure what its actual activities are, and there are many rumours circling the school about romantic and mystical rituals and traditions that are supposed to be secretly practiced by the members. The word is that the Sisters' main entertainment is dabbling in various ways of divination (as Circe, a famous ancient witch and the apparent inspiration to the group, was said to be exceptionally gifted in this respect), but the Circle themselves never comment on this outside their own lot.

Of course, there are also those who dismiss the group as simply a girls' gossip club, but this doesn't earn any comments on their side either. The Sorority's leader (always chosen directly by her predecessor in the latter's Senior year) is considered to be an influential person among the students and is treated with respect as the keeper of the memory of Libussa. The Sorority is a semi-secret society: its existence is common knowledge, and the list of members is no mystery either (you just need to know where to ask). However, becoming a member is not so easy, as one needs invitation from one of the Sisters and approval of the current leader. Only then may a girl take part in secret trials and rituals, the passing of which makes her a Sister.



# Czocha Clubs (2)

## Horse Without Wings ~ The Czocha Poet Society

Named after a now forgotten, but probably much-too-snobby in-joke about Greek Mythology and the role of the Pegasus in the legend of Perseus, Horse Without Wings has been Czocha's Poet Society since 1906. Even though magicians are generally less drawn to the magic of words and more to the magic of magic, there are still those who love wordsmithing and the elegance of the spoken word.

The Czocha Poet Society is more known for its self-congratulatory poetry reading and its delusions of grandeur than of fostering any actual talent, but once in a while a young witch or wizard will move others to tears without having to resort to an Onionio spell. Alas, these moments are few and far between!

## Czocha Classical Chess Club

Practiceioners of the magical arts dabble in many forms of games - most of them strange and dangerous. But some of them enjoy playing games where the pieces don't have a will of their own, and where the worst that can happen is that you lose your queen. Many of the students who feel that way are drawn to the Czocha Classical Chess Club (or 4C to insiders), who do exactly what one might think - play classical chess.

Unlike most other school clubs, this one often also attracts the attention of the Czocha Professors, since there are few things as rewarding as getting to beat your collegeues in a game of skill and no luck. Needless to say, this also means that several non-Chess-interested students show up at meetings - if you're going to suck up to a Professor, what better way than by playing chess and losing first, right?

## The Claw

This is one of the newest clubs at Czocha. Calling themselves "lupinitarians" and claiming to work for better understanding between humans and werewolves, The Claw is not really a formal club or society, but more a loose gathering of pro-werewolf sympathizers. It's been around since the start of the Werewolf Rebellion in Germany, and while most consider it harmless, there are those who believe it is something dark and dangerous.

But then again, at Czocha, there are those who'll believe that anything is dark and dangerous!

## The Basement Beer Brigade

Unlike most other clubs and societies at Czocha, this one meets - quite officially - in a space that's normally forbidden to students. The reason for it is quite simple. Since its foundation in 1974, the College Janitor has been the President-for-Life of The Basement Beer Brigade, and that means access to some non-student areas. Plus, the rest of the Staff traditionally finds the doings of the BBB quite harmless.

What it's all about? Well, it's about meeting in the basement and drinking beer, of course!

Applicants are advised to bring beer from their respective homeland, and talk to the Janitor about joining.

# Czocha Clubs (3)

## Explorers of the Eternal

Czocha has an age-old magical-archeological dinner club called the Explorers of the Eternal. Many students at Czocha College have heard of the club, but can't really say what it is about. Some say there are clues on how to join, written in old study books. Others claim there are some untold tests you need to pass. Only a few have actually found their way to the club's evening meetings. Perhaps because they sound too dreary for most students to bother?

It is generally understood that the Explorers of the Eternal is little more than a very dusty social club for drinking tea and old Port wine, while eating cheese and biscuits. Who knows? It seems to have been around for as long as anyone can remember, never really amounting to anything, or so the story goes. What everyone is clear on, though, is that seasonal night wear is expected: smoking robe, night gown or pyjamas; while woolen socks, mittens and neckpiece are allowed.

Also, coming to the club empty handed is considered bad form. What to bring is not always clear though. Simply showing up may result in denied entry, annoyed students report. If ever a club meeting gets overly crowded it tends to dissolve, whereas very small soireés drag on forever.

## Czocha Debate Club

College is not all about cramming knowledge into your head and practising spells for three years. It's also about developing worldviews, opinions, and critical thinking. Some of the students actually feel obliged to become more involved as educated people. Ladies and gentlemen, welcome to Czocha Debate Club.

Czocha is a real melting pot of attitudes and opinions on almost every possible issue that the wizarding world may be even remotely concerned about. Be it attitudes towards Mundanes, privileges of old, witchard families, systems of magical education, treatment of non-human races, werewolf rights, or how to interpret The Traditions - anything can be discussed at CDC as long as the members recognize the topic as interesting.

The talks are polite, but at the same informal, so they sometimes turn out to be quite heated.

There are some rules, however.

**First:** Whatever the topic, the discussion is to stay civil; offending or attacking others (either verbally or physically) is prohibited.

**Second:** anyone can express any opinion they hold as long as they present valid reasons for it.

**Third:** CDC is an open society, so apart from regular members, any other student can join the discussion as long as he or she is accepted by the present members and adheres to the rules of the Club.

**Fourth:** CDC is student-led, but teachers can come and join the discussion as equals.

**Fifth:** What is discussed at CDC, stays within CDC - after the meeting is over, the topics and arguments used there become a private matter and cannot be held against anyone. At least in theory!

# Czocha Clubs (4)

## Dead Scholars Society

*“To love truth for truth’s sake is the principal part of human perfection in this world, and the seed-plot of all other virtues.” - John Locke*

Dead Scholars Society is a club for students who, when they say knowledge is power, also mean mundane knowledge. The Dead Scholars Society reads the works of great minds to try to understand the universe a little better. The aim is to become a potent force for progress and enlightenment, not only for witchardkind, but for all humankind. The Society reads works by mundane authors like Newton, Einstein and Heisenberg, Curie and Sagan.

It is also following the works of some that are still alive, like Elon Musk and Stephen Hawking. On the reading list are also authors of academic works on magic, like Johann Georg von Faust, Abraham Molin, Nicholas Flamel, Paracelsus and John Dee. Of course the Society follows the works of some witchards that are still alive as well, amongst them Osterstern, Leopold Kaiser, and more.

The Society debates many questions, like: How can Magic and Science exist side by side? Is it right that witchardkind keeps itself hidden from the rest of the world? Should not witchards take an interest in global warming and other environmentalist causes? What is the nature of Magic? And of course: Would it be possible to create a better world if Science and Magic joined forces? There are no simple answers to these questions, but the aspiring scholars of the Dead Scholars Society does not let that stop them.

They say, as Hannibal did when he was about to cross the Alps: “We will either find a way, or make one.”

## The Czocha Choir

As one of the oldest Colleges of Wizardry, Czocha is not only rife with traditions, but also with hymns, chants, and songs written by (or about) former students and Staff members. The Czocha Choir is popular with witchards of all ages, because not only does it perform at festive occasions, it is also excellent voice training for some of the spells that require clear intonation and vocal power. Or in the words of a former Headmaster:

“Sometimes you need to be able to shout, and singing is good practice for that!”

As with other institutions at Czocha, the Choir sometimes consists of only a few members, and at other times of large numbers of magicians. Even though it’s been in existence for many, many years, it’s commonly recognized that there isn’t any special sort of formality to it - whichever Staff member (or failing that - student) takes care of organizing rehearsals and performances pretty much gets to decide what’s being sung. This has led to some rather embarrassing moments, when former students have visited the College only to realize that the hymn they were led to believe was the official hymn of Czocha was something written by a drunken Libussa Sophomore.

