

Huntsmen Academy Schedules

The Huntsmen Academies are the world’s finest and most heavily funded training schools of elite magical warriors. Each of them (of which there are four) operates with a degree of autonomy and power that rivals or exceeds the governments themselves. They are tasked with the highest challenges facing humanity; primarily the survival and continuation of the species against the creatures of darkness known as the Grimm.

This section outlines their calendar, class scheduling, festivals, conventions, and other major events.

Daily Schedules

“Rotations” refer to days of the week, but is different for each class. One class may have Rotation 1 on Mondays, while another might have it on Tuesdays, etc. This provides schedule separation for different classes, which is also important for venue availability.

	Rotation 1	Rotation 2	Rotation 3	Rotation 4	Rotation 5
1st Class 9 am – 10 am	Primary Training Alchemy, Combat, etc.	Aptitude Training Signus, Occult, etc.	Primary Training Alchemy, Combat, etc.	Base Schooling Codex	Base Schooling Codex
2nd Class 10 am – 11 am	Primary Training Alchemy, Combat, etc.	Aptitude Training Signus, Occult, etc.	Primary Training Alchemy, Combat, etc.	Base Schooling Biology, Botany	Base Schooling Codex
3rd Class 12:30 pm – 2 pm	Base Schooling Math & Physics	Specialist Training Assault, Freelancer, etc.	Base Schooling Chemistry	Specialist Training Assault, Freelancer, etc.	Aptitude Training Signus, Occult, etc.

	Monday	Tuesday	Wednesday	Thursday	Friday
Lunch Downtime 11 am – 12:30 pm	Slot A	Slot B	Slot A	Slot B	Slot A/B Rotate
Open Course 2 pm – 3:30 pm	Slot C	Slot D	Slot C	Slot D	Slot C/D Rotate
Certifications 3:30 pm – Later	Slot E	Slot F	Slot E	Slot F	No Slots
Clubs 3:30 pm – Later	Group 1	Group 2	Group 3	Group 4	Group 5
School Events 5:30 pm – Later	Reserved	Reserved	Reserved	Reserved	Reserved

Slotted Schedules

Lunch Downtime

Lunch downtime activities can be taken during any season, with two schedule slots available: A and B. Most activities lasts for an hour, allowing about 30 minutes for a casual lunchtime. Some expect you to eat before arriving, others after, and some allow it to be brought to the classroom or training area.

Lunch Downtime	Notes
Athletic Training	Access to the athletic courses with professional trainers.
Chef’s Aide	Assist with cooking preparation and chores.
Caretaker’s Aide	Tend to and train academy’s animals and familiars.
Gardener’s Aide	Tend to and harvest academy gardens; indoors in winter.
Genetic Analysis	Have your Metabiological Genetic Sequence analyzed.
Ritual Assistant	Assist with ritual preparations, chores, or limited participation.

Signus Training	Learn new signus abilities; magical gestures and actions.
Tutoring	Receive help with studies; sciences, aptitude, etc.
Tutoring Assistant	Offer tutoring assistance for studies; sciences, aptitude, etc.
Weapon Training	Train with specialized weapons to earn certifications.
Weight Training	Access to the gym with professional trainers.
{Other Courses}	Many additional licenses and certifications available.

Sports

Sports use the “Open Course” time block and have numerous teams available; usually enough to create entire competitive leagues within each academy. Sports are season-specific, and there are two scheduling slots available: C and D. Students can sign up for more than two sports, but they will be forced to split time between the sports they’ve chosen. Such athletes may have a harder time earning varsity positions.

