

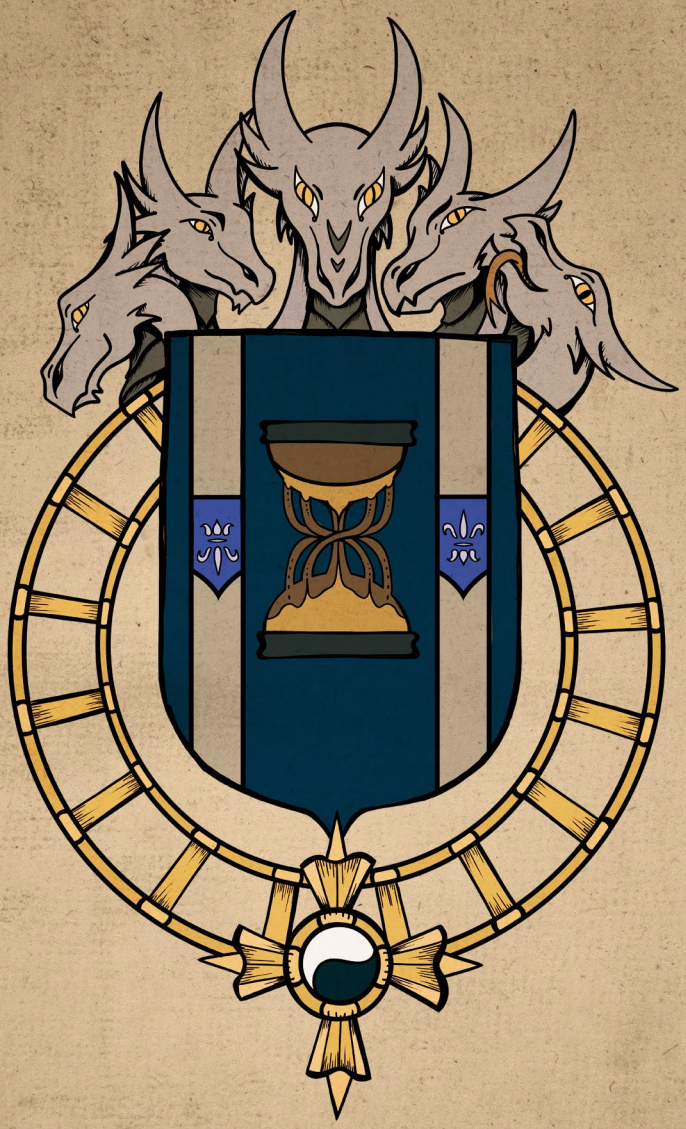
PLAYER HANDBOOK

version 2025.09.01

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STATERA MUNDI
university

version 2025.09.01

WELCOME TO THE MAGICAL WORLD OF SMU

Statera Mundi University is a live-action roleplay experience set in a parallel universe where humans live among witchards and other mythical races such as elves, dwarves, vampires, and werewolves. Creatures from various magical planes such as the Fae Realm or the Ethereal Plane surround you and live among you. They are magically shielded from the eyes of mundane humans to protect both sides from harm's way.

Large and small communities of these magical races inhabit the world. Some of these are mingled with the masses of non-magical humans, who we call No-Wiz.

Nowadays the conflict between the magical and the no-wiz worlds has died down to a non-threatening simmer, which has led to one of the first periods of true peace. Historical and cultural conflicts, mainly between races and clans, still occur from time to time, although every community tries their best to keep this to a strict minimum.

The always-lurking threat of feeling superior towards No-Wiz is only buried skin-deep for some families. This makes politics an everlasting balancing act in which we might need the help of some of you.

THE SETTING

Statera Mundi University (SMU) is an age-old institute to shape great magical potential into future advisors, protectors, and leaders. It was founded at the end of the 14th century by three inventive and progressive witchards. It functioned as a normal university that housed various magical races and offered them the finest education in Europe. In the 20th century, it became known as the last stronghold of teaching the ways of the ancient **Spirits**.

During the Second World War, the institute fell victim to a German bombing. The great Spirits intervened at this moment, ripping the school out of the flow of time to protect and guarantee the survival of their last worshippers. Now, the university exists in a time-pocket, still educating students with great potential from all over the world and out of any time.

It's a great honor to be invited by the Spirits to come and study at SMU, as this means the Spirits recognize your true potential to help correct severe time-anomalies.

BECOME A STUDENT

During your time at SMU you are to play the part of a student with great potential, hand-picked by one of the Spirits. How you interact with others and your surroundings will determine your fate as well as that of your peers.

Your character will receive an invitation to one of the clans at the beginning of your first year. Each Spirit has their own clan: **Umbra**, **Caligo**, **Lucerna**, **Silva** and **Flagrantia**. Each clan is their own unique community where you might find friends, support and perhaps even guidance, sharing the same core values of the clan's Spirit.

Before your time at SMU starts, you will have to choose one of the five paths: **Adventurer**, **Oracle**, **Guardian**, **Healer**, or **Crafter**. This will determine the subjects you are expected to master at the end of your second year. More information about the paths and clans can be found under the section called "**Character Creation**".

Go on an adventure

Experience your own fantastic adventure during your four days at the SMU-universe. Meet wonderful NPC's and create bonds with your fellow players. Come up with solutions or be the cause of the problem and explore every nook and cranny of the SMU location. Learn new skills that can aid you on your adventure during the Alchemy or Battle-spells classes or find out more about the SMU-universe by going to the History and Etiquette lessons. You might even encounter one of the many mythical creatures of this peculiar world. In short, the possibilities are nearly endless.

Living in a "magical" castle

Throughout your time at SMU, you'll be staying at Chateau de Courrière, located in the Belgian Ardennes. This renovated castle has its origins in the 17th and 18th century. It is a beautiful fusion of modern comfort and historical details.

More information about the location and transport will be released in the "**Castle Guide**" and can be found on the website.



RULES OF THE LARP

In-game and out-game

One of the most important rules in LARP is IN-game and OUT-game. IN-game (IG) means that you and the people around you are all in-character (IC). Think about it as being on stage, you will act according to the personality of your character. This can be completely different from your real-life personality. You can become friends or enemies with other IN-game characters but this does not need to translate to OUT-game. For example: your best friend OG can be your worst enemy IG. OUT-game (OG), on the other hand, refer to everyone as their own real-life personality.

One of our main goals is to make your experience as immersive as possible. Due to the limitations of the physical world you might encounter here or there a small crack in the illusion. We do our best to minimize these necessary flaws. If you by any chance notice them, please don't break the atmosphere for others by pointing them out. We also ask to minimalize OG moments, such as checking your phone or talking about OG events, in IG-areas. This could break the scene for the other players as well.

The active story of the LARP will take place from Thursday to Sunday afternoon with an OG break during the Night-Time. (Night-Time hours will be later specified in an e-mail to the players) During the Night-Time hours we ask to keep quiet and respect the players who wish to get some much-needed sleep. When you need a breather during IG-hours there will be an OG-location where you can go to. The bedrooms are also OG at any time.

Emotional state

We want you to experience the SMU-universe with every fibre in your body, but this can be a bit too overwhelming at certain moments. In these moments, you might find it beneficial to remove yourself from the scene, grabbing a snack/drink, going to look for other play or even go to the EMSA room and talk with our Emotional Safety Person. If you feel very uncomfortable with a certain scene, you can leave at any time or discuss it with your co-players. **Consent is key!**

Sadly, we can't predict the actions of your peers, but if you have notified us before-hand of severe phobia, we will steer you away from any possible triggers that are plot-related (Created by the SMU-writers).

Hand signals and codewords

We will utilise a few distinct codewords & hand signals to show certain OG-emotions or actions while trying to stay IG. Make sure to check out the video about consent signals on the website. Any other signals are covered in our workshop before the event, including the concent checks for during play.



Closed Fist in the air
If you see someone, especially an organizer or helper, raise a fist in the air, it means stop talking and start listening. When you notice the signal, raise your fist too so the group quiets faster. Once it's silent, lower your fist.



Crossed arms
Arms crossed with your hands on top of your shoulders means everybody should leave you alone and that you're heading towards an OG-zone where you can be alone or talk with someone.

It also means this person is OG. This is used by NPCs that quickly need to go from one place to another "unseen". Players cannot react to this person at that time and are not allowed to use this gesture.

Castle safety: beverages

We will be serving a lot of different beverages during the LARP, this includes mostly water, tea and coffee. We also will be serving alcohol, but only to those that are 18 years or older. The alcohol served will be mead that can be purchased during the game with OG-money. The mead can only be purchased at the bar after 8 p.m.

For safety reasons, it is forbidden to bring your own alcohol to the LARP. You will be asked to show the contents of your luggage when you arrive to see that there is no alcohol or any other illegal substances in your bag.

If you can't behave after consuming alcohol and disturb other people, we reserve the rights to remove you from the LARP.

Spell casting

Spell casting should be like second nature to any witchard, but that doesn't mean one knows everything about magic; a witchard could live a thousand years and still learn a new spell each day. **One requires a strong wand to focus the energy into their spell.** A wand is actually a mere instrument, an amplifier and conductor of one's natural magical aura. Casting spells drains energy, whether it is physical or mental. Casting shortly one after another might deplete one completely and leave them defenceless, which's why one should take a moment to re-energise themselves between spells. As one learns more magic, they will become more proficient and will be able to cast more complex spells.

If the spell is not self-explanatory, like Flammus or Reflecta, then it is best to explain beforehand what the spell does as in the following example: 'and now you shall sleep! Illori!' The target will always get to choose how to interpret the effect of the spell. It might work as the spell caster intended; only work for a bit, or not at all. The target might even decide to give it an unexpected effect.

While waving a wand around can be fun, some spells use one of three specific hand movements, making it clear whether the spell is Defensive, Offensive, or Mind-Altering. This is to make communication as to what you are casting a little clearer for the monsters and enemies you might encounter.

Later, during **Character Creation,** all will be explained in detail as to how the Magic System of SMU operates.