And yet, it can be argued, that many traditions are better than few, and more songs better than one!

# Secret Czocha Societies

## The Forbidden and The Secret

Most of the clubs and societies at Czocha are celebrated by the Staff, and those that are not, are at least tolerated. However, there are some groups at Czocha that are not known to all. These fall into two broad categories.

The Forbidden are known to the Staff, and are actively stamped out. Yet they're still there, as everyone knows. The Secret may or may not actually exist. Rumours about them definitely exist, though.

## The Forbidden

**The Iron Brothers** believe that anything is possible with the right sacrifice. All magic comes with a price, and the higher the price paid, the stronger the magic. For this reason, the Brotherhood (which started out all-male, but has had non-male members for many years!) is forbidden at Czocha. Rumour has it the Iron Brothers are engaged in black magic, in performing filthy, evil rituals, which every respectable wizard should despise. The magic of the Iron Brothers is mainly based on rituals, sacrifice and magical artifacts. Or so it is said.

**The Disciples of the Sixth Founder** have been a secret power at Czocha ever since the death of Sendivogius in 1811. They believe that a Sixth Founder will arrive at the College and lead it into a new golden age of enlightenment. Sometimes years go by without anyone taking notice of their old prophecy, and then they'll pop up again - putting the new Juniors through brutal (and sometimes lethal) tests to see if one of them is the new Founder. The Staff have always clamped down hard on that sort of thinking.

**The Fight Club** is Czocha's underground combat training club. Being part of the Fight Club is about learning how to suffer and still live on. Training in the Club includes letting other members fire off horrific spells at you without defending yourself, casting hexes at opponents who are down and are crying for mercy, and never, ever doubting that violence has a purpose in the modern world. It's been around for quite a few years, and though it's well known that it exists, no one talks about it.

## The Secret

**The Ancient Order of Mischief and Wrongdoing** revels in pranks and mischief. The Order has been around for a long time, and its members work together on all kinds of rule breaking. Often, it's fairly harmless pranks like getting Juniors to go bathing in the river at midnight, smuggling love potions into drinks and putting up inappropriate posters inside the Teacher's Lounge. But at times, the pranks get darker and more dangerous, and for some odd reason it is when the Order is most feared that it gets its new members the easiest...

**The Dancers of the Mirror** are a strange group, whose members meet up in the Room of Mirrors behind the Teacher's Lounge and dance modern Mundane dances almost right under the noses of the Staff. As Czocha societies go, it's considered relatively harmless (and not everyone believes it really exists), but members pride themselves on celebrating their youth through wild and youthful dances in that most sacred of places - the Room of Mirrors. Of course, rumour has it that there's powerful Ritual Magic involved. It's a better story, at least.

# The History of Czocha (1)

## Libussa founds the school in 735

The history of Czocha College of Wizardry began in the eighth century. Where the castle would later stand, there was a small village owned by the Germanic-Bohemian family of Czajkow; dear friends of the first Bohemian king, Krok. Though not yet a center of magical learning, the Czajkow manor was nonetheless important, as witches and sorcerers fled here to escape mobs and Christian missionaries. For at Czajkow magicians had a protector – the legendary Libussa, daughter of King Krok and Founder of the city of Prague. In anno domini 735, on Libussa's orders, the Czajkow manor was turned into a school of magic.

At the beginning, Libussa was the only teacher at the school – teaching the ways of witchcraft and wizardry to both the young and the old. But as time progressed and the school grew, Libussa grew more and more focused on her research and less on her teaching. Her goal was that of many powerful wizards throughout the ages – immortality. Yet though Libussa achieved longevity and became a true master of life-giving potions, the secret of true immortality remained hidden to her.

## Libussa leaves the school

Around the beginning of the new millenium, she left Czajkow in the care of a caretaker, and headed to Krakow to meet the famous Silesian demonologist and alchemist, Pan Twardowski – also known as Durentius. Durentius was already then famous in magical circles for his skill with creating long-lived monsters and inhuman "friends". The most famous of these was his giant rooster, on the back of which he flew to the moon and back. Or so the legend goes.

Durentius and Libussa struck a bargain. She would teach him the secrets of longevity she knew, and he, in turn, would lead the quest to places where Libussa had no knowledge. For Durentius believed that the oldest and wisest creatures lived deep in the earth, and had purchased several deep mines from the Polish King Mieszko I. The mines were just a cover for the search, however, and the two sought out the old Krakowian dragon of Wawel, living deep under the city.

How the two befriended the dragon instead of fighting it, is known to no-one alive today, but after befriending the dragon, the pair studied the secrets of dragon lifespans. For Libussa, the dragon became a close friend, as it was one of the few intelligent creatures able to understand what life had been like for one as old as her. Durentius and the dragon were cordial at best, but never grew close, even though the two magicians stayed with the dragon for several years.

## Durentius returns with Libussa

When those years were past, and they left the dragon, Libussa convinced Durentius to come with her to Czajkow to teach. To honour Durentius, she gave him his own wing of the castle to do with as he pleased, and renamed the manor Czocha to show that this was a new beginning. Thus the first two Houses of Czocha were born – those who followed Libussa's teachings becoming the House of Libussa and those who followed Durentius' becoming the House of Durentius. So the years passed, and the magical school of Czocha prospered. The friendship of Durentius and Libussa remained strong, and their skills kept them alive throughout the centuries, though they slowly aged nonetheless. And if not for the arrival of Faust, Czocha might have remained the small and rather obscure magical school it was then.



# The History of Czocha (2)

## Faust and the Königsberger rivalry

To understand Faust's role in this, it must be understood that not only was Johan Faust a great wizard, but also a great showoff. Faust had founded the German magical university of Königsberger Universität during the 15th century, assisted by the great wizards Molin and Krabat. But the Königsberger Universität tolerated rivalry poorly, and after some petty schisms, Faust declared a witching conflict with Czocha and went on the attack.

It was no army that came to topple the tower of Czocha, but Faust himself, astride a giant dragon. But to Faust's stunned surprise, when he ordered the dragon to attack the manor and the puny wizards gathered in the courtyard in front of it, the dragon instead flipped Faust off its back and landed next to an old woman, who gently caressed the dragon's huge snout in a familiar way.

Faust's steed was of course no other than the dragon of Krakow, but unbeknownst to him, there was an old friendship between the dragon and the witch of Czocha. Fast of mind, and intrigued, Faust realized that here was power that he could respect, and during the discussions that followed, Libussa and Durentius offered him a House of his own at Czocha, if he would add his skills to that of the school.

Faust agreed, and he convinced his fellow Königsberger luminary Abraham Molin to come to Czocha also. The manor was expanded into a proper castle, and the third and fourth Houses established. It was also then that the Houses got their crests; the Bohemian lion for Libussas students, the giant rooster for Durentius' pupils, the Dragon of Krakow for Faust and the famous Golem for House Molin. Molin's experiments with golems and magical constructions contributed greatly to the ongoing immortality research, and since he and Faust also taught at the Königsberger Universität, it was decided that from now on the school would be known as Czocha College of Wizardry, so as to distinguish it from the Universität. Gone were the children studying – Czocha was a place for young adults. Professors now taught classes while the four continued their research on immortality.