Sports	Season(s)	Notes
Apex	Tomes, Prime	Magical track & field, hoverskate racing, swimming, gymnastics, etc.
Bastion	Advent, Hearth	War & tactical assault game against opponents in fortified bases.
Beastmaster	Tomes, Prime	Beastmasters and their familiars compete in battle.
Beast Rider	Advent, Hearth	Trained familiars racing on obstacle courses.
Gauntlet	Advent, Hearth	Team-based hoverbike combat in an obstacle-strewn arena.
Heist	{All Seasons}	Infiltrate buildings and estates guarded by Phantoms.
Hunter / Sorcerers	Tomes, Hearth	Large-scale free-for-all combat on obstacle-strewn arena.
Ninja Ball	Tomes, Prime	Team-based dodgeball with magical athletics and stunts.
Odyssey	{All Seasons}	Adventure through a Phantom-operated labyrinth.
Phantasm	{All Seasons}	Survive against waves of Grimm Phantoms.
Tempest	Tomes, Prime	Full combat hoverskating. Points are scored by passing balls through nets.
Terraform	Advent, Hearth	Sorcerers destroy opposing territory while defending their own.
Sentinel	Tomes, Prime	Heavy contact sport in arena designed for magical athletics.
Slipstream	Advent, Hearth	Racing and stunt competitions performed on hoverbikes.
Spider-Swing	Advent, Hearth	Players use ‘spider-swing’ artifacts to perform complex aerial racing.
Vigilante	Prime, Hearth	Field game with end-zones. Tag players by throwing balls.
Wardens	Advent, Hearth	Field game with end-zones. Wardens tackle runners to stop their advance.

Sports also have “extended training” and “skirmish” sessions that extend through the “Certifications” and “Club” time blocks. This is particularly helpful for students with a strong emphasis on sports over clubs, or athletes that want extra practice to pursue varsity positions.

Restricted Courses

Restricted Courses use the “Open Course” time block and either have requirements to enroll or strict protocols to follow. These courses are usually taken by alchemists that are pursuing similar fields. They are available during every season with two scheduling slots available: C and D.

Restricted Courses	Notes
Alchemy Forge	Work in the alchemy forge as apprentice alchemists.
Beast Stables	Work in the beast stables as apprentice caretakers.
Engineering Lab	Work in the magical engineering labs as apprentice engineers.
Lab Subject	Be a research test subject. Requires genetic analysis.

Magical Gardens	Work in the magical gardens as apprentice botanists.
Paladin	Engineer battle equipment for a chosen Paladin to compete.
Potions Lab	Work in the potion labs as potion brewing aides.
Shamanic Studies	Work with shamans, aiding with rituals and enchantments.

Clubs

Clubs are available during every season and start at 3:30 PM after the major schooling and open courses have completed. Club activities have a varied length depending on the day and the activities planned, but are expected to end before any official events take place.

Students must sign up for a specific day when joining a club. The day chosen is important, particularly if the student wants to join with their friends, since each day is its own instance. Students can sign up for multiple days if they are okay with participating in multiple groups. Clubs may restrict the number of sign-ups allowed on given days to ensure appropriate membership sizes.

Clubs	Notes
Adventure Club	Spend time hiking, camping, and enjoy other outdoor activities.
Archery Club	Hone your archery skills, target practice, etc.
Artist's Club	Spend time in the art rooms, access to art supplies, etc.
Blacksmith Club	Spend time with the forge, practice crafting weapons, etc.
Book Club	Discuss books with friends; generally one novel per week.
Chef's Club	Cook special meals, participate in catered events and holidays.
Comedy Club	Do comedy gigs, shows, stand-up, free-style, etc.
Dance Club	Spend time at the dance studio, learn techniques, compete, etc.
Debate Club	Prepare debates and compete against others.
Gaming Club	Play board games, card games, tabletop games, etc.
Glee Club	Song and dance routines, participate in competitions.
Movie Club	Watch and discuss movies. Multiple genres available.
Music Club	Music lore, composition, band coordination and practice, etc.
Roleplay Club	Play tabletop roleplaying games with others.
Science Club	Create science projects, explosives, rockets, etc.
Student Government	Participate in government-like councils and planning for the student body.
Theater Club	Practice plays, put on school shows, etc.
Video Game Club	Play video games with friends or teams. Competitive, coop, etc.
Wood Shop	Spent time in the wood shop, craft supplies, etc.
Writer's Club	Practice writing, share ideas, get feedback, etc.

Restricted Clubs

Restricted clubs are the same as regular clubs, but have special requirements to join.

Restricted Clubs	Notes	Requirement to Join
Alchemist's Club	Study, discuss, and practice alchemy.	Must have created successful alchemy products.
Armorer's Club	Work on armor, weapons, etc.	Must have forged decent alchemical armor or weaponry.
Enchanter's Club	Study, discuss, and practice enchanting.	Must prove you can create enchantments at a sufficient level.
Engineer's Club	Electronics, robotics, and other tech.	Must qualify as a competent engineer.