Alchemy

Potions come in all different kinds, sizes and with spectacular effects. Some of these effects can be positive and others negative, then again there's a fine line between a potion and a poison. Too much of a good thing can do as much harm as a bad one. It is highly advised to only drink potions supervised, preferably by your herbology or alchemy teacher. When consuming a potion one should consider a few factors: What does it do? How long does it last? And what are the side effects or costs? (Please, always play out these elements.) When making potions, one not only has to be aware of its ingredients but also the energy needed to create it. Some potions might leave you feeling drained for a few minutes and in extreme cases up to possibly a few hours.

Any potions that are made for consumption during the game shall be labelled and will have a tag with on one side the potion's ingredients and on the other its effects. This tag is considered OG information. Sadly, you can't play out its effects without knowing this information. IG you might not know what you are actually drinking, even though you read the tag OG. All potions made on school grounds in the presence of a teacher are consumable. The ingredient list is there as a safety for any allergies. If you're not comfortable with drinking a potion, you perfectly can act like you did, clearly stating you drank the liquid.

The alchemy classes you can attend at SMU are divided in two categories: Elemental and Potions. During these classes, be aware that there might be use of fire, boiling liquids, certain chemicals, etc. … So, we ask you to minimize intense physical play in this classroom. Please, don't let this discourage you from gameplay, just be very aware of actual possible dangers.

Magic



Magic comes with a cost. In most cases this will be a mana drain, but sometimes other "fun" side effects might occur. These side effects are mostly determined by the type of magic used. More information about the types of magic can be found under the section:
'**Character Creation**'.

When casting a spell, you as the caster decide what the spell does. Whether the spell hits, doesn't hit or has an unforeseen side effect, is left to the target. After all, you are all students and not every spell is cast perfectly. Please, communicate the effect of the spell, artefact or potion, as not everyone has the same basic knowledge.

Money

In the universe of SMU, the currency is called Stateri. With this you can buy certain items or services, set up black-market gambling or maybe even bribe a teacher. Depending on your character background, you will receive an amount of Stateri to start with. More can be earned throughout the event. It's mostly a paper currency, but it has also a low-value coin. Keep that in mind when packing for your character.

OG-money is only needed if you wish to purchase some mead in the evening at the bar.

Spirits

Statera Mundi University is the last place of worship of the Spirits. The staff of the school teaches the ways of these peculiar deities to the chosen ones. These seemingly godly figures are unpredictable and always out to test your worthiness. However, you don't have to wait for a test to make sure that you live up to their expectations. The Clan Heads can be approached for more information about their clan Spirit. Furthermore, the Priestess can answer any questions concerning any of the Spirits.

Each Spirit has its own altar, where you can ask for blessings, answers, guidance, etc. But, don't come empty handed. The offer that you bring will decide the quality of the answer that the Spirit gifts. Do be cautious, as not all the spirits like the same things. They'll give their answer through the voice of the Priestess. Be aware that some blessings, when unveiled, are in fact curses.

NPC

NPCs are supportive characters, not played by players, with specific goals in mind to help develop a storyline. These characters are interactable and are there to aid or sabotage you during the game. NPCs come in all kinds of races, creatures, etc.

NPCs can send you on a quest or make a request that might earn you either money or information. It's fully up to you if or how you fulfil the quest, but there might be consequences to your actions. As an example: a Pura lost their talisman and wants you to retrieve it for them. They're willing to pay generously for your services. You can either go and find the item and return it to them and get payed, or you might want to keep it and use it yourself.

NPC-players will be playing a series of different characters throughout the LARP. This entails that these characters are only available for a short time.



Teachers

Teachers are a **special kind** of NPC. These players will only play the role of the character of their teacher. They will almost always be in character and approachable for all.

Teachers will aid you with the development of your magical talents throughout a series of classes, tests and trials. They will be your primary source for new spells, potion recipes and in general, knowledge. Classes will be as interactive as possible for the given subject. Of course, you could learn all this information by reading the School Grimoire, but where's the fun in that?

Teachers who only have Minor Classes might be regular NPCs as they are only Guest Speakers who aren't resident at the school.

Photography

There will be photographers/cameramen present at the event. They will be dressed up to blend in as well as possible to not break the immersion. They're not NPCs, this means they're **not approachable**. However, some might approach you in-character.

The photographers will be recognizable by the Press Pin. (See Pin Page)

Getting hurt and life-count

Certain damage can hit you during your stay at the university. This means if you Certain damage can hit you during your stay at the university. This means if you get hit by a spell, or you take physical damage from larp-safe weapons, that you get wounded.

As a student, you begin with **three lives by default**. Taking damage reduces these lives, but they can be restored through healing potions, restorative spells, or similar methods. If your lives drop to zero, you will fall unconscious, activating a death timer. This timer gives others **ten minutes** to restore your health. Failure to do so will result in dire consequences.

Beyond the standard three lives, it is also possible to gain additional ones through extraordinary means such as Spirit blessings, potent magic, or rare artifacts.

So be aware, and be cautious of the dangers around you...



Soul-pieces

Each soul of a creature has **5 pieces**. Each piece represents a part of your emotions. Each time a creature dies at Statera Mundi they lose a piece of that soul instead of dying. This is because the Spirits didn't want any students to die haphazardly. They know how vile creatures, and especially Humans, can be.

Therefore Gaea asked her brother Neralu to come up with something to prevent death on the school grounds. Neralu knew every creature had 5 touchable pieces in their soul. That is why he told Gaea that she could demand a soul piece in return for the resurrection of the student or staff member, instead of simply killing them. Gaea approved of this and she implemented this rule after the school went into the Time pocket after the Calamity. Sometimes, the Spirits allow someone to die, but this is only if they want to die. Or in the worst case, if the Spirits find this person unworthy.

At this point, only the Spirits themselves can reactivate a piece of soul. After this piece is reactivated, the person gains control of their traits once more.

Pieces of the soul:

Joy. A person who loses this piece of soul will have spurts of intense joy. They are randomly extremely joyful about stuff, even when misplaced. They also lose the ability to cast any **Harmonization Magic**.

Anger. This person is overcome with anger, splurges of random anger outbursts, even when they are doing stuff they are supposed to enjoy. They also lose the ability to cast any **Combat Magic**.

Doubt. This person is overcome with doubt. At certain moments, you suddenly question everything. They also lose the ability to cast any kind of **Supportive Magic**.

Fear. They fear everything and everyone. The slightest movement or sound can trigger this. They also lose the ability to cast any **Modification Magic.**

Disgust. This person dislikes most things they tend to like now. If something or someone is not up to their standards, then they want to puke. They also lose the ability to do any **Creation Magic.**

Play to lift

Maybe you've come across the terms: play-to-win (your character sees everything as a contest and wants to win no matter what) and play-to-lose (your character wants to create better drama by not wanting to win or by trying to lose)? But there's an even more rewarding style and that is play-to-lift. This doesn't exclude the play-to-win/play-to-lose approach on occasion; it just will enlarge the set-up experiences for everyone involved.

Play-to-lift is a more interactive approach and will create more game play for others and for you. It means you'll enhance experiences set up by other players, like for example a classmate plays out that they're bad at this subject and you will react to this according to your character's personality. (If you're a kind character you might offer encouraging words; if you're a stick-up prick you might ridicule them.) This might seem logic to do so, but is often forgotten during game-play as on is often focused on their own character. Also, your character might be able to do everything on its own but by asking help from others, your LARP experience will be so much better.

This doesn't mean you cannot create/claim play for yourself, it means you have to try and recognize the offered opportunities or hand them to fellow players so these do not go to waste.

More information about play-to-lift can be found via these links:

https://nordiclarp.org/wiki/Playing_to_Lose
https://nordiclarp.org/2018/02/21/play-lift-not-just-lose/



CHARACTER CREATION

Making a character

You can ask the organisation to write you a character or you might prefer to create your own. This might seem a little tricky, but you will connect to your character so much easier. If you decide to write your own character, we will provide you with a step-by-step character sheet to fill in together with specific lore information about your chosen race. We do ask to keep the SMU-lore of the race you want to play in mind when writing your character. Same goes for the pre-written characters: please do read the extra SMU race lore.

When registering as a player, we'll ask you which race (and subrace) you would like to play. Human will always be a default option. Other races will be given out on availability. Therefore, we will ask you an order of preference of the races. Upon registering, you'll also choose your path and the Era you spawn from. We will also ask for your gender preference when you choose for a pre-written character.

Once registered and paid, you will be invited to our Notion platform. There, you will gain easy access to your Character Sheet, extra lore, game mechanics explained in more detail, and an easy way of communication with the plot writers.

You will find that on all character sheets, some elements are marked as unchangeable. This includes your race, bloodline, path, time period, schoolyear and for the pre-written characters: your last name.

If you have any questions or need help feel free to send an e-mail to character@stateramundi.be or contact @Rasah-Alune on Notion.

If you choose a pre-written character

To begin with, you still need to choose a first name. Second, you will need to fill in your interest preferences. There might be some options already filled in, but these are mere suggestions that the writer believes to correspond with your character. You are free to choose the amount of extra information that you receive. You can still change a lot about your pre-written character to completely make it your own.

A few tips to help make your pre-written character your own: try to figure out personal details like what's your character's favourite colour? What do they like to eat? Likes/dislikes? How does their room at home look like? Etc.

If you choose to write your own character

Besides the obvious things like your name and nationality, you should also think about e.g.: your parents and your age. (Which must be conform with your race and time period.) Of course, the step-by-step character sheet will help you with a lot of these details.

When you've finished writing, don't forget to tag the Character Master for approval. Anytime you edit the character we ask of you to let them know.

Be aware: we do reserve the rights to point out some elements of your character that might not fall under the possibilities of the character creation.

Tips for character creation

- Pay attention to the lore.

Things such as bloodlines and social classes might be important for your character. Or perhaps you play a more religious individual who follows the traditions of their people very closely. Certain races are heavy on traditions while others are very easy-going.

- Pay attention to the setting.

How does your character interact with other students, teachers, and certain situations? The mood of the scene you're in might alter your reactions or even amplify them. Are you a goody two shoe or do you prefer to play the rebel?

- Why do we fall? So we can stand up again.