## The Slaughter of 1521

The Slaughter of 1521 changed that. Political arguments between Faust and other rivalling schools of magic escalated into backstabbing and sabotage of Czocha's protective spells. Catholic wizards and their fierce Mundane allies swarmed the castle, having been lead to believe it was the hiding place of Martin Luther and his supporters. Students and staff were slaughtered left and right, along with the four House Founders who all perished that night. The attack was finally thwarted by a group of students who sacrificed themselves, binding their spirits to the castle, thus becoming the first spirits of Czocha. The attackers were unprepared for the resistance of the spirits and mistook them for Undead and Demons, trying to dispel them with the wrong incantations. While the remaining students cowered in abject terror in the cellars, the spirits pushed back the Catholic fanatics.

When dawn rose over Czocha, the attackers were either dead or gone, but so were the four House Founders and a large part of the Staff. Bernard Wapowski, the eldest of the surviving Professors, was elected by his colleagues to lead the College. He took on the title of Headmaster, a title that is still in use today. However, while Wapowski did his best, the school was not what it had been when all four Founders had been alive. And where had the dragon been during this, some asked? No-one knew, but it would return one last time centuries later.

# The History of Czocha (3)

## The arrival of Sendivogius

The new Czocha was a shadow of itself, though, and for several decades it would remain that way. Without the guidance of the four House founders, Czocha didn't thrive – it merely persevered. This changed in 1550, when Michał Sędziwój came to Czocha to be the new Professor of Potions. Sędziwój not only broke the magical seals on the vault, wherein all the experiments of the House founders were stored, but also managed to contact their ghosts and channel them into the world of the living.

Sędziwój was the only alchemist who ever came close to gaining true immortality (unlike the famous Flamel, whose stone only changed the moment of his death) and together with the ghosts of Libussa, Faust and Durentius, as Headmaster, he led the College to academic greatness. More he never bothered with, and there have been speculations as to why, but when he chose to institute his own House in 1591 and gave it the phoenix as its symbol, there was no-one who said anything against him. From then on, both he and his House used his wizarding name – Sendivogius.

## The final death of the House founders in 1811

Sadly, Sendivogius met his end in 1811, by the wand of the French wizard Mathieu Dudon, just before Napoleon's grand push into Russia. With him, the ghosts of the House Founders once more melted into the walls of Czocha – to remain there until someone with enough power could draw them out. And on that day, remembered throughout the world of wizardry for the final loss of all the Czocha House Founders, the dragon of Krakow appeared over Czocha again – its tears falling on the stones where Libussa's soul disappeared for the final time. Of those who had seen the tumultuous events of the past, only the ghosts and spirits remained.

School legend says that the dragon will be back when the memories of the five House founders again inhabit living flesh, and the wheel of fortune makes another turn. On that day, it is said, a sixth House Founder will emerge and Czocha will become great once more. Not many believe that legend however, but instead choose to remember the Great Five for what they truly were; five powerful sorcerers from five different cultures – all with their eyes on the ultimate prize: immortality.

## A College of Wizardry keeping to itself

After the death of Sendivogius and the last appearance of the Dragon, Czocha closed in on itself. A new Headmaster was elected, Professors continued to teach and students continued to compete, but some of the innovation and boldness was gone. Without its beloved and strong-willed Founders, Czocha slowly began to sink into routines and become what it is today - a center of magical learning, but not exactly a shining beacon of original thought.

Czocha is legendary in the world of conjurers and enchanters for being one of the few Colleges of Wizardry that teaches advanced magic, but it is just as famous for being a place, where the outside world matters very little. As a prime example of this, not only did Czocha escape unscathed from the devastation that was The (Mundane) Second World War, but it is said that there were Professors there who never even noticed that there was a war.

This is probably just a tall tale, of course, but it shows a lot about the mentality of Czocha.

*What happens at Czocha is what's important at Czocha.*

# Chapter 7

## The World



# World Info: Magic (1)

## Magical talent

Hexblood it is called - the blood of sorcerers. All humans possess a little of it, and some possess a lot. Yet, even the strongest of bloodlines sometimes turn up a child with no magical ability, and some of the most powerful witches have been born to Mundane parents.

Magicians have been arguing about the importance of hexblood for centuries, and unsurprisingly the old, witching families hold that hexblood is very important, while those with more Mundane blood in them, usually have other opinions. So far, it seems that while hexblood is talked much about, magicians seem to bleed just like Mundanes, and trying to measure hexblood has only met with failure. That doesn't stop it being discussed!

However the truth may be, magical talent (or the lack of it) is something that becomes apparent during the teenage years, when children become young adults. Some cast their first spells successfully at age 13, while others discover The Gift, as it is called, just before they turn twenty. There are of course spellcasters who have come into their power earlier or later, but as a general rule, magic manifests itself somewhere during the teenage years.

Whenever a child of sorcerous parents is found to have magical ability, the child is sent off to one of the magical institutions to learn how to use these powers. Home-schooling happens, but is strongly frowned upon, and can lead to disastrous results. If a child of non-magical parents suddenly discovers powers within herself, someone with the right training is bound to notice eventually and will bring the youth in for teaching.

Sometimes this separation from the family happens smoothly and without discomfort, and all it takes are a few well-placed lies and some magical persuasion and memory-alteration. Sometimes things can get a bit more... traumatic.

Whatever the past, at some point the young person in question will be sent to one of the centres of magical learning - the Colleges of Wizardry.

## The Colleges of Wizardry

Some areas in the world are more magical than others. In the magical community, these are known simply as Confluxes. Most of these Confluxes are home to a magical school where conjurers are sent to study the workings of sorcery and enchantment. Most of these institutions are quite old, and have been around for as long as magicians have known of the Conflux in question. Though as different as night and day, these institutions are known collectively as the Colleges of Wizardry. There are some Confluxes where no College exists, though. These are the primary homes of other denizens of the magical world; the beasts and humanoids.

The most famous of them have been around for many centuries, and are so steeped in tradition, that wishing for them to change seems pointless. Stenøya Trolldom Akademi was founded well before Christianity spread to the Scandinavian countries in the 10th century. The University of the Sun, Moon and Stars was created by the Arabic wizard Abu Ma'shar al-Balkhi in 841, and what is now the Czocha College of Wizardry started out as the private school of the legendary witch Libussa in the 8th century.

Some Colleges teach both rudimentary magic to teenagers and advanced classes to older students, while others focus on either the young, the adult or the very old. Most famous of these institutions of higher magical learning is the Pura Maduwe Karang in Bali, which has housed sorcerous researchers since 1831.

# World Info: Magic (2)

## Beasts

Humans are not the only ones who have access to the realm of magic, given the proper training. Sadly, humans have eradicated most of the magical species they have encountered, and while many still remain, they are not as numerous as was once the case.

Gryphons. Chimera. Dragons. Once, these existed in large numbers, but these days, there are only a few places left where they maintain a shadowy existence unseen by Mundanes and unbothered by magicians. Most of these creatures dwell near Confluxes, since the strong background magic of the region provides them with the ability to remain unseen by eyes that are blind to the magical spectrum. Thus, the northern mountain ranges in Tibet are actually home to hundreds of snowbeasts, and a certain lake in Scotland houses one of the world's most powerful dragons, but these secrets are known only to the witching world. Mundanes may suspect that something is amiss there, but as any proper wizard knows, they will disbelieve their own eyes if it suits them!

Most magical beasts live close to the Colleges of Wizardry, though, and have established some kind of understanding with their witching neighbours. Of course there are regional differences, and while the Werewolves in Portugal are on quite good terms with the sorcerers of the Escola de Magia at Torr  de Bel m, and share the Conflux more or less contentedly, their reception is very different if you go to Nibelungen Universit t in Germany, where lycanthropes are hated with a passion.