Familiar Club	Study, discuss, and work with familiars.	Must be a caretaker for an enchanted familiar.
Jam Club	Join a band, prepare for live shows.	Must qualify with a difficult vocal or instrument test.
Potion’s Club	Study and work with potion brewing.	Must have brewed potions successfully, shown results.

Certifications

Certifications are available during any season and have a time block for 3:30 PM and after. There are two scheduling slots available: E and F. Though many certifications are eared through natural progression of the academy’s classes, additional certifications may appeal to students that want supplemental training.

Certifications	Example Certification Courses
Alchemy Certifications	Botany, Component Use, Potion Brewing
Beast Licenses	Caretaking, Domestication, Handling, Training
Combat Certifications	Grimm Combat, Martial Arts, Team Combat, etc.
Covert Certifications	Agent, Infiltration, Sabotage, Spycraft, Stealth
Medical Certifications	Aura Circuits, Cleric, Chakra Codes, Energy Circuits, etc.
Officer Licenses	Investigator, Lawmaker, Officer
Weapon Certifications	Artillery, Bows, Explosives, Melee, Shield, {many more}.

Training Archetypes

Primary Training	Notes
Alchemist	Studies all forms of magical engineering, enchantment, potions, and other alchemical studies.
Rogue	Studies combat, but a heavy focus on scouting, stealth, infiltration, extraction, utility items, tactics, etc.
Warrior	Studies all forms of combat, martial arts, melee and ranged weapons, shield and armor use, teamwork, etc.

Alchemy Specializations	Notes
Botanist	Focus on tending to magical gardens and plants, transmuting energies, harvesting components, etc.
Cleric	Focus on magical operations, chakras, chambers, aura circuits, chakra codes, etc.
Enchanter	Focus on magical enchantments, sacred geometry, the astral, energy, etc. No physical crafting.
Engineer	Focus on magical engineering: emphasis on mechanical, robotics, vehicles, and technology.
Extractor	Focus on extracting magical supplies; may have specializations, such as astral materials.
Forgemaster	Focus on magical armor, weapons, accessories, utility items, and other magical equipment.
Mason	Focus on magical architecture, construction, masonry, sacred geometry, and basic enchantments.
Potion Brewer	Focus on magical potions and cooking, genetics, chakras, physical energies, etc.
Shaman	Focus on large-scale rituals and interdisciplinary occult technologies with other specializations.

Rogue Specializations	Notes
Investigator	Focus on detective work, strategy, assessment, information gathering, scouting, etc.
Shadow	Focus on infiltration, sabotage, stealth, combat, assassination, covert operations, etc.
Spy	Focus on information gathering, networking, charismatic spycraft, scouting, infiltration, etc.
Tactician	Focus on strategy, tactical warfare, leadership, team coordination, battle assessment, etc.

Warrior Specializations	Notes
Assault	Focuses on heavy offense and damage output. May sub-specialize in melee or ranged combat.

15th – 21st							
22nd – 28th	Role Assignment	Moving Day	Campus Day	Campus Day	<i>Druid's Day</i>	Campus Day	<i>Day of Emblems</i>
	World Olympics	World Olympics	World Olympics	World Olympics	World Olympics	World Olympics	World Olympics

September	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th		Partner Trials	Partner Assignment	Team Trials	Team Trials	Team Assignment	Game Day
8th – 14th		Squad Trials	Squad Trials	Squad Assignment	Final Move-In	Music Festival	Music Festival
15th – 21st	Music Festival	Open Ace	Live Bands	<i>Starry Night</i>	Tryouts & Signups	Class Registration	Festival Prep.
22nd – 28th	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair

Tomes

October	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Beast & Greet	Classes Start		Slipstream Comp.			Talent Show
8th – 14th		Comedy Show		<i>Culture Day</i>		Beast Con	Beast Con
15th – 21st	Beast Con		Dance Competition		<i>Spiritus</i>		Festival Prep.
22nd – 28th	Social Fair	Social Fair	Social Fair	Social Fair	Social Fair	Social Fair	Social Fair

November	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	<i>Day of Tomes</i>			School Banquet			Battle of the Bands
8th – 14th		Hypnotist Act		Ember Theater		Fantasy Con	Fantasy Con
15th – 21st	Fantasy Con	<i>Gaia's Day</i>			Tryouts & Signups	<i>Day of Reverence</i>	Festival Prep.
22nd – 28th	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.