Your character can be great at many things, but flaws are maybe even more fun to play. A good character is balanced and has reasons behind their flaws and strengths. Overcoming certain small flaws with the help of friends/enemies throughout your school career always gives nice play and development. Complex characters are often memorable characters, whether they're funny, light-hearted, or tormented.

- Search for others

All characters have a backstory. In your personal history, you've encountered people, you've made friends, and you have a family. Some of these might be at SMU or might be linked to another player. So how do you find this best friend of yours? You can reach out to the other players or ask help from the organisation. By all means, this is not necessary for all characters, as you will make friends at SMU.

- If it doesn't work, change it

Things don't always go as planned and so do characters. If you're struggling with certain aspects of your character or find yourself uncomfortable then don't be afraid to change them. Of course, big changes might need approval first, but don't be afraid to send those in or talk to us on the event.

Choose your race

Your race will determine a lot more than just your appearance. Many races have rather strict ways of living and traditions that need to be followed. Of course, some of you will want to break these rules, but you're going to need a valid reason to do so. Though there are many different humanoid races in the SMU-universe, only 6 of them will be playable for the player characters. You can choose between: Werewolves, Vampires, Humans, Skinchangers, Fairies, and Elves. The Fairies and Elves also have a few subraces to choose from. Read the brief introductions of these races before making your choice. More lore about your chosen race will be given upon receiving confirmation of your race.



HUMANS

Both heroic and malignant, courageous and cowardly, strong and weak: humans are versatile in way few races are. They're a young race compared to most other. Yet even with their limited time as individuals, they're capable of withstanding the wheels of time as a whole.

Resilient and Historical

Humans differ in mortality but aren't invincible. The oldest non-magical person is recorded to have lived 122 years and the oldest magical human has lived to be 155. There've been humans that have tried to become immortal, to end up losing their humanness in the process. Humans typically live up to around 70 years for non-magical people and 80 for witchards. Their social place within the world has differed from age to age. These days, magical people keep themselves concealed from the no-wiz world, yet this hasn't always been the case. In some cases, the witchards are persecuted and sometimes they can just live in peace, this is highly affected by the time of history one speaks off.

A Divided Existence

The human world of witchards is divided into three groups. The purebloods called Pura, the Divisa humans born from a witchard and no-wiz or another magical race, and the Novus people born from 2 no-wiz individuals. The governmental system was firstly modelled after the Roman Empire based on the senate called The Magical Council. After 1967 this became a much more familiar system now called the Ministry of Magic. Where first all rights belonged to the Pura and a bit to the Divisa, after 1967 the rights of everyone became equal. This governmental form is led by a Prime Sorcerer who is assisted by the Great Council.

Religion of the human race is also divided between the magical and non-magical worlds. Within the non-magical world the most common religion is that of a single God. Within the magical world most humans hold no believe and if they do it is mostly in magic itself or the relation of magic to the Spirits. The humans who believe the world was made from Spirits are called Devotees and believe mostly in 5 Spirits: Gaea, Ignu, Auris, Fulgur and Luna.

Endless Exploring

Humans inhabit most places of the earth, but their culture is much more plural than those of other races. Depending on where in the world one encounters a human they may have different believes, clothing, magic, rituals and way of teaching. Though humans are bound to be land mammals they can in their own way explore both sea and sky. Humans have built great cities and empires to house themselves, though others live more secluded in forests or mountains. The Witchard world is hidden away from the non-magical world and has its own cities and places humans live, which can also be found all over the world.

Human Traits

Humans can be described as the most versatile race in terms of capabilities, but often lack a grand specialty. Human witchards are one of the few fully mortal humanoid races that inhabit the magical world. But their mortality does not stop them from achieving great things. They can learn and excel at a massive amount of different types of magic without any complications. They are not bound to a single type, however most witchards will have an innate preference or talent for certain aspects. Humans also have a knack for languages, especially Novus humans who have lived most their lives in a non-magical setting.



WEREWOLVES

Cursed or blessed, the opinions will differ from werewolf to werewolf. One thing can be said for certain; during the full moon there are very few creatures in the world that can call themselves better Hunters. Ferocious and strong individually, but as a pack…truly monstrous.



Hidden Beasts

While werewolves have some form of immortality, they are killable. However this can prove to be a dangerous task, so the only way to make it somewhat doable is by using silver or stakes. Werewolves are shunned by almost the entire world and therefore live very secluded, hidden away from nearly everyone. Those that do wander in cities try to hide their true nature out of fear.

The Law of the Strongest

Werewolves know only one hierarchy, that of the strongest. The one who is the strongest is the leader of a pack known as the Alpha; Alphas can be challenged. The challenge is a fight to the death between two werewolves; the one who remains alive will be the Alpha. The purer the blood of a werewolf, the better they can control their rage. Their traditions are very depended on where the werewolf comes from and where he or she grew up, same goes for religion. Werewolves who spend most their life among no-wiz people might belief in God. Though the religion most werewolves take is one that helps them survive. As for werewolves dwelling forests they believe mostly in nature spirits.

Homes of the Pack

There are three main groups of werewolves: you have the Faeland, the Hamrammr, and the African werewolves. The Faeland, who live in Ireland, practice the old ways of blood and battle. The Hamrammr, a Scandinavian clan who is deeply in tune with Mother Nature and the elements, are dedicated to perfecting the transformation arts. They are also known to not lose intellect while transformed. Lastly, there is a group rumoured to be in Africa, though they seem to be more jackal-like and not much is known about them.

Werewolf Traits

Werewolves differ greatly from the other races in some aspects of magic and weaknesses. For starters, although werewolves are immortal, they are killable and vulnerable to silver and stakes. Second, werewolves are known to have flare-ups. Their spells can backfire if the caster isn't in control of their emotions. This also refers to their acceptance of their wolfish nature; if they're not on terms with it, they can't use it to empower themselves. A werewolf that hasn't taken care of their rage will be a like a loose bullet, harming anything and all.

Werewolves are known to be more aligned with modification magic, especially illusions, and body strengthening supportive magic. Their power is at its strongest at full moon, both physical and magical. But the full moon is not necessary for their transformation; each werewolf can turn under any kind of moon. The transformation is an extremely painful experience and few werewolves can transform at will. Those who can, have spent years training to be able to do so.

Half Breeds

Novus werewolves are people that got the Werewolf Curse by a bite of a werewolf. They're very similar to Pura werewolves, but they tend to have less control over their rage. The Flare-ups might be more frequent too. A good rule of thumb is: the purer the blood, the easier it is to control the primal rage.



SKINCHANGERS

Fables and myths portray them either as gods or vile monsters. Their various forms bewilder onlookers and inspired manieth tales. Some may even find the Skinchangers to be powerful and god-like. But is their wicked curse truly a blessing? Only they can decide.

Intune with Ones Nature

Skinchangers are one of the few mortal humanoid races within the magical world. But do not be fooled, they can still easily live up to 300 years. Depending on their animal side, they obtain other perks such as resistances to certain temperatures or immunities to poisons that otherwise would harm a human. The Skinchangers have been around for a very long time and in that time their position in the world has taken a serious left turn. Nowadays, although they don't truly hide themselves, they have resorted to a lower-profile life of wandering the earth in peace, not bothering anyone.

Family Bound

As the Skinchangers do not have their own societies or lands, they don't have any form of an overseeing upper power such as a monarch or president. Instead they have a Shah who leads the family. This individual is usually either the strongest or the eldest of the family. They're in charge of their wellbeing and safety. Skinchangers tend to adopt the religion of the region they roam in. But when it comes to the Spirits, they have been known to show severe fear of them. They've developed special rituals that are said to be able to expel these deities from their territories. These rituals commonly involve a form of music.

Homeless Wanderers

Skinchangers dwell endlessly around the world, rarely staying in a single place for long. Although, there have been rumours of a few small villages in the Siberian Wastelands or the Sahara Dessert. But these settlements seldom will count more than a few families. The Skinchangers can be found all around the globe and in every setting. Some reside in urban areas while others still roam the forests and prairies. The preferred climate and flora of their general

Skinchanger Traits

Most skinchangers are born seemingly human. But once they hit puberty, they'll undergo a series of transformations called The Changing. This transformation period is an unpleasant time as their body has to get used to the changes. Depending on the success of The Changing, a skinchanger will be classified as one of the following types: a Halfchanged, or an Everchanged. The Halfchanged are unable to fully transform back to their humanoid form as a result of their curse affecting certain body parts. A part of their animal features will always remain. These remains can take the form of scaly skin, horse legs, horns, goat eyes, etc. Some of the worst documented cases have been people who are fully animal besides having a human face. You also have the Everchanged. These skinchangers are permanently stuck in their animal form, as their curse has made them unable to do so. Almost all skinchangers have a natural born talent for modification magic and depending on their animal form they might have affinities with other magic as well.





VAMPIRES

Once a coven of mage masters in the dark arts of Occult magic sought a way to retain their bodies, to achieve immortality. While they succeeded, it came at a cost. The price they had to pay was their humanity itself. From that point forward, they had become a new race: the Vampires.

Perfectly Blended In

Once ruling the lands with an iron fist, vampires had to hide with the rise of vampire-hunters. now the vampires live hidden among the humans they feast upon. Some vampires make deals with certain humans to make sure they remain hidden, while others will use ghouls to attain their required blood. But even though vampires remain hidden, they love power and will often run things behind the scenes.

Beware of the Counsel

The Counsel has 2 main objectives: ensure the safety of all vampires and eliminate any and all knowledge of their current existence to make sure they remain hidden. If a vampire would spill too much information or pose a risk to expose the vampire race, the Counsel could make them disappear. There is a counsel running things behind the scenes in each mayor city where vampires reside. Breaking any rules placed by the Counsel usually ends up in execution. While most vampires still have a hand in a lot of human areas of interest, from a major politician to criminal organizations, all these are merely pawns to be used in their deadly game.

Hard to Find

Needing to feed on blood from living creatures, vampires tend to never leave the major human cities they inhabit. In the cities themselves, vampires become the masters of social stealth, acting as human as they can. Even now they must fear the threat of the inquisition of vampire hunters wherever they go. Today, vampires are extremely rare to find. Their numbers go up in more magic orientated circles.