However, even lycanthropes follow The Traditions.

## The Traditions

The world of enchanters and conjurers has been kept secret for many, many years, and as the Mundane world has grown more distrustful of the supernatural, so the witching world has become more secretive and protective of its existence. There was a time when the secrecy of the magical community was up to individual magicians, but that changed after the disastrous spread throughout Europe of the infamous Black Spell of John of Nottingham (referred to by Mundanes as "The Black Plague", and blamed on rats!).

In 1356, after the trial of John of Nottingham, held by witches at Sten ya Trolldom Akademiet, an international conclave of magicians was called, to ensure that another incident of this caliber did not take place. This was the first of its kind, and even though there were several conclaves held during the 14th, 15th and 16th centuries, the tradition of conclaves fell from grace after that time.

Little was ever decided by these conclaves, but one thing did come out of them. At the third Conclave of Conjurers, held in 1399 at Kokino in what is now Macedonia, three rules - or traditio as they were called - were agreed upon. The magicians gathered at the Conclave of 1399 took these Traditions with them to their own Colleges of Wizardry and made them part of the structure of their schools. To this day, the three Traditions still stand, and for centuries they have been known quite simply as "The Traditions".

The Tradition of Word: You do not speak of magic to Mundanes.

The Tradition of Action: You do not practice magic around Mundanes.

The Tradition of Fear: Break these rules and you shall be cast out.

Amongst witches and wizards, The Traditions are ironclad. However, it is also darkly joked that there is a fourth Tradition; The Tradition of Secrecy "You do not get punished if you don't get caught." It is not a joke that is appreciated by many, though. Especially not old sorcerers, who are often arch-conservative to a fault.



# World Info: Magic (3)

## Magic vs Technology

Many young enchanters believe that old witches and wizards are stuck-up technology-fearing dinosaurs, who should open their eyes and smell the lulz. This is a sentiment that is remarkably similar to how many Mundanes feel about their elders, but with some added twists to it.

Unlike Mundane technology, which has improved the quality of life for Mundanes quite explosively over the years, magicians and conjurers have always maintained a rather high standard of living compared to the average person of whatever time they have lived in. It is no coincidence that wizards and witches have had lengthy life spans even during harsh times, when Mundane peasants couldn't expect to live more than a few decades.

For this reason, if for no other, sorcerers are naturally conservative in their view of technology. After all, if magic has solved problems before, why change it? Another reason for the legendary stubbornness of those who deal in magic is that for a person to be able to master even the simplest spell, a large degree of willpower is required. Willpower is the flip side of stubbornness, though, and for those used to harnessing the power of the elements to do their bidding, an annoying user's manual for a DVD player quite simply isn't worth the frustration.

Last, but by no means least, magical communities everywhere put great value in tradition (especially The Traditions), secrecy, discretion and the select spreading of information to the initiated only. This does not sit well with the inter-connectivity and seemingly lawless infrastructure of the modern world.

"If it ain't broke, why fix it?" is for many magicians not just a good saying, but the central core of their personal belief system. And it's worked quite well so far, hasn't it?



# World Info: Werewolves

## The German situation

When talking of werewolves, one cannot help but talk of German werewolves. For many years werewolves have been desperately trying to reach out to wizards and make amends with the old Königsberger Universität. They want a chance at a good life, a job and respect from their neighbors. Though once reviled as monsters and brutes, many werewolves have for centuries seen themselves as people just like anyone else in the magical world. Sadly for the lupines, others have disagreed. Werewolves are still despised, hated, and feared - lycanthropy is still considered a vile and contagious disease by most.

In some places things are better for the almost-humans, and at both Czocha and Balt Meddin there have been intermarriages between sorcerous families and prominent werewolves for more than half a century. This has not helped relations between the College of Wizardry at Czocha and the one at Nibelungen in Germany.

Not at all.

## The Lander Rebellion

This unbearable powerlessness and casual discrimination eventually led to open rebellion by some werewolves. The Werewolf rebellion in Germany started out small, but soon grew to fearsome proportions, as the werewolf leaders known as The White Fangs and other leaders recruited werewolves who had long ago given up on living even somewhat peaceful lives.

The army of werewolves, hiding out in forests and caves at a conflux in Southern Lander - in Central Germany - began to strike against unprotected wizard residences in the countryside, and soon escalated the conflict to include kidnappings of magical children and attacks on hospitals. Even more horrifying to the witches and wizards was the fact that the werewolves started doing the unthinkable - appearing in front of Mundanes and even recruiting them.

The Nibelungen College did their best to keep it contained and for a long time were in a state of denial as to the size of the conflict. But in the end, the werewolves were too numerous and too well-organized, and they ended up seeking the assistance of other Colleges of Wizardry. Some of the leaders of these, feeling that The Traditions themselves were under attack, answered the call and sent help, albeit reluctantly.

After all, in Poland - home to several influential magical schools - werewolves are considered "almost human" and quite a few of the Polish magicians of Balt Meddin sent to fight the German werewolves had werewolf neighbours and friends at home. Some even had family members with lupine blood, further complicating things.

## The situation at Czocha

The werewolves in Lander have been driven into hiding, but the cost has been high. Many magicians were lost during the fighting, and for some students this is not just a matter of academic interest. Czocha has accepted werewolf students for more than half a century and there are now those who must decide how to look at their werewolf friends, knowing full well that a family member has been ripped apart by claws in the German forests not long ago. It also remains to be seen whether the Nibelungen fashion among young magicians of carrying a wolf pelt as a sign of anti-wolf sympathies will catch on at Czocha College. If it does, duels are close behind.

# Chapter 8

## Other Colleges





# Introducing a few of the Colleges of Wizardry

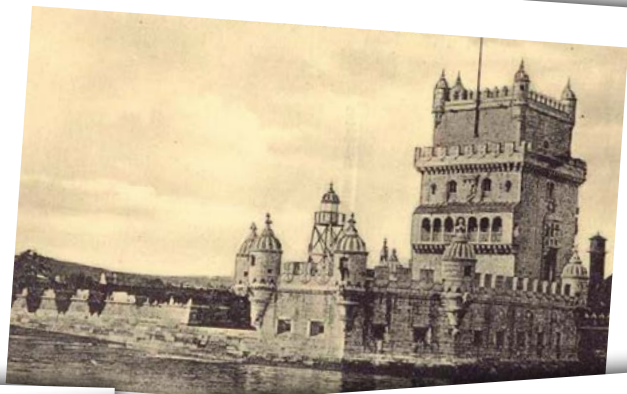
## These are not all the Colleges

There are many Confluxes in the world, and while quite a few of these have no human population, many of them contain a College of Wizardry. Giving descriptions of all the Colleges would not really make sense, since almost the entire student body comes from one of these Colleges here. The list of Colleges here is not in any way exhaustive, though, as many more exist.

The ones that have been included are the ones closest to the Czocha College - from which most of the students come. The two exceptions are the Tula Toltec College of Conjurers (located in Central America) and the Pura Maduwe Karang in Bali. The Tula Toltec College is a popular place to send youngsters, and has a disproportionate amount of students compared to its geographical position. The Pura Maduwe Karang is by many seen as the highest (if very specialized) center of magical learning in world, and is included for that reason.