Prime

December	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th		Acrobatic Show		Winter Formal			Occult Tournament
8th – 14th		Comedy Show		Gauntlet Comp.		Game Con	Game Con
15th – 21st	Game Con		Live Bands		<i>Alchemy Day</i>	Gallery	Festival Prep.
22nd – 28th	Academic Fest.	Academic Fest.	Academic Fest.	Academic Fest.	Academic Fest.	Academic Fest.	Academic Fest.

January	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th					<i>Primordia</i>		Forgemaster
8th – 14th		Choir		Ember Theater		Huntsmen Con	Huntsmen Con
15th – 21st	Huntsmen Con		School Play		Tryouts & Signups		Festival Prep.
22nd – 28th	Winter Games	Winter Games	Winter Games	Winter Games	Winter Games	Winter Games	Winter Games

Advent

February	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th		Hoverskate Racing		School Banquet			Talent Show
8th – 14th		Food Comp.			<i>Caster's Eve</i>	Video Game Con	Video Game Con
15th – 21st	Video Game Con			Costume Party		Gallery	Festival Prep.
22nd – 28th	Engineering Fest.	Engineering Fest.	Engineering Fest.	Engineering Fest.	Engineering Fest.	Engineering Fest.	Engineering Fest.

March	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th		Beast & Greet		Spring Formal			Game Day
8th – 14th		Comedy Show		Ember Theater		Alchemy Con	Alchemy Con

15th – 21st	Alchemy Con				Tryouts & Signups	<i>Huntsmen Day</i>	Festival Prep.
22nd – 28th	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.	Combat Fest.

Hearth

April	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th		Open Ace		Beast Parade			Battle of the Bands
8th – 14th		Open Beast Rider		Beastmaster Games		Science Fair	Science Fair
15th – 21st	Science Fair	Spider Games		Hypnotist Act		Gallery	Festival Prep.
22nd – 28th	Cultural Fair	Cultural Fair	Cultural Fair	Cultural Fair	Cultural Fair	Cultural Fair	Cultural Fair

May	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th				School Banquet		<i>Ember Day</i>	Campus Party
8th – 14th		Comedy Show		Ember Theater		Engineering Con	Engineering Con
15th – 21st	Engineering Con	Graduation	<i>Celestial Day</i>	School Play		Classes End	Festival Prep.
22nd – 28th	Summer Sports	Summer Sports	Summer Sports	Summer Sports	Summer Sports	Summer Sports	Summer Sports

Crest

June	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Shadow Training						
8th – 14th							
15th – 21st							
22nd – 28th	World Fair	World Fair	World Fair	World Fair	World Fair	World Fair	World Fair

Sol	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Shadow Training						
8th – 14th							
15th – 21st							
22nd – 28th	World Combat	World Combat	World Combat	World Combat	World Combat	World Combat	World Combat

Note: Unlisted is Peace Day on Sunday the 22nd of June, Compassion Day on Wednesday the 4th of Sol, and Lineage Day on Saturday the 7th of Sol.

Serenity

July	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Month Off						
8th – 14th							
15th – 21st							
22nd – 28th							

Note: Unlisted is Maiden’s Day on Thursday the 12th of July.

Initiation Months

August

August	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
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1st – 7th	Shadow Training (for enrolled students) Huntsmen Trials (for new recruits)						
8th – 14th							
15th – 21st							
22nd – 28th	Role Assignment	Moving Day	Campus Day	Campus Day	<i>Druid's Day</i>	Campus Day	<i>Day of Emblems</i>
	World Olympics	World Olympics	World Olympics	World Olympics	World Olympics	World Olympics	World Olympics

Huntsmen Trials

August is when up-and-coming candidates can attempt to pass the Huntsmen Trials to gain admission to a Huntsmen Academy. The official trials happen during the third week, but each prospective student must complete a variety of challenging tasks during the first two weeks to prove they are ready to handle the final trials. (See the Huntsmen Trials document for more details).