Vampire Traits

While at the surface, it might look like vampires are all working together. Those within know not to trust the other as political sabotage happens faster than you might see coming. And while killing another vampire is technically forbidden, no one can point fingers at you if there isn't any proof. Another thing vampires need to be aware of is the bloodthirst. If they do not feed in time, they can lose their last bit of humanity and become no more than a mindless bloodthirsty shells of themselves, also known as a Bloodbeast. Blood has a special connection to vampires. Not only is it their food source, it's also the source of most of their magic, which might even enable them to control the substance. Their un-aging bodies are more resilient to almost all types of damage and they are immune to most, if not, all non-diseases. They are faster and stronger than a normal person and they tend to have better senses. However, they also have their own weaknesses. Like sunlight, which weakens them severely, but won't kill them. Their most deadly enemy however, remains fire and any vampire will have an innate fear of it.

Half Breeds

There are no half-blood vampires. This is mainly because if a vampire bites someone they will turn a human or another creature into a ghoul. There have been no records of half-blood vampires, but if they even existed they have most likely been eradicated by other fullblood vampires.



ELVES

The Elves are an ancient race of protectors that seems to have seen it all. It is easy to see why they're idolised in literature and poetry, with their enchanting nature and endless wisdom that that makes them rather alluring. But be warned, things are rarely what they seem to be.

Ancient Guardians

Elves are immortal creatures once created to protect the Gates, the connections between realms. Their lives are linked to the world around them, making it that they age extremely slowly. They're unfazed by non-magical diseases and, because of their knowledge of healing, even few magical diseases will cause them much trouble.

Most of an elf's life is spend within the borders of their hometown, whether it is a small countryside village or one of the bussing major cities. This would make it seem like they have little interaction with humans on a day-to-day basis, but in reality that is not so. A lot of elves live among other humanoids, magical or not, and trade with them. Yet, if war would arise once again, they will prefer to watch from the sideline.

Lords of Tradition

Each branch of elves has their own political system, but there are similarities. All elven societies have a monarch with, if there is one, a consort. Each elf that falls under their monarch's reign are obliged to respond to their call. The monarch in return protects the people and keeps the kingdom's treasure secure. Banished, out-casted and certain modern-age elves are no longer bound to their monarchy. The Elves are a rather religious and tradition bound people. They highly regard their deities and nature, and aren't afraid to show so by holding grand celebrations in their names. All elves follow a set of ancient rules, especially when it comes to their hair. They who break these traditions might end up casted out.

Hidden Kingdoms of Nature

The Elvish race is a proud one, hence why they tend to only live in magical societies. Some of these kingdoms are: Biobalan, the Iron Fortress of the Mountain Elves hidden in the Scottish highlands; Partholos, the woodland kingdom of the Ring of Kerry; Dédanann, the Greek island of the Coastal people; and Ladhra, the marble city of light resided in the Fae Realm. If they dwell in the main city of their own kingdom, they reside in small villages that they share with other magical beings, such as witchards. These villages are highly magical and, more often than not, a safe haven for the magical wildlife of the area. All major elven cities are highly enchanted against invaders. This makes them nearly impossible to trace on a map. However, a small part of the younger generation moved into no-Wiz society. They live among them without raising too much suspicion, as they often move around to avoid questions about their aging.

Elf Traits

Elves are generally calm and collective people. But do not be fooled, they are known to be ferocious warriors too. They can be highly deceiving with their natural glamour (cosmetic illusions) and way around words. Their trust is not easy to gain and is forever lost when betrayed. Because of their immunity to non-magical diseases and their slow aging, elves have a broad perspective of the world they live in. They also have perfect sight even in the dark, though there might be elves that obtained injury to them and can now be seen wearing glasses. While almost all the elves follow their traditions on hair and clothing strictly, there are a few exceptions. Of these there are even fewer who get away with it. Most other traits are linked to the subrace.



ELVES: PLAYABLE SUBRACES

COASTAL ELVES

These elves are considered the wisest and most knowledgeable of all the elves. After all, they've been the Gate Keepers for over 10000 years. The Coastal Elves still live on the isles that surround Greece and keep up various safe-passage trade routes with humans. They're marvellous traders, storytellers, actor and musicians. Yet, they who have grown tired of mundane life have found themselves yearning for the sea. These Coastal Elves search for adventure in the open blue, becoming pirates and privateers. Those that stay on land fill their time with theatre, magical studies and poetry. This makes them especially great at mind and creation magic. The Coastal Elves are a peaceful people stuck in the era of the Romans and Greeks who believe living in harmony with the world benefits all.



WOODLAND ELVES

Woodland Elves are the most social and accepting of all the subraces. After all, they're in contact with mankind the most. They are people who can adapt themselves fairly easily and quickly if and when needed. This makes them master hunters, gardeners, healers and shepherds. The Woodland elves wear sturdy clothing. Most of it is made out of wool and cloth with pieces of leather to keep it all together. Woodland elven magic is mostly elementally based, showing similarities to druidic magic. Nature just simply seems to flourish better when they are around. Healing is also one of their strong suits. You are guaranteed to be in good hands when a woodland doctor offers you help.

MOUNTAIN ELVES

Mountain Elves are skittish, loudmouthed and competitive in spirit. They love a good fight, were it a vocal or physical one. After all, coliseum fights are a favored weekly activity. They love good hard-working occupations; that is why they're such refined bakers, tailors, smiths and stained glass artisans.

The mountain elves' attire in many ways resembles that of the neighboring dwarves. Though the patterns and lacings stay fairly fine and nature-bound. They like strong and robust clothing, but that doesn't necessarily mean heavy. They have a strong affinity with battle magic and artifactory, but no one knows exactly why.



Half Breeds

Elves are the general bridge between humans and fae, they are both yet also neither. This is why they have the ability to have fertile children with both humans and fae, as well as with skinchangers, changelings, werewolves and mostly any other humanoid. In most of these cases the child is considered a Half-Elf, which are considered Divisa.

Physically, depending on the other half, the child will have the general appearance of the non-elven parent with the exception of the typical pointy elven-ears. This makes it often very difficult to tell the difference between a half-elf and an elf. Half-elves, normally, will share the lifespan of their elven parent. But there have been cases where the opposite is true. It generally is a hit or miss situation.

THE FAIRY

The Fairy are a race of magic living in the Faerealm, there they have their own culture and way of life. While the Fairy are generally known to be kind and helpful, they are also masters at manipulation by twisting their words and using Fairy contracts. The Fairy are divided into two groups, the Seelie and the Unseelie. While one group is more prone to violence and torture than the other, both groups are equally capable of doing good or bad.

Peculiar Allies

Fairies are considered partially immortal, once they reach adulthood a fairy stops aging. This means they won't die of old age or a natural failure of the body. Because of this, many fairies live up to hundreds, if not thousands of years. Furthermore, the Fairy are immune to any non-magical diseases. While they mainly live in the Fae-realm, some do have knowledge of the earth and its inhabitants, as many races of earth use Faeportals to travel. This makes the Fairy a valuable ally to many of the races.



Of Courts and Queens

While the Unseelie does not generally have a political power, both the Seelie and the Unseelie have their own queens the highest in power in the realm of Fae. The Seelie have their own court that rules over all matters involving the Seelie and those travelling in their land. All Seelie have to obey by the rules of the Seelie court or they are no longer permitted to living in the realm and will be deemed uncourted. Nature also plays a big role in the lives of the Fairy, as they feel connected. While the Seelie court looks at nature and appreciates and protect all its beauty, the Unseelie rather look at the destructive power nature can have and is also less keen on protecting it.

A World Beyond

The Faerealm is home to many magical races. But most common is the Fairy; they have lived in the Faerealm for as long as it was first created. Some Fairy and other Fae have decided to leave the Faerealm to live on earth because time moves a lot faster in the Faerealm. The Faerealm is a place full of magic and beauty, and most inhabitants are Seelie. But on the outskirts of the realm, where the magic is less stable and the beautiful landscapes are replaced with grim looking places, live the Unseelie.

Fairy Traits

The Seelie Fairy are very trusting and friendly creatures, they will rather run away than attack whenever they would feel threatened, but they can lash out if cornered. The Unseelie however is more a fan of violence and will more likely attack and might even seek out danger. All Fairy have the ability to create a Fairy contract, which is a semi unbreakable contract that they more than gladly will use to get what they want. The Fairy contract automatically gives out the agreed upon reward when requirements are met, or punishment if these would be broken. The Unseelie even found a way to use this contract to acquire someone's name and entire identity.

Neither the Seelie nor the Unseelie are likely to tell lies. And while they are more than capable to do so, this is not something done in their culture. This made them masters of semantics and twisting the truth. While most Fairy are very small, the most pure of fairy have learned to grow to human sized form, they use this to better coexist with the other races of the earth



THE FAIRY: PLAYABLE SUBRACES

Seelie

ELEMENTAL FAIRY

Elemental Fairies are a bit odd as they come in four variants: Water, Volcano, Flower, and Ice.
The ***Water*** Fairy are commonly found around bodies of water,
playing and dancing in the heavingly liquid to their hearts' content while performing masterful displays of magical water manipulation.
Volcano fairies, a more rowdy and active subspecies, prefer to live in places with extremely hot temperatures and spend their days lounging in lava or, well, literally playing with fire.
The ***Flower*** Fairy are considered the most peaceful, but are also hard workers. They take good care of the flora of our world, keeping gardens and fields in pristine condition and help pollinators fertilize.
Last, but certainly not least, come the ***Ice*** Fairy. As their name suggests, they are a people of the cold, bringing winter wherever they go. Due to their patient nature, they are magnificent ice sculptors, natural strategists, and keen observers.

Because most of the Elemental Fairy are only seen in the season where their element is most present, they are often linked with a season.

FEATHER FAIRY

Another special kind is the Feather fairy, who is mostly found living in the top of the highest trees. What makes this fairy so unique is that this fairy has completely different wings than other fairies. The feather fairy has 4 wings that are made of the softest feathers. Having 4 feathers makes the feather fairy one of the fastest fairy's that exist. When it is cold the feather fairy will wrap 2 of its wings around them as a jacket. They are particularly good with wind magic and will often use this to fly even faster. The greatest weakness of the Feather fairy is when their wing gets damaged. A feather fairy will die as soon as one wing is hurt, as their wings are the source of their energy and life force.