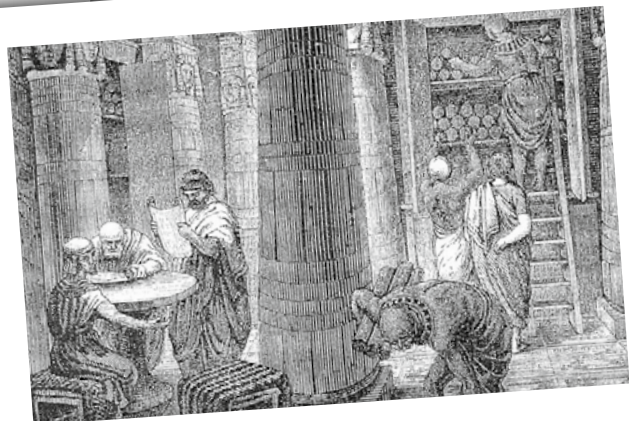
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1. Teaching text from the University of the Sun, Moon and Stars.
2. Torr  de Bel m in Portugal, where the founders of the Escola de Magia were imprisoned.
3. Pura Maduwe Karang in Bali - home of the most advanced magical learning institute in the world.
4. Artists interpretation of life at the Venerable House of Thoth and Heka. Reality probably had more colours.

# Avalon (1)

## Basic magical education

The origins of Avalon as a place of learning for witches and wizards are not clear. It is not a school in the traditional sense; it does not have term time, written examinations, houses, or a clear curriculum and yet it has been a seat of learning since at least the 4th century. Unfortunately the subjects that it teaches have not changed much since this time, and some alumni of Avalon struggle with the more modern forms of magic. That is not to say that there are no students from Avalon who excel in these subjects, simply that a junior learning these subjects who has come from Avalon is starting from scratch.

No one who hasn't been there knows where Avalon is located. It takes the form of a desolate sea fort, shrouded in mist and protected by waves and rocks that will wreck the boats of any who are not welcome. In recent years the far end of the Island has a lighthouse, and yet it does not feature on any mariners map.

Students at Avalon are taught law, herbalism, and various methods of seeing the future and the past. Almost nothing is written down and lessons take the form of discussions and practical exercises. As such all of the description of the courses and paths detailed below should be treated with a certain amount of healthy scepticism.

After two years learning these basics, those people who choose to remain living at Avalon go on to study healing, poetry and music, politics and warfare.

Only when they have studied these to the satisfaction of the teachers are they taught any form of magic at all! Avalon is strong on certain types of ancient ritual magic, healing, and magic that deals with the natural and ancient world

Students also attempt one of several study paths described on the next page.

## The Avalon Tradition of Gifts and Favours

Students of Avalon trade in a currency of 'gifts, freely given' and 'favours owed.' If you accept a gift from another student, then you will owe them an unspecified favour until you can pay back the gift with something of equal or greater value. They can call in this favour at any time.



# Avalon (2)

## Paths

In ancient times a student would remain on the path until they completed it, or until they failed. In modern times it is becoming more acceptable to leave a path after a few years and to go and study elsewhere. Whilst most young people these days elect not to return, it is not uncommon for older wizards and witches to return to Avalon for further study bringing with them the knowledge and experience they find elsewhere.

### **MORIGENĀ – THE SEABORN PATH**

Made famous by Morgan Le Fey; here students learn magic of water. They learn about illusions, how to call storms, about brewing strange potions, charms, enchantments and the secrets of the Whale Road

### **SYLVESTRIS – THE FOREST PATH.**

Made famous by Taliesin, the Bard.

*I have been a multitude of shapes,  
Before I assumed a consistent form.  
I have been a sword, narrow, variegated,  
I have been a tear in the air,  
I have been in the duller of stars.  
I have been a word among letters,  
I have been a book in the origin.*

Students of this path study the secrets of the land and the earth. Some will learn the languages of the beasts. Here they will learn the only 'written' subject taught at Avalon - the magic of runes – and how words –even non-magical words - have power over others.

### **TUATH – THE SINISTER PATH**

Students of this path tend towards politics. They are tricksters and rogues; they learn subtle manipulations and magic of persuasion; they specialise in the subtle interplay of trades and favours. They consort with spirits, both benign and malevolent. Advanced students on this path study the properties of certain herbs and mushrooms and some are said to be able to walk into the land of dreams or even the faery realm itself.

### **WYLLT - THE WILD PATH.**

Students of this path are rare, and those who complete it are rarer still. The most famous of these was Myrddin (also known as Merlin). It is a path of madness, and darkness. The secrets learned along this path are shrouded in mystery. All that is known is that those who follow it make a long journey, barefoot, across a dozen lands; learning from the witches and wizards of those countries as they go. They learn to speak many languages – both living and dead- and are able to change their appearance. Often they are mistaken for wise folk, more often they are hunted and haunted and perish along the way.

# Balt Meddin

## Basic magical education

The Balt Meddin Academy in Poland started as a refugee camp in the last decades of the 10th century. Christianity arrived and old beliefs had to go. Holy trees were cut down, groves burned, monuments destroyed. Churches were erected where temples of the Old Gods and Old Magic had been demolished. There were witches and shamans who didn't want to let their world vanish. Preserving the arts was their priority. It's unknown who first sailed to the island of Hel. The message spread by word of mouth and people with magic talents started to come to the isle.

The village of Gellen was built and the academy was founded, officially in 1077. Soon later a city sprouted up around the academy; and became famous among Mundanes as a big port of herring trade. As every port city Gellen was full of strangers, but that didn't bother anyone and the wizarding community grew rapidly. Witches and wizards from Prussia, Poland, Livonia, Scandinavia and many other places created a cosmopolitan atmosphere of Balt Meddin.

Tragic events of unknown origin took place in the 15th century. Marks of powerful spells are still visible on the Hel peninsula, which is no longer an island, and misses a huge part of land. There are no accounts of what had happened in Mundane documents, which suggests a mass memory purge. The only known facts are: since the early years of the 16th century Balt Meddin has been hidden underwater, underneath an invisible dome. A new city has been built above, and it's populated entirely by Mundanes.

It's not easy to get in or out of Balt Meddin. Young wizards are invited by trained porpoises or seagulls, and later guided by schools vagrants. There are magical ways to go through the water, but first graders and some other visitors are often swallowed and transported by trained whales and squids. These means of precaution proved to be extremely efficient during both World Wars. dark wizards and regime supporters couldn't access the school, due to its splendid isolation. Balt Meddin doesn't need any dark arts to cause itself magical problems...

## Structure & Houses

Unlike in most other schools, in Balt Meddin young wizards are sorted into houses according to their talents, not their attitude. There are three houses; each of them has got separate workshops and most of lessons. The effects of their works may be seen in lots of ordinary items of the wizarding world, but not many mages have any idea where their artifacts actually came from.

### **LYNGBAKR, HOUSE OF WHALE**

Wizards from this house deal mainly with Intervallum – The Space That Is.

Travelling, bending space, flying, casting spells to make ships and other means of transportation fly.

### **HAFGUFA, HOUSE OF KRAKEN**

Vis – the energy - is what makes the whole Universe alive.

Concentrating the energy, speeding up entropy, fire, lightning bolts... The House of Kraken gathers pyromancers and others of this kind. One of its interests is transmutation, but it's definitely a minor topic in Balt Meddin.

### **UROBORUS, HOUSE OF SEA SERPENT**

Tempus – the time – the most dangerous of arts.

Only the best students can enter the doors of a Uroborus workshop. Many strange accidents have already happened in the history of Balt Meddin, and many are still to come. There are restricted areas in the school where time goes backwards and even the greatest minds are afraid of what was left after some of the experiments.