Shadow Training

Students that are already enrolled at a Huntsmen Academy spend the month shadowing a professional Huntsmen in one of the four kingdoms. The team (or squad, depending on the nature of the assignment) participates in official Huntsmen duties and missions, gaining hands-on experience of the role of a Huntsmen.

The group is under orders to obey their Huntsman's instructions and to avoid undue risks. All missions provided are intended to be safe, but the safety thresholds are often less restrictive for elite squads. It is common for suitably advanced teams to experience frequent combat against the Grimm or to participate in other dangerous missions. In many cases the assignment involves a full squad, which increases the threat rating of the missions allowed.

Teams can suggest which of the four kingdoms they wish to participate in, specific regions or cities that interest them, the type of missions they'd like to experience, and so forth. Their suggestions are taken into consideration (and usually agreed to) if there is availability and the team's assignment would fall within the appropriate safety thresholds. The more experienced the team is, the wider their opportunities are.

Role Assignment (August 22)

All new recruits must officially register their specialized role on this date. This decision will affect their choice of Academy House, who they partner and team with, how their team dynamic works, and how they train throughout the year. Roles can be changed between quarters with the faculty's approval, but it is most common to stick with the roles that were assigned on this date.

Moving Day (August 23)

Freshmen must move into temporary lodging where they stay until their Academy House and Residence Hall have been decided. Students are only allowed to bring a limited inventory: combat equipment, a few sets of clothes, and some personal belongings. Excess luggage can be brought and put into storage with approval from the academy.

HR's recruitment offices assign temporary lodging based on personality evaluations, assigning roommates based on perceived compatibility. Freshmen then have the rest of the week to join an Academy House for additional housing requirements. They'll be expected to move again later in the month after their team and squad assignments have been completed.

Existing students already reside with their teams in the appropriate Residential Halls and can usually treat this like any other Sunday. However, in rare cases where a team's structure significantly changes (such as the team's leader leaving the academy) housing may have to be updated.

Campus Days (August 24 – 27)

Campus days are dedicated to helping freshmen learn their way around campus, interact with others, receive their official Auro Ring and Scroll, and join an Academy House. By Wednesday over half of the students will have

already joined an Academy House, and over 90% will have joined and moved into their House’s temporary lodging by Friday.

Every freshman has a light daily schedule that occupies them for a few hours. This includes guided tours, seated introductory events, professor meet and greets, costume fittings, faculty consults, partner and team consultations, and some downtime events for games and socializing with their House.

Getting fitted for personal outfits is high priority. Professional designers and tailors assist in the process. Students must decide on four styles: two styles of standard outfits, a specialized combat outfit, and formal wear. All outfits are paid for by the academy and can be themed in any style that the student and designers agree upon. They will be made available before October. Students are expected to wear them while attending the academy or at any official event where the academy is being represented.

The campus is mostly open, including the markets, arenas, and restaurant venues. Family of the students are welcomed to join during certain blocks of time on the first campus day. On Friday there are large Freshmen Banquets held in the grand halls, catered with fine dining for the students.

Day of Emblems (August 28)

Every freshmen must have reviewed, applied for (if applicable), and successfully joined an Academy House by early morning, and moved into its Residence Hall by late afternoon. Any students that have not joined a House by the appropriate time will be assigned by the faculty based on availability. Often these candidates are placed into House Terra due to its large size, diversity, and accommodating nature.

September

September	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th		Partner Trials	Partner Assignment	Team Trials	Team Trials	Team Assignment	Game Day
8th – 14th		Squad Trials	Squad Trials	Squad Assignment	Final Move-In	Music Festival	Music Festival
15th – 21st	Music Festival	Open Ace	Live Bands	<i>Starry Night</i>	Tryouts & Signups	Class Registration	Festival Prep.
22nd – 28th	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair	W. Alchemy Fair

September is focused on evaluations, reassessments, and setting the stage for proper team dynamics throughout the year. For freshmen, the purpose is to undergo tactical compatibility training and get assigned to appropriate partners and teams; ones that typically remain together through the entire academic experience or beyond. All other students use this time to reassess their teams and improve their dynamics.