Unseelie

BONE FAIRY

Living in the Fairy graveyards. Because the Graveyard is plagued by magical storms, the Bone fairies have made their home underground. The bone fairy really love the aesthetics of bones and believe it gives them power. Young bone fairies often wear bones to grant them powers. But the bone fairies have found a necromantic ritual to slowly turn themselves into skeletons. When a Bone Fairy would become a certain age, they would undergo such a ritual. This ritual happened every 250 years in the life of a bone fairy. These rituals where often big events and quickly became milestones in the life of the Bone Fairy. It would take 4 rituals total to become a full skeleton. These skeleton bone fairies were granted positions of wealth and power.

BLOOD FAIRY

Living next to a one-way Portal. Because of lack of water in their area, the blood fairy often drinks the blood of small creatures and is often called the wannabe vampire. Their leader even is a vampire. The blood Fairy does not have to drink blood but they do so as their idols the vampires. Blood fairies often end up serving powerful vampires. Other Dark Fae therefore look down upon them. But they do not care, as long as the vampires like them.

Half Breeds

While it is socially not really done within the Fairy World to have a child with another species outside of the Faerealm, it is possible. The reasons behind the disapproval are justified, as the conception comes with many great risks. Such a relationship can lower the survivability of both the mother and the child during childbirth or pregnancy. There's a high chance of abnormalities or other defects, and that's if the baby even makes it in the first place. The chance of a perfectly healthy child between a fairy and a non-fae partner is less than 10%. When a fairy breeds with another fae race, it will cause impure bloodlines. Yet the child will still be considered a full fae. The child will not be able to change its size and remains small forever, but is healthy and gains all the benefits of being a fae.

Choose your lineage

According to the old believes: The purer the blood is, the stronger the magic. Of course, there have been plenty of examples in history that proof this theory wrong. This doesn't mean this believe has died, though. There are still enough elite groups that reinforce this way of thinking. Also, certain races are by default considered Pura because of biological reasons.

Pura *(Vampires, Fairy, Elves, Humans, Skinchangers, Werewolves)*



The Pura refer to themselves as the purest of all life forms. They have a long ancestry of magical bloodlines that are unspoiled by the blood of another race. Pura often take immense pride in this aspect of their life. Some even find that only Pura should exist while others are more open to the idea of mixing races and bloodlines.

Divisa *(Humans, Elves, Skinchangers, Werewolves,)*



Divisa are a mix between magical and non-magical blood. Often one parent will possess magical abilities while the other does not. Children of two Divisa will also have the Divisa status. Most the Magical World consists of Divisa as witchards have been busy mixing with humans for generations.

Novus *(Humans, Werewolves)*



Novus are witchards born from two non-magical parents. They show signs of magical abilities from an early age, yet few realise what they're capable of before they receive their invitation to begin their magical education. Novus have it rather hard in the Magical World. They are commonly mocked and looked down upon by the Pura and Elites. But they should watch out, as many great and powerful witchards have a Novus status.

Choose your era

People at SMU can be torn out of different eras. We give you, as a student, the option to originate from 2 different time periods. One of these will always be the 2020s, while the other will change from year to year. This edition the second option will be the **Victorian Era (1830-1900)**. Of course, this means if you originate from an older era that you don't know about modern society.

Choose your path

Stateri Mundi University gives their students the option to choose their own path out of the following five: *Adventurer, Crafter, Guardian, Healer, or Oracle.* Be aware that not all students can follow the same path, as there will be a select number of allowed students per path.

Adventurer



A path that teaches you the art of being an **adventurer**. Choosing this path means you have a strong desire to explore the deep depths of caves, unknown forests, the vastness of the oceans whether they're water or sand, and so on.

Learn everything you need to know about magical creatures and how to treat them, surviving in dire situations, and how to use the knowledge of plants and flowers in your favour. Adventurer is the path for people that see the whole world as their home.

Crafter



Crafters are the mad inventors and tinkerers of the Magical World.They seem to be able to turn any basic object into something with magical properties that can enhance a witchard's life.

In this path, you'll learn to master the creation of specific components to use in advanced artefacts, the progress of artefact creation, and enchantments. Crafter is the path for people who want to make the world a better place with their inventions.

Guardian



Guardian is the path that trains the future defenders of the Magical World. They aren't afraid to be on the frontline, fighting for the freedom and safety of their people. Guardians are taught a variety of battle spells and tactics, and when to use which one to be as effective as possible.

This path also provides more exotic ways to fend of the enemy such as re-utilising your fallen brethren in various ways to your advantage. Guardian is the perfect path for those who want to fight for what they believe is right.

Healer



Healers are the centre of any society. With their vast knowledge of the healing properties of their ingredients they're capable of creating hundreds of different ointments and potions, each one specifically catered to your needs.

This path will teach you how to utilise any herb or flower for your custom concoctions, what their other magical properties are, and which ones you better keep as far away as possible. You'll also learn various healing spells for when you're on the go. If aiding the sick and tormented is your goal, Healer is the path for you.

Oracle



Oracles often play the role of advisors to important influential figures. They have a talent for seeing patterns and interpreting them. In the Oracle path, you'll learn how to efficiently persuade allies and how to negotiate with your enemies.

Of course, this means you need to be in touch with foreign affairs and their traditions. You'll also be taught an advanced way of reading and interpreting symbols. Oracle is the ideal path for those who want to be a positive influence on our world.

Choose your speciality

No one, neither student nor teacher, can master all there is to know in a single lifetime. Magic is divided into **Five Main Branches**: *Combat Magic, Supportive Magic, Creation Magic, Harmonization Magic, and Modification Magic*. No witchard can truly excel in everything these branches have to offer. Most choose to specialize in one or two areas, drawn to what aligns with their strengths or interests. Others may pursue a broader path, becoming a jack-of-all-trades. In other words, versatile but rarely reaching mastery.

Each Main Branch is further divided into **Three Sub-Branches**, representing the specific disciplines within that domain. These specialties are inherently tied to their parent branches, drawing power and purpose from the greater magic they stem from.

During your time at Statera Mundi University, you'll attend classes designed to expand both your knowledge and your magical abilities as a developing Witchard. Many of these classes are closely tied to specific branches of magic, offering you the chance to deepen your understanding and hone your skills within those areas. This, after all, is the very reason the Spirits have called you here: to learn, to grow, and to unlock the potential that lies within you.

The Magic Tree with its main and sub-branches

Combat Magic

Combat Magic refers to the more aggressive and high-intensity forms of spellcasting. It demands a significant amount of energy in short bursts, as it's often used in the midst of battle where quick, powerful spells can mean the difference between victory and defeat. In such situations, having allies nearby to help channel or share magical energy via potions or spells becomes crucial.

Combat Magic is divided into three sub-branches: ***Offensive Magic****,* ***Defensive Magic****, and* ***Elemental Magic****.*

- Offensive magic
Offensive Magic is the magical skill of inflicting harm or imposing disadvantages on your opponents through a variety of means. Whether it's conjuring a magical fist to strike them down or siphoning the air from their lungs to stop their escape, this branch thrives on creativity and precision. As a primarily ranged form of magic, it allows the caster to keep a safe distance, often avoiding immediate retaliation.

- *Primary Discipline:* *Spellcasting*
- *Related Classes:* *Battle Spells*

- Defensive magic
Defensive Magic is the art of protecting yourself and others from harm in a variety of ways. Whether it's casting protective shields, disarming opponents, or conjuring walls of magical force, defensive magic provides the means to ensure safety in any situation. Though it can be challenging to master and often requires careful balance, it is an essential skill. In many instances, it's far better to be cautious than to face the consequences of being unprepared.

- *Primary Discipline:* *Spellcasting*
- *Related Classes:* *Defensive Studies*

- Elemental magic
Elemental Magic is the talent of harnessing and manipulating the natural elements for a variety of purposes. The forces of earth: fire, stone, water, air, and lightning, are powerful tools at your disposal. Mastery over these elements can simplify everyday tasks, like boiling water or

lighting a can be just as invaluable. Elemental magic is a versatile discipline, full of potential and flair.

- *Primary Discipline:* *Spellcasting*
  Alchemical Ingredients
- *Related Classes:* *Exploration*
  Elemental Alchemy Year 2

Supportive Magic

Supportive Magic is best suited for aiding both others and oneself. It often calls for quick thinking paired with some level of preparation in advance. This main branch of magic tends to be more physical in nature, requiring touch or the use of symbols drawn on objects or living targets. Supportive magic demands both time and energy: healing someone in the moment can quickly sap your strength, while telling grand tales to buff typically takes longer to prepare and execute.

Supportive Magic is divided into three sub-branches: ***Healing Magic****,* ***Bardic Magic****, and* ***Blood Magic****.*

- Healing magic

Healing Magic is the discipline dedicated to preserving and restoring the physical, mental, and sometimes spiritual well-being of others. These spells are infused with raw energy and life essence, offering the recipient a powerful surge of vitality where it was once fading. It is a demanding art, as healing can drain the caster's own life force in return. In some cases, it's almost as though it requires an eye for an eye.

- *Primary Discipline:* *Spellcasting*
- *Related Classes:* *Healing*

- Bardic magic

Bardic Magic is the art of using words to inspire, empower, or disarm others. Through captivating tales or enchanting songs, a master of this magic can transform the tide of a situation, granting their companions vital boosts and buffs that may very well secure their survival. Though often overlooked and dismissed as outdated, this ancient practice holds untold treasures, waiting to be rediscovered.

- *Primary Discipline:* *Bardic Spellcasting*
- *Related Classes:* *Minor* - *Bardic Magic*

- Blood magic

Blood Magic is most commonly practiced through Blood Symbology, a technique used to buff and support oneself and others. However, some spells harness blood as a conduit, channeling its power to inflict harm on others. The key characteristic of Blood Magic is that the caster typically must cause harm to themselves or another in order to wield its power. After all, the strength lies within the blood itself, and like any tool, it requires careful handling to be used effectively.