# Escola de Magia en Torrê de Belêm (1)

## Basic magical education

The Southern European Escola de Magia has a most turbulent story of changing their national alignment, location and curriculum. No magical school has seen so many wars and none managed to remain as true to their fundamental goal - teaching magic to anybody, who needs it. No matter what the color their skin, the amount of wealth in their family and of what faith their heart is.

The Escola de Magia was founded in Lisbon in 1535 by three potent wizards and outcasts, who had been imprisoned together in Torre de Belém and there vowed to make a change in the world.

- The Moor Hamid al-Iskandria, once master of astrology at the Order of the One Library, imprisoned for serving the King João III of Portugal, due to the unpleasant prophecy that despite of their success and wealth the Avis dynasty will fall within 3 generations.
- The French conjurer, Jacqueline “Jacque” de Molay, who, inspired by Joanne d’Arc, disguised herself as a man to serve the underground Templar Order as a soldier and spy, imprisoned after revealing her true nature.
- The Italian alchemist Maria “La Mercuria” Salvatori, who was charged for witchcraft, imprisoned and forced to create an elixir that would make fallen soldiers still fight for their King.

Together the three prisoners agreed on changing the xenophobic status quo that surrounded them, creating the idea of a magic school teaching all those who would never been accepted to other schools of their times. Since then the outcasts and their students and successors moved from conflux to conflux establishing new schools in times of peace and leaving it in times of war.

The Escola de Magia taught its adepts in Spain, France, Italy, Croatia, Austria, Netherlands and Morocco, just to return to Portugal after the 2nd World War, establishing its newest school building in the Templar strongholds in Tomar.

# Escola de Magia en Torrê de Belêm (2)

## Houses

While the school enforces the feeling of unity and cooperation, the houses were created for one purpose only - to teach the students how to fight for their own right in an ever changing environment. Each of the houses offers a different level of comfort and a different number of additional mandatory lessons and exercises. A lost duel, bad grades, or being caught breaking the rules result in being put into the lower house. Winning duels, good grades and extracurricular work results in ascending in houses.

### **The Black Tower is the highest of the houses**

It offers the most comfortable dormitories for students and most free time for development, but also most to lose. Members of this house learn how to establish a working structure and how to defend their own position - but also the bitterness of losing what has been gained. The Black Tower students tend to join sororities and brotherhoods and cooperate to hold their own friends into the Black Tower while kicking others out.

The Black Tower was originally guided by Hamid al-Iskandria.

### **The Grey Tower is the middle house**

It offers medium standard dormitories and mandatory alchemy lessons. Members of this house learn what change means and how to fight while having everything to win and everything to lose. Alchemy is symbolic for the process of transformation and the Grey Tower is a place for transformation. While students in the White Tower usually ascend for winning duels - getting upwards from the Grey Tower demands scholarly successes. Not many students remain in the Grey Tower for long.

The Grey Tower was originally guided by Maria Salvatori.

### **The White Tower is the lowest of the houses**

It offers quite unfavourable dormitories, less tasty food, almost no free time, but lots of fighting lessons. To ascend from the White Tower students need to win many duels and prove their strength and creativity in using magic. The mood in the White Tower is all about not having anything to lose and having everything to gain. Traditionally small groups of students decide to remain in the White Tower and create gangs, while others strive for advancement as fast as they can.

The White Tower was originally guided by Jacqueline de Molay.

# The Hermetic School of Natural Philosophy

## Basic & Higher education

The tradition of creating magical institutions and schools took its start in ancient Greece. Before, magic has been taught as part of clerical education only, in ancient Egypt and the Near East as well as among Celtic druids and African shamans.

Founded by a Wizard famous by the name of Hermes Trismegistos (the real name of him or her remains unknown) the Hermetic School of Natural Philosophy was the first school teaching magic as an art and science in contrast to the teocentric education that predeceased it. The Hermetic School of Natural Philosophy traditionally works in a mentor-mentee system, in which every mentor watches over one or two students.

The time of education is not set, but depending on the student's progress. Due to the small number of mentors the whole school counts less than 70 students making it one of the smallest, but also most prestigious magical colleges.

The traditional teaching facilities are ancient Greek temples, and their timeless-counterparts, the Gardens of Chronos. The Gardens of Chronos are small cracks in time and space around confluxes, that reveal the true nature of a place. Nature, buildings and people appear there as their primal idea, safe from entropy and aging.

The Hermetic School of Natural Philosophy is a small school, rich of traditions, usually chosen by the magical high society of the world as well as the few wizards interested in time related magic.



# Königsberger Universität, Nibelungen Universität & Akademie Brokken (1)

## Basic & Higher magical education

For many years, the prestigious Königsberger Universität sat at the center of the Conflux near the great city near the Baltic Sea, and trained witches and wizards in magic both high and low. The tumultuous events in Europe in the 20th century changed that somewhat though.

While most magicians stayed out of the two Mundane World Wars, there were those that intervened - sometimes breaking the Traditions and sometimes just serving discreetly. Sadly, the destruction and terror of the Second World War meant the end of the old and honoured university.

Its fate was (as anything involving magic usually is) complicated. Some wizards were lost during the war, either fighting on the Eastern Front, doing their best to keep the German army alive in the snows of Russia, or doing their best to help Jews and other targeted groups at home escape. It's a dark chapter in Mundane history, and while it's not nearly as dark a spot in witching history, it's not exactly a children's lullaby either!

The end result was that most of the magicians of the Königsberger Universität relocated to the smaller Conflux at Nibelungen, where a small school had been since the early 19th century. Combining their forces with the local sorcerers, the two groups executed a classic wizard compromise which makes things more complex instead of less. They re-opened the Königsberger Universität (K.U) for magical research, changed the Nibelungen School so it was now the Nibelungen Universität (N.U) and focused on higher magical education, and created the brand-new Brokken Akademie (B.A), which would take over the basic magical teachings of the old Nibelungen School. The teachers? Well, mostly Nibelungen Professors, of course! Needless to say, confusion happened.

During the 50's and 60's, things got under control, as the K.U produced some truly stunning Technomancy research that was debated by witchards around the globe. They had found a way to exchange the wand for a more technologically advanced tool. And as we all know, THAT didn't go down well with magicians globally. The sheer idea of replacing the wand with devices is a taboo among most magical communities. Since those wild and controversial days after the way, K.U has been taken over by arch-conservatives and is now mostly seen as a place where ideas go to die and conjurers go to stay out of trouble!

Brokken Akademie, in contrast, is quite keen on embracing new ideas, and students who go there have many practical assignments among Mundanes from the very beginning. Schooling is for three years, after which students are transferred to the N.U, where they continue for a further three years.

In January 2012, Nibelungen was attacked by a group of werewolf-terrorists, what started the still lasting werewolf rebellion in Southern Germany. For a year the school discontinued its curriculum, forcing the students to either take the year in another magical college, or spend it at Brokken.

Houses Traditions of houses in Germany are not so different from those in others schools in Europe (due to many years of common political and magic history). It is worth noting that all the founders of the houses are male. This is mainly based on the historical context in which the German school of wizardry was born. All the founding fathers were also Mundane doctors, teachers, alchemists and astrologers (German: Hofmagier – king's magician), who admitted apprentices at royal courts. It was impossible at that time for a woman to be granted this honor, so all the talented and powerful German witches were forced to practice magic in secret, without the helpful Mundane patronage or the possibility to shape the German school of wizardry. Faust and Molin were also House Founders in Czocha College of Wizardry, and Flamel for a long time was transfiguration teacher in Escola de Magia en Torrê de Belém, before he left to help create Königsberger Universität.