- *Primary Discipline:* *Spellcasting*

Blood Symbology

- *Related Classes:* *Blood Symbology*

Creation Magic

Creation Magic is the art of crafting magical items or effects from raw materials and components. Potions, artifacts, and magic circles are some of its most well-known expressions. The main drawback of Creation Magic is its reliance on preparation. These things often need to be completed in advance, as the creation process can be time-consuming. However, the results are well worth the effort. When done right, the magical tools and constructs born from this discipline can deliver powerful, lasting effects.

Creation Magic is divided into three sub-branches: ***Potion Brewing****,* ***Artifactory****, and* ***Nature Magic****.*

- Potion Brewing

Potion Brewing is an ancient skill, passed down through the ages. Potions can heal, energize, or even grant the consumer strange powers. This practice elevates long-term magic use to a whole new level. While brewing potions is a labor-intensive and draining endeavor for the brewer, it also provides opportunities to share the fruits of their work with others. However, the craft is not without its risks. Brew the wrong combination, and you might end up with a deadly poison instead. Of course, that might've been the goal.

- *Primary Discipline:* *Potion Brewing*
- *Related Classes:* *Potion Alchemy*

- Artifactory

Artifactory is a magical discipline so unique that it could easily have countless branches of its own. In general, it is understood to be a practice rooted in skill, patience, and creativity. The process of artifact creation is often long and tedious, but it results in powerful, long-lasting items that can sometimes combine elements from other magical branches in ways that are nothing short of remarkable. It is, without a doubt, the pinnacle of versatility and the ultimate playground for creative minds.

- *Primary Discipline:* *Artifactory*
  Magical Circles
- *Related Classes:* *Artifactory*

- Nature magic

Nature Magic is a manner of forging a deep connection with the natural world. From the plants beneath your feet to the creatures that roam the land, nothing is beyond reach. Skilled practitioners can communicate with majestic beasts and tiny woodland critters or even cause the grass to grow at their command.

A discipline most commonly mastered by druids, Nature Magic offers a significant advantage to those who find themselves in the wilderness.

- *Primary Discipline:* *Spellcasting*
- *Related Classes:* *Nature Magic*
  *Herbology**

**(Only for 1st year Adventurers)*

Modification Magic

Modification Magic involves altering the mind or body of a person, or reshaping objects into entirely new forms. It's a powerful but risky discipline, heavily dependent on precise concentration. A single misstep can lead to severe consequences, ranging from permanent harm to the caster or target to unpredictable and unintended side effects that spiral far beyond the original intent.

Supportive Magic is divided into three sub-branches: ***Mind Magic****,* ***Transmodification****, and* ***Necromancy****.*

- Mind magic

Mind Magic, a controversial yet undeniably powerful branch, offers a vast array of spells that can both heal and harm in ways that are difficult to quantify. From altering an individual's perception of reality to soothing panicked minds, this magic can turn the mind into both a weapon and a remedy. It allows one to steal words and ideas before they've even been spoken or to explore the boundless depths of thought. It's a thrilling pursuit, but it comes with risks. As much as you can help others by delving into the minds of those around you, you can just as easily lose your own mind in the process.

- *Primary Discipline:* *Spellcasting, Rituals*
  Mind Palace
- *Related Classes:* *Mind Magic*
  Mental Mending

- Transmodification

Transmodification is the magical way of altering the forms and flow of magic, transforming or transferring one thing into another. Some may use it for simple changes, like altering their hair color, while others employ it to transfer energy between individuals. Those with advanced skill can even remove curses or reshape objects to their will. As a potent and often permanent form of magic, it offers great power, though it doesn't always unfold exactly as intended.

- *Primary Discipline:* *Spellcasting, Rituals*
- *Related Classes:* *Enchanting*
  *Herbology**

**(Only for 2nd year Adventurers)*

- Necromancy
Necromancy is the art of working with those who have passed beyond the veil. Whether manipulating their decaying bodies or summoning the lingering spirits, a true necromancer knows how to command these forces in their own unique way. Communing with the deceased can offer invaluable insights, reconnecting the living with the past. But for those seeking a more practical use, the assistance of restless spirits can provide a distinct advantage in any conflict.

- *Primary Discipline:* *Spellcasting, Rituals*
- *Related Classes:* *Advanced Necromancy*
  Minor - *Basic Necromancy*

Harmonization Magic

Harmonization Magic centers on communication with the world around you and with forces that lie beyond the physical realm. It's a versatile and deeply spiritual branch of magic, offering the potential to connect with powerful energies, entities, or ancient intelligences. However, this power comes with significant risks. Reaching out to the wrong presence or aligning with unstable energies can have dangerous, even disastrous, consequences. Harmonization Magic is a delicate art. It's challenging and unpredictable but incredibly rewarding for those who master it. Its potential is vast, limited only by your understanding and control.

Harmonization Magic is divided into three sub-branches: ***Primorica****,* ***Divination****, and* ***Summoning Magic****.*

- Primorica
Primorica, also known as *Fundamental Magic*, forms the foundation of nearly all magical practices. It is here that many Witchards begin their journey, laying the groundwork for their understanding of both magic and the world around them. This branch offers simple yet essential utilities, such as summoning light or unlocking doors, while also delving into more complex areas like circle magic and the creation of innovative spells.

- *Primary Discipline:* *Spellcasting*
  Magical Circles
- *Related Classes:* *Basic Magic*
  Advanced Basic Magic

- Divination
Divination is the mystical skill that allows its practitioners to peer far beyond the physical world. Using methods like card reading or runes, diviners can predict the future and uncover answers that would otherwise remain hidden, even if those answers are unwelcome. It brings them into contact with forces beyond their understanding, granting them visions and knowledge that can shape and guide the world around them.

- Summoning magic
Summoning Magic spans across countless realms beyond the reach of mortals, making it a perilous art to wield. It grants the caster the power to contact beings from distant worlds, but this is not a gift without its dangers. From benevolent angels to mischievous fae, or friendly elementals to vengeful spirits, summoning is a practice that should never be undertaken lightly, and never alone. This discipline is not for the faint of heart, but it has that sweet promise of wielding treasure throves worth of knowledge and power.

- Primary Discipline:	*Rituals*
- Related Classes:	*Minor - Invocation*
	Minor - Spiritual Rituals
	Minor - Demon & Angelic Studies

How does the Magic Tree work?

The Magic Tree works like a classic skill tree found in tabletop or video games, giving you a clear and structured path for advancing your magical abilities.

Each Main Branch holds a total of **10 points** (Standard) that you can invest during your time at SMU. Every branch is divided into **3 Sub-Branches**, each offering **5 points of progression** (4 levels plus a final *Mastery*).

Because each point you spend must be placed within a specific Sub-Branch, it is **impossible** to fully master all three Sub-Branches within the same Main Branch. As a result, you'll need to make careful choices about where to focus your growth and how your character's magical talents will unfold.

Spending points and unlocking abilities

A new student begins with 8 points, which you can distribute as you wish, with further details provided later on in the section '**Magic Selection**'

When you spend points in a sub-branch, you unlock the associated abilities tied to that level. This allows you to cast spells, brew potions, create artifacts, and more, depending on the level you've reached.

Gaining new points

So, how do you earn new points? Throughout your time at school, attending certain classes will reward you with points in the corresponding sub-branch of magic. However, if you miss class, fail to engage, or cause disruptions, you might not earn a point. Ultimately, it's up to the teacher's discretion. But in general, you'll be asked to pull out your **Student ID** at

the end of class and mark the dot in the sub-branch the teacher assigns you. This system ensures that as you learn and practice new spells, you can also begin to apply your knowledge in practical ways, or at least get closer to it so you can **Upcast** if needed.

However, be aware that if you attend your first class on Friday in the first year of a path and you already have 2 points or more in the sub-branch, you may not earn an additional point in that class.

Mastery

By now, you've likely noticed the mention of Mastery. Once you've spent **5 points** in a sub-branch, you'll unlock a **Mastery Perk** at your **next event.** These perks are like permanent small advantages that give you an edge in specific situations.

If you gain your fifth point in a sub-branch during classes, but you do not want the Mastery Perk associated with that branch, you can deny the point all together. DO keep in mind the point then dissapears and cannot be put somewhere else.

List of Mastery Perks:

- Offensive Magic:	*You can cast 1 Offensive Spell (regardless of the spell's level) for free per day.*
- Defensive Magic:	*You gain 1 HP extra per day. Once you take damage and lose that extra HP, you cannot regain it again untill the next day.*
- Elemental Magic:	*You gain access to Maxima Elementala: 'Send a magical orb with every element in it at a target (once per day, this means that they hit a target with their elemental weakness, regardless of what the weakness is).*
- Healing Magic:	*Once per day, you can 'overheal' a target, giving them a temporary (extra) 2 HP for an hour.*
- Blood Magic:	*You gain the Subject, Cleansing: 'You can cleanse corruption up to expert level (4).'*
- Bardic Magic:	*Twice per day, you can add up to 3 blood symbols instead of 2, but only on yourself or other students with this perk.*
- Potion Brewing:	*Once per day, you can neutralise 1 damaging curse or poison free of cost.*
- Artifactory:	*Once per day, you can freely infuse an artefact with 2 mana while crafting it.*
- Nature Magic:	*Once per day, you can tap into nature and sense if ''a force of evil'' is coming.*
- Mind Magic:	*The first 5 minutes of a mind delve cost you no energy, you can do so once per day.*
- Transmodification:	*Once per day, you can completely change your magical aura against someone who is searching for it.*
- Necromancy:	*Once per day, you can do a 5-minute ritual that allows you to speak to a corpse/skull for 5 minutes without it draining energy.*
- Primorica:	*Once per day, you can focus/meditate and chant or speak your Personal Truth Phrase (see first lesson of year one) for at least 20 seconds (make a nice play/scene out of it) and regain all your mana.*
- Divination:	*Once per day, you can hide your 'Spirit Link' to a different Spirit. For example, if you are connected to an 'evil Spirit' but need to ask a 'good Spirit' something, you can hide your connection to the evil one.*
- Summoning Magic:	*You gain 1 extra mana per day. Once you use it, you cannot regain it again untill the next day.*

Disclaimer: Some Perks may not be immediately clear to new students, as they draw on knowledge and concepts that will be uncovered during classes.