# Königsberger Universität, Nibelungen Universität & Akademie Brokken (2)

## Houses

### HAUS FAUST

**Attributes:** wisdom and might

**Crest:** dragon (symbol of Mephistopheles)

**Colors:** blue and gold

**Founder:** Johann Georg von Faust

### HAUS KRABAT

**Attributes:** valor and honor

**Crest:** Swan (symbol of the burning swan, Krabat transformed into)

**Colors:** red and gold

**Founder:** Antonius Krabat

### HAUS MOLIN

**Attributes:** loyalty and cunning

**Crest:** golem (symbol of Jewish cabalists)

**Colors:** green and copper

**Founder:** Jakob Abraham Molin von Worms

### HAUS FLAMEL

**Attributes:** diligence and wisdom

**Crest:** unicorn (symbol of immortality)

**Colors:** white and silver

**Founder:** Nicholas Flamel

# Pura Maduwe Karang

## Higher magical education

While most Colleges of Wizardry more or less resemble ancient universities, some of them are much closer to the idea of secret orders (like the Order of One Library) or elitistic monasteries (like the Hermetic School of Natural Sciences). The Pura Maduwe Karang in Bali is both.

First erected as a local temple on Bali, dedicated to the gods of earth and crops, since 1831 it serves as a luxurious research facility, specialized on the topic of elemental magic.

Its teaching style resembles a Shaolin monastery more than a traditional school and the conditions new students must fulfil are extraordinary, keeping the number of novices at Pura Maduwe Karang constantly below 50. Usually Pura Maduwe Karang is chosen as further specialisation by other Universities' graduates, and as such offers only very narrow subjects such as higher pyromancy or extratemporal architecture.

The five specialisations offered by Pura Maduwe Karang are the so called Paths of Earth, Fire, Water, Air and Void, focusing each on one element in the matter of creating, shaping and destroying magical effects, objects or even artificial worlds. If the magical world has one place that can be called the pinnacle of learning, it's Pura Maduwe Karang. Of course, most witchards aren't really interested in learning what they have to teach there, but it's still a place of supreme prestige and respectability, and just talking about going there to study will impress many in the witching communities.

# Stenøya Trolldom Akademiet (1)

## Basic magical education

Founded in 15th Century by Queen Margaret I, also known as the creator of the Kalmar Union and the only witch to ever rule from a Scandinavian throne. Originally called Stenøya Seminaret, the school was supposed to serve as a counterweight and complement for the Königsberger Universität. At first it was a quiet, monastery-like institution, focused on collecting and cultivating traditional arcane knowledge, mainly connected to rune magic.

There were two things that made the school unique: establishing healing magic and curative techniques as a separate and extensive field of study, and an unusual way of dividing students into houses. It all changed in the second half of 1980s, when the school's new headmaster, a Dane Erik Munk, inspired by the Mundane educational system (promoting practical abilities over theory) and wanting to unite the Nordic Confluxes, with a vision of using the potential of magic in the further development of the Nordic countries, decided to introduce serious changes.

The school gained a new name, a new Charter and a new, enhanced curriculum. Since then, it has taken eight years to finish the school (instead of six as before) and the studies include not only wizarding subjects, but also knowledge and practical abilities connected to the Mundane world. Additionally, to actually graduate from Stenøya each and every student needs to spend an additional semester among the Mundanes, where they are banned from using magic (except in life-threatening situations).

According to an old stereotype Stenøya is a school for fragile and spiritual youths. The truth is very different. Harsh climate and obligatory physical work (for example in herb and stone gardens) harden both the body and the soul, and currently at least four children for every ten admitted to the Academy are boys. Because of its egalitarian and practical profile, as well as very active promotion and support coming from many of the students' parents impressed with Munk's curriculum, Stenøya really gained in prominence and popularity among witchards in the Nordic region.

Most students who graduate Stenøya are around 20 - 24 years of age, but those who come into their powers late are naturally older. The school is very strict about the eight years, though.

# Stenøya Trolldom Akademiet (2)

## Houses

Since its beginnings Stenøya's way of dividing students has been very different from the one known from Czocha. There is no grouping during the first three years, and only when starting with their fourth year are the students divided into four houses.

Each house offers "standard" education as well as expanded studies in particular fields.

### HUS SKOGRUD

**Founder:** Sol Skogsrud

**Values:** knowledge and tradition

**Sigil:** downy willow (*Salix lapponum*)

**Specialisation:** traditional magic, runic magic, astrology, arithmancy

Once the most important house, valued for saving and researching the arcane knowledge, it has since lost its prominence.

### HUS ROSENROT

**Founder:** Ivar Halvardsson

**Values:** loyalty and duty

**Sigil:** roseroot (*Rhodiola rosea*)

**Specialisation:** healing magic, herbology, elixirs, magical creatures

### HUS VALKYRJA

**Founder:** Tula Niklasdatter, also known as Valkyrie

**Values:** steadfastness and discipline

**Sigil:** wolf's bane (*Aconitum firmum*)

**Specialisation:** charms, defense against curses and offensive magic, teleportation

Originally the fourth house was Hus Lager, founded by Thorbjørg Lager and focused on transmutation and alchemy. However, after a tragic incident involving its students that occurred in 17th Century the house was dissolved, and a new one emerged in its place.

### HUS STEGE

**Founder:** Hilda Stege

**Values:** harmony and usefulness

**Sigil:** knotberry (*Rubus chamaemorus*)

**Specialisation:** theory of magic, history of magic, concealment spells

Once a disregarded house of little importance, it is currently the strongest one. It educated many esteemed authors and influential thinkers in the magical society.

The Stenøya Magic Academy's coat of arms features an ornate ivory tower on a stone island. The school's current motto is For det felles beste („For the common good”).

## Location

Stenøya is a little village situated on a group of stony islands of the same name, located on a great mountain lake in the Trollsheim mountain range, which is magically hidden from Mundanes. The central part is a stone building which in fact was a small monastery once. The lake is surrounded by complex system of mountain caves and tunnels, also covered with charms.



# The University of the Sun, Moon and Stars

## Basic & Higher education

The House of Wisdom (الحكمة بيت; Bayt al-Hikma) was one of the most important intellectual centers during the Islamic Golden Age, and one of very few institutions ever to openly offer both magical and non-magical education. As a Mundane institute it was founded by Caliph Harun al-Rashid in Baghdad around 786 and continued by his son Al Ma'mun. Many learned Mundane scholars of various background (including Christians and Jews) contributed to the visionary project of creating a truly open house of all sciences. In 841 the Arabic wizard Abu Ma'shar al-Balkhi joined the House of Wisdom adding alchemy, astronomy and medicine to the curriculum.

The classical teachings about mathematics, chemistry, zoology, geography and cartography as well as studying ancient Greek, Indian and Persian texts are still part of the basic education at the University. The University of Sun, Moon and Stars, as al-Balkhi named his department, quickly grew to the rank of an important magic school, drawing its strength from the close Babylonian Conflux and gaining more and more independence.

In 1258 the House of Wisdom was destroyed by Mongols after the Siege of Baghdad, leaving only the independent University of Sun, Moon and Stars. For many years al-Balkhis successors admitted Mundanes as well as sorcerers at his school. All this stopped in 1399 with the establishment of the three Traditions.

Nowadays the University of the Sun, Moon and Stars is a wandering University, linked to the Babylonian Conflux, but without any appearance in the Mundane world. The everlasting wars in the middle east made any attempt of rebuilding the House of Wisdom perish, so the safest way out of this situation was to create (similarly to the Hermetic School of Natural Philosophy and the Order of One Library) a Garden of Chronos, resembling the original House of Wisdom within the magical sphere of the moon.