Mana and spellcasting

Just like any witchard, a student has their limits. There's only so much magic you can cast before you run out of energy. Every witchard has a finite amount of **Mana** they can draw upon, and each spell they cast (unless stated otherwise) consumes **1 Mana**. *So, what are your limits?*

***1st and 2nd-year students** starting their first Path begin with a baseline of **8 Mana Points**.*
***3rd-year students** and above start with a baseline of **10 Mana Points**.*

School life is filled with plenty of spellcasting, potion brewing, and magical tinkering, so Mana can be a precious resource. But fret not —there are numerous ways to refuel!

Refueling your mana

After each major meal (***Breakfast, Lunch, Dinner***) and following a ***Night's Rest***, your Mana will be restored to **full**. But if you can't wait that long, there are other ways to replenish it: *potions, artifacts, divine blessings, spells, and more.*

Classroom energy

No need to worry about running on empty after a long series of classes! The Spirits graciously provide you with all the energy you need to grow your skills while in class. In other words, your ***Mana won't deplete during lessons***. However, you may feel a little drained from side effects, like that poison you just brewed, or the teacher might restrict your spell usage for demonstrations. But rest assured, if you're attacked by a were-horse right after class, you'll have plenty of Mana to defend yourself.

Spell levels

How good you start off at certain types of magic, you determine yourself if you're writing your own character. If you have asked for a pre-written character, this will be filled in for you. Which spells you can cast, potions you can brew, or artefacts you can create rely on the level of that type of magic. Of course, with each level you gain, you will get more knowledge of, or become more proficient in that type of magic.

First year students can have up to two points in a certain type of magic. There are a third and a fourth level, but those can only be achieved by attending classes and finishing your year(s).

All spells, potions, curses, locks, and poisons are grouped into four tiers, each given an immersive name for in-game use:

- *Beginner:* *Level 1*
- *Novice:* *Level 2*
- *Adept:* *Level 3*
- *Expert:* *Level 4*

Upcasting spells

Upcasting is tied directly to your **Mana**. You can always upcast **one level higher** within a sub-branch, but doing so will cost **1 *additional* Mana**.

*Example: You want to cast a **Level 2** Nature Magic spell, but you only have **1 point in that sub-branch**. You can still cast it by spending **2 Mana instead**. However, you cannot cast a Level 3 spell in that sub-branch unless you have at least 2 points invested.*

How to make your choice within Magic Selection?

As a new character, you have the freedom to choose your **first set of skills**. Feel free to explore the **Magic Tree** to get a sense of which branches and sub-branches resonate with you, or dive in blind and discover your path as you go. The choice is entirely yours.

On your **Notion Character Sheet,** under the ***Magic and Knowledge*** section, you'll find a visual layout of all the magical branches. To fill in the Magic Card, simply download the linked image and fill it in using your preferred editing software.

What to keep in mind

- *Each Main Branch has 10 points available.*
- *Each Sub-Branch has 5 points available.*

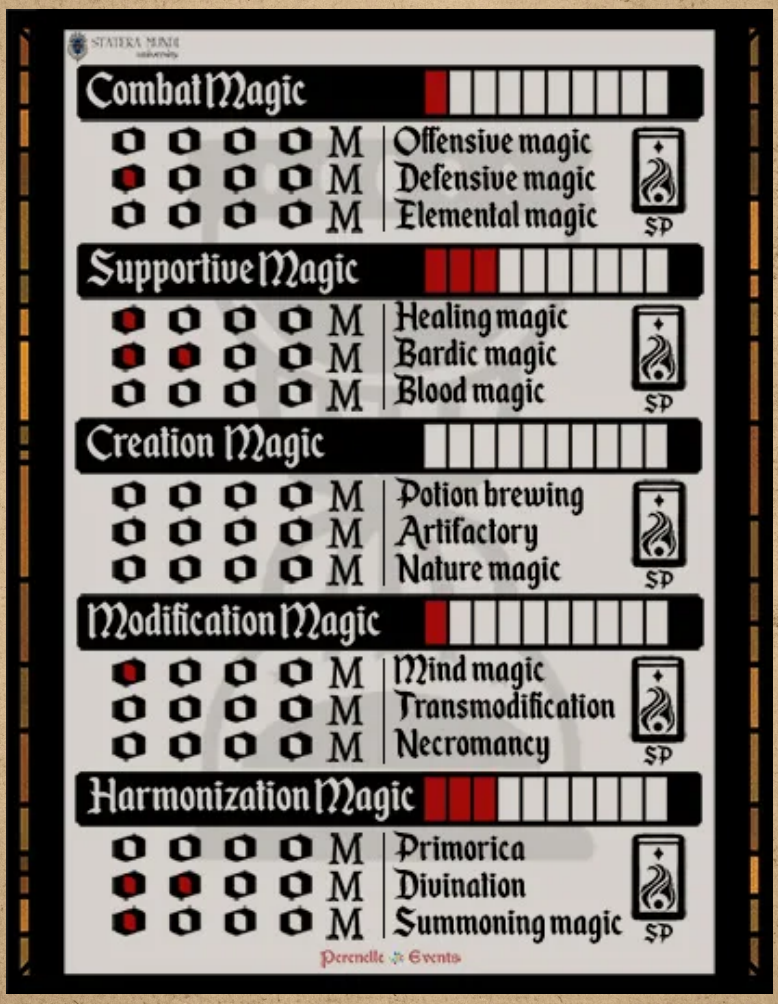
This means you won't be able to fully master all three Sub-Branches within a single Main Branch. So, choose wisely — every decision shapes your magical journey.

Important! Every time you fill in a dot on a Sub-Branch, you must also fill in one dot on the corresponding Main Branch above it. Don't forget to do this.

With what do you start?

You get to start with **8 points**, which you may fill in however you'd like. However, you may **not** put in **more than 2 points** in any given Sub-Branch at the same time. Once you're done, don't forget to upload the filled-in version of your Magic Card again onto your **Notion Character Sheet**.

An example

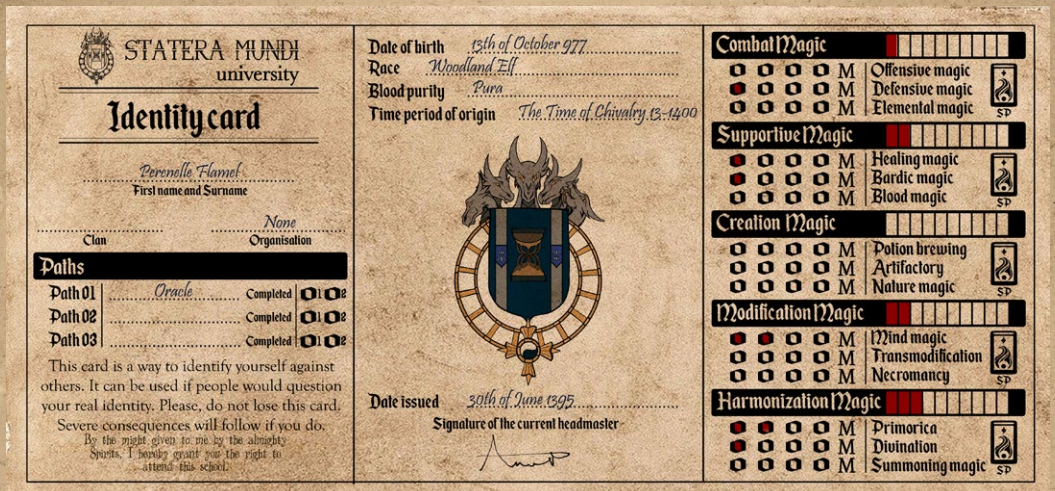


A simply example of a fresh 1st year student's properly filled in Magic Card on their character sheet.

The Student-ID

At the start of the event, you'll receive your **Student ID**, a small identification card that Teachers and GMs may request to check your stats or basic character information.

Before classes begin, your ID as a new student will likely look something like this:


STATERA MUNDI university

Identity card

Perenelle Flamel
First name and Surname

None
Clan / Organisation

Paths

Path 01 | Oracle | Completed
Path 02 | | Completed
Path 03 | | Completed

This card is a way to identify yourself against others. It can be used if people would question your real identity. Please, do not lose this card. Severe consequences will follow if you do.
By the might given to me by the almighty Spirits, I hereby grant you the right to attend this school.

Date of birth 13th of October 977
Race Woodland Elf
Blood purity Pura
Time period of origin The Time of Chivalry 13-1400

Date issued 30th of June 1395
Signature of the current headmaster

Combat Magic
M Offensive magic
M Defensive magic
M Elemental magic
SP

Supportive Magic
M Healing magic
M Bardic magic
M Blood magic
SP

Creation Magic
M Potion brewing
M Artifactory
M Nature magic
SP

Modification Magic
M Mind magic
M Transmodification
M Necromancy
SP

Harmonization Magic
M Primorica
M Divination
M Summoning magic
SP

As you attend classes, your teacher may ask you to bring out your Student ID and mark a circle within a designated sub-branch. Each marked circle represents progress—signifying a new ability you've mastered. Once unlocked, these abilities can be used without spending additional mana. Be sure to also check off the corresponding box in the main branch.

Your Student ID is the core game mechanic for tracking your skills. Through it, you'll grow stronger, develop new powers, and, under certain conditions, even face setbacks. Above all, it is crucial that you never lose this document during the event.



Choose your interests

Besides magic, you also might have a vast knowledge in certain other subjects that are heavily related to your studies and the world around you. Such subjects might include: Beastology, Runes, or even Politics.
When creating your character, you will be able to choose up to three interests. Certain interests can be chosen multiple times to get even more in-depth knowledge. For others you might need to specify what you wish to know of that field. When your character gets approved, you'll receive information sheets of your chosen interests. These sheets are purely for game play purposes. Please do not share your interest sheets with others. Of course, in gameplay (IG) you can brag with your knowledge and share titbits, but don't go sharing the information out game (OG).

Beastology
Beastology is the knowledge about the creatures that inhabit the world of SMU, more specified to magical creatures such as fae, monsters, and mythical creatures.

Demonology
Demonology is the knowledge about demons and their hierarchy. This might include some tips and trick on how to deal with them.

Dracology
Dracology is the in-depth knowledge of dragons, their lives, different sub-species, and so on.

Mundane Technology **(Only for characters that do not come into contact with no-wiz.)**
You're no stranger to no-wiz technology and know how to use it.

History of a certain race
You've taken an interest to (an)other race(s) and you've studied their history.

Politics
Because of your heritage or longing for influence, you gained an interest in politics.

Religion
Unless you've specified another religion, you're a devoted believer of the Spirits, so, of course, you know plenty of rituals and stories about them. There are 140 different Spirits ready to accept new devotees, surely there is a chance there will be one who tickles your fancy?

Runes
You know how to make, use and read runes.

Social Etiquette of a certain race that is not your own
You know how to approach or address members of a certain race, dress properly when invited by them, and know the basics of their believes and superstitions.

Symbology
You can spot symbolic meanings behind common imagery, colours and clothing.









Character outfit tips:

Every wonderful character needs an equally great outfit to go along with it. So, here are a few tips that might help you with creating a costume that will help make your character feel complete.

Work in layers

It is important to work in layers. This doesn't mean you need to have an excessive amount of them, but a few thin layers do help to make your outfit feel more complete. Layers can mean anything from scarfs, rings, and belts to holsters, necklaces, and some furs. Please, remember that the event will take place during the summer, so don't dress too warmly.

The details make the Witchard

Do you have some rings around your fingers? Then create a backstory for them! Try asking yourself the following questions about them: How did you get these rings? Do they do something special or were they once owned by a powerful mage? Every item that you have at your disposal can have a story. These small stories are what makes your character's costume and backstory more complicated and layered.

Don't be afraid to stand out

The great thing about LARP is that you can wear more extravagant and exotic outfits that may even originate from a time long gone. You can play in a simple dress or perhaps you prefer to wear an outfit that would fit right in a high-fantasy video game or movie. Everything is possible. Dare to challenge yourself and try to create something you will enjoy wearing.

Don't forget your wand!

Although there is some wandless magic, each witchard has his own wand. It's a very personal item and in a blink of an eye, other witchards might have formed an opinion about you on the look of your wand.
You might look at it as a status-symbol, or an extra way to exclaim your quirkiness, a wand is an ideal way to express your character's personality even more.

You can find Pinterest inspiration boards per race via the website or on Notion.



The Clans

A clan is a group of students who are deemed worthy by the same spirit. Each clan has their own core values and members are believed to uphold these values in the school and in their future. A spirit will invite you to join their clan and will test your loyalty to them. In return of the favour of taking you in their clan, they will ask you to take an oath. Breaking this oath will come with severe consequences.

In which clan, your character will end up in is fully determined by their ideals, personality, and background.

Umbra



Values: Efficiency, Alertness, Analytical
Founder: Dog'Thorath Vorkeg
Symbol: Wraith
Colours: Black and white
Spirit: Neralu

Umbra, the clan of darkness, or at least the clan who likes to operate in shadows. This doesn't mean they shy away from being in the spotlight if the occasion rises.

If there is a problem, these clan members will rather sit back and watch a bit before jumping in. They'll analyse and observe their surroundings and craft a delicate plan with all the given information. Once they know how to solve the situation they will come into action.

The members of Umbra are considered strange when it comes to making their decisions. They're detached from emotions. They don't necessarily think that emotions are bad, it's that it simply shouldn't be part of the decision-making progress. This often leads to conflict with the other clans, as they do tend to think their ideas are the best ones and will be hard to convince otherwise.

Caligo



Values:	Wit, Experimental, Driven
Founder:	Tenzin Ghaden
Symbol:	Will o'wisp
Colours:	Blue and white
Spirit:	Mira

Caligo, the clan of mist, and the one that often gets caught up in a problem until a spark leads them through the mist to a possible solution.

There is one very important phrase for the members of Caligo and that is: "Experimentation is key". They're the happiest when they can experiment when and however they like. Some of these students might even go as far to use their peers as lab-rats for their mischievous endeavours.

Their wit is unmatched as is their strange but absolute great sense of humour. It makes them a bit odd to talk to. They often forget that not everyone enjoys their inside jokes. But their wit and drive leaves them often blind for the dangers that lay beneath, as some members have gone as far as to lose their minds in the pursue of their ideas.

Lucerna



Values:	Creativity, Originality, Carefree
Founder:	Jasper
Symbol:	Kelpie
Colours:	Yellow and whitee
Spirit:	Auris

Lucerna, the clan of shimmer, and the clan with a knack for all that is beauty and glamour, which they know can be quite deceiving.

Members of Lucerna are known to be creative souls. They take pride in their artistic works, whether they be new spells, artefacts, charms, or even non-magical subjects. But creating can be frustrating, as the need to be original is ever demanding. Of course, wanting to be original is not a bad thing. Boredom tends to sneak up to them quickly whenever they find something to be tedious and dull. That makes focussing on originality a great and easy way to keep the boredom at bay.

These clan members tend to be more carefree which makes them wonderfully pleasant to be around. Sadly, their nature also makes them prone to postpone tasks as they lose track of time.

Silva



Values: Ambition, Selflessness, Community-oriented
Founder: Tasar Bryvaris
Symbol: Jackalope
Colours: Green and browne
Spirit: Gaea

Silva, the clan of nature, also known as the clan full of resilient fighters who understand the importance of sacrifice to protect life.

Like most things in nature, members of Silva will thrive in a community, working together as one. Although they will efface themselves for the greater good, they're actually very ambitious. They want to realise their ideas and dreams, no matter what.

When success seems inevitable, they will go on and even convince others to help them succeed. By forming strong bonds and friendships they create a complex network of allies that they can call upon when the need arises. They heavily trust these bonds, which leaves them vulnerable to betrayal, deception, and lies.

Flagrantia



Values: Bravery, Energetic, Assertive
Founder: Carmilla Vorhis
Symbol: Phoenix
Colours: Red and yellow
Spirit: Ignis

Flagrantia, the clan of Lava, the clan where everyone is a spark to the ever-burning fire of passion and glory, where defeat is the soil for growth and victory.

Flagrantia members rarely back down from a fight, but they do understand when it is a lost cause. They gladly will answer the call of adventure, not shying away from potential injury if the stakes are right.

These charming rascals have energy for days, which is contagious for the people around them. They're very good at lifting others' spirits up but their assertive tongue gets them into trouble on more than one occasion. They're not the best listeners either, which makes them come across as if they do not care for others.

Clubs

There will be time provided for club activities in the daily schedule. This is a good time to meet new people with similar interests as you. There are already a few existing clubs active at SMU, but if you don't like any of those, you might want to create your own. Some of the clubs that might be active at our school are: a fighter club, a history club, etc. A full list of possible clubs will be posted on the SMU website before the start of the event. Of course, if you wish to create your own you simply should e-mail us your idea.

Elective courses

At SMU, besides your normal classes, you will also have a choice of a wide array of extra subjects for you to take. You can choose up to two of these extra courses. Following an extra course is highly advised, as there is plenty of time provided for them in your schedule. A list of the possible courses will be released on the SMU website before the start of the event.

Check the website for an updated list of clubs, elective courses, and descriptions of your classes! Clubs and minors are published closer to the event.



PIN PAGE

Photographer/Press pin



There will be photographers/cameramen present at the event. They will be dressed up to blend in as well as possible to not break the immersion. But you will be able to easily recognize them by this pin. They're not NPCs. Some might interact with you but it's not their main role.

Medic pin



There will be people around who can offer medical assistance. They might be NPC's, teachers or other staff members dressed up for show, which makes them hard to spot. You'll be able to easily recognize them by this pin.

Clan pin

This is an easy way to see who is part of which clan. This should be worn at all times.











Path pin

This is an indication to see who follows which path. This should be worn at all times.





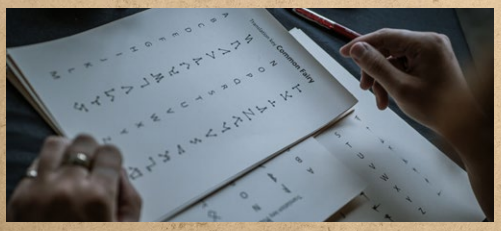




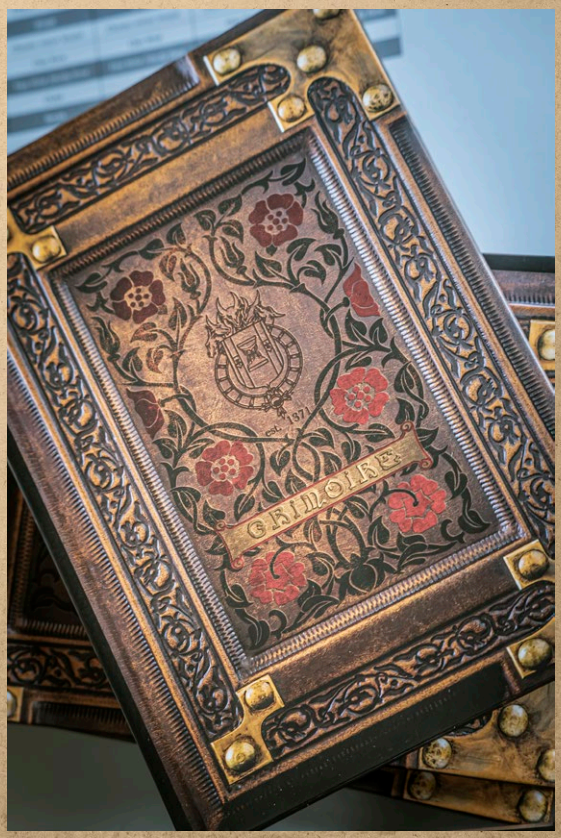



T. Wodsworth








GRIMOIRE