## Houses

Every student chooses his house every year at the Summer Solstice at the University of the Sun, Moon and Stars. Each house concentrates on a different aspect of science, giving the students the opportunity to either specialise or master a broad variety of subjects.

### THE HOUSE OF SUN

The house of Sun specialises in Mathematics, Numerology, Geomancy and Ritual Magic.

It's well known for its hard scientific approach on magic as well as the extensive usage of mundane Mathematics. According to the House of Sun a good ritualist needs to understand the hard rules of reality before attempting to change them.

### THE HOUSE OF MOON

The house of Moon specialises in History, Medicine, Cryptozoology and Runic Magic.

It's well known for its organic approach on magic, combining vast understanding of living beings with magical Runes. Especially the idea of accelerating evolution through magic is one of the most renown fields of magical science researched at the House of Moon - thus the importance of History.

### THE HOUSE OF STARS

The house of Stars specialises in Astrology, Alchemy, Demonology and Conflux Magic.

It's well known for its strive for knowledge lying outside of the physical world. Both, Alchemy and Demonology offer dangerous powers surpassing the boundaries of human minds and bodies, while Astrology and Conflux Magic offer both, knowledge and riddles, able to drive even the best minds into madness.

# The Tula Toltec College of Conjurers

## Basic & Higher magical education

Located on the Yucatan peninsula in the ancient city of Tula, the Toltec College of Conjurers is the only international College of Wizardry, which curriculum is based primarily on Modern Demonology.

Founded as a sort of ghetto by a small society of spanish brujas, who escaped witch hunts in Renaissance Europe, it quickly grew to the role of an important safeground for witches and wizards from all over the New World. The cultural mix of indigenous and creole wizards and witches created a totally new and exotic magical paradigm, taught only at T.T.C.C., known as Modern Demonology.

The basic idea of the paradigm is simple - every magical act is an act of conjuration. Depending on the conjured being the magic will have different outcomes. Anything can serve as such a being - a sheer idea as in the word-based modern european wand magic, symbolic personas as in traditional voodoo magic, or otherworldly beings as in the key of Salomon. One of the outcomes of such education is the rule, that young students get their wands only after three years of wandless education, during which they learn how to create magical objects, conjure small animalistic spirits and how to defend their minds of the influence of sentient ghosts and demons. After these three years education resembles more or less the international standards, while maintaining a slightly unorthodox view on magical theory.

Instead of houses the T.T.C.C. students gather themselves in brotherhoods and sororities, while attending classes in one of three faculties.

### **THE DEPARTMENT OF ARKANOLGY**

The Department of Arkanology focuses on the magic happening in the physical world - especially magical artifacts, conjuring physical beings and rituals.

### **THE DEPARTMENT OF METAPHYSICS**

The Department of Methaphysics focuses on the magical theory allowing conjurers to move magical beings, energy and ideas between the worlds. Ancient Aztec technomancy is as well part of the curriculum as theory of magic and conjuring information from other worlds.

### **THE DEPARTMENT OF ETEROLOGY**

The Department of Eterology focuses on the structure and inhabitants of the non-physical worlds, especially demonology, cryptozoology and conjuring shapeless beings from other worlds.

# The Venerable House of Thoth and Heka in Alexandria (1)

## Basic & Higher magical education

The Venerable House of Thoth and Heka in Alexandria is the preeminent Egyptian school of Magic. Established in 230 BC in Alexandria, the school subsumed the loose network of schools and formal apprenticeships that had been the primary form of Egyptian magical education before that, and syncretized the various forms of Egyptian (and to some extent, Kushite and Nubian) magic into a somewhat more coherent whole.

The school has a central building and library hidden away in the library of Alexandria, and the largest and oldest collection of rare magical texts in the known world; only the hermetic school in Greece comes close to matching it. Most of the teaching, however, is spread across hidden confluxes in Egypt, most of which are established at ancient ruins or temples at places of import to ancient Egypt, most of which could reasonably claim to be older than any magical establishment outside of Egypt or Mesopotamia.

The school has a reputation for producing excellent necromancers, but this is mostly based on prejudice; while some graduates of The House of Thoth and Heka are certainly highly skilled necromancers, their field of necromantic expertise is usually quite narrow, due to the nature of ancient Egyptian magic. Where the school truly shines is in the use of hieroglyphic magic – mistakenly called runic magic outside of Egypt – and in the creation of magical amulets and talismans. These talismans are one of the most potent forms of magical artifice in known magical history, and ancient Egyptian techniques have influenced every form of artificing that has come after it, with the exception of some American and far east-Asian forms. Similarly, their magical scrolls and hieroglyphic spells are, despite their ancient origins, incredibly complex and have influenced and shaped western magical thought since before the birth of western magical thought. Beyond that, the school of course offers a broad magical education. The only other thing of note is the school still has a few vestiges of Egyptian religion and morality as part of their theory and magic, which leads to bold demonologists who use intimidation and threats with their demons, and incredibly fair and justice-minded guardians, obsessed with Ma'at, meaning “truth” or “order.”

A sorcerer or sorceress usually studies at The House of Thoth and Heka for seven years. Six of those years are spread around various confluxes and hidden magical locales, but the last is always spent at the main building in Alexandria. There, the student chooses and completes a year-long magical project under the guidance of the teachers. The education is thorough, the guidance is good and the macedimical resources available to the student nearly limitless, so failures are rare. Those few failures that do happen are allowed to try again next year, either extending their project or starting a new from scratch.

After the seven years are complete, the student is offered to stay on for ten years of higher education for the equivalent of a doctorate, though the school does not offer any shorter higher education courses. Most magicians obviously chooses to go to another magical university instead if they go to any at all, but those few that stay on – no more than one or two a year, usually – receive one of the most complete magical educations possible. The school is divided into various temples spread around Egypt, though students move from temple to temple each year. Informally, the students divide themselves into the house of Thoth and Heka, however. These were official divisions at the founding of the school, as the school was created by joining the temple of Thoth with the so called house of Heka, a library dedicated to the worship and study of the goddess of magic. Over time, these faded away as the worship of ancient Egyptian religion died out, and only the magic derived therefrom remained. The terms remained, however, and mutated over time. Originally, the simply denoted what sort of magic you were best at, but over the years, the meanings changed and mutated, so that now it is partly a matter of magical inclination, partially a matter of skill, and mostly a matter of prejudice.

# The Venerable House of Thoth and Heka in Alexandria (2)

## Houses

### The House of Thoth

These are the most academically inclined on average, stereotypically nerds and “bookworms,” and are generally skilled at hieroglyphical and iconographic magic. Being in the house of Thoth has at times been a slur, similar to “geek” or “dork,” but is currently something of a mark of pride, more something others say about you than something you necessarily use about yourself. This also means that those who would formerly have been called of the house of Heka, such as skilled necromancers and artificers, might now be called of the house of Thoth.

### The House of Heka

These students are stereotypically the more practically inclined, such as athletes and duellists, often skilled at artificing. Lately, it has taken a slight turn towards meaning something like “dumb jock.” However, some skilled artificers take offence to this, and consequently insist on being in the house of Heka, even though they would, in the more modern meaning, be in the house of Thoth.

# College of Wizardry

## Website

[cowlarp.com](http://cowlarp.com)

## Mail

[claus.raasted@gmail.com](mailto:claus.raasted@gmail.com)

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