In most cases teams have already forged a lasting bond and work smoothly together. However, teams that perform poorly together or have serious internal conflicts may rotate in different students or disbanded altogether. This month also helps to fill in teams and partners that lost members, such as those that left the academy.

Partner Trials (August 2)

Partner trials are designed to assess optimal compatibility between students that still need partners; usually freshmen, but also students whose partners are no longer at the academy. Students undergo multiple teamwork-based challenges each day with other students from their Academy House, often switching partners between events. Faculty oversee the events and attempt to filter out partners that don’t appear to meet the standards of compatibility.

Students strongly influence the partnering process, particularly from friendships made during the Huntsmen Trials. They generally pair with those with similar assessment scores, but can recommend any partner they felt most comfortable. The faculty encourages these behaviors in an effort to help strong bonds develop.

Partner Assignment (August 3)

On partner assignment day, all students that need a partner gather on the arena grounds at a designated location for their Academy House. The faculty provides each student with suggested partners, along with compatibility scores between each pairing. Many students already have a pairing in mind at this time, but they have the remainder of the day to confirm one. They are not allowed to leave the arena grounds until they have.

Once a pair has agreed on a partnership, they sign off with the faculty and leave the arena grounds. Students that didn't confirm partners can use the time at the arena to find one. The faculty will attempt to assist with additional recommendations, and in rare cases may have to enforce partnerships by the end of day.

Team Trials (August 4 – 5)

Team trials assess the compatibility between a group of four students (two sets of partners) within the same Academy House. Students undergo two intense days of team challenges, often switching with new partner group between events.

Teams are usually formed between students with similar assessment scores or high compatibility metrics from the partner trials. The faculty oversee the process to help identify and suggest good opportunities.

Team Assignment (August 6)

On team assessment day, all students that need a team gather on the arena grounds with their partners at a designated location for their Academy House. The faculty provides each partner their team recommendations, along with compatibility scores between each pairing. Each student, along with their partner, has the remainder of the day to confirm their teammates. They are not allowed to leave the arena grounds until they have confirmed one.

Once two groups of partners have agreed to be teammates, they sign off with the faculty and must leave the arena grounds for the rest of the day. Remaining students can use the time at the arena to choose a team. The faculty will attempt to assist with additional recommendations, but in rare cases will have to enforce teams by the end of day.

Squad Trials (August 9 – 10)

Squad trials assess the compatibility between other teams within the same Academy House. Teams undergo two intense days of team challenges in squads (groups of eight), regularly switching with new teams between events. Squads are typically formed between students with similar assessment scores or high compatibility metrics from the team trials. The faculty oversee the process to help identify and suggest good opportunities.

Squad Assignment (August 11)

On squad assessment day, all teams without compatible squads gather on the arena grounds with their partners at a designated location for their Academy House. The faculty provides each partner their team recommendations, along with compatibility scores between each pairing. Each student, along with their partner, has the remainder of the day to confirm their teammates. They are not allowed to leave the arena grounds until they have confirmed one.

Once two groups of partners have agreed to be teammates, they sign off with the faculty and must leave the arena grounds for the rest of the day. Remaining students can use the time at the arena to choose a team. The faculty will attempt to assist with additional recommendations, but in rare cases will have to enforce teams by the end of day.

Final Move-In (August 12)

All freshmen students must have moved into their team apartment by the end of this day. Each student should have received an apartment assignment shortly after being assigned a partner, a team, and one or more compatible squads to group with. Apartments are assigned based on the team's Academy House in a Residence Hall with their most compatible squads; usually within the same wing. It's common for the most compatible squad to be positioned directly across the hall.

Tryouts & Signups (August 19)

A full day is dedicated for students sign up to clubs, and to try out for fall sports or restricted courses; particularly

freshman that don’t have an established reputation. For sports, all players that sign up will be assigned to a team based on skill level, with varsity teams representing the top talent. For restricted courses, students are expected to pass certain criteria to join.

Class Registration (August 20)

Class registration day is a free day allotted to ensuring that all teams can properly register for their primary classes together. Their classes are based on their roles, teams, and specializations. The registration process is very straightforward and rarely takes more than thirty minutes if all team members are present.

Monthly Festivals

The last week of most academic months are full-fledged festivals, sponsored and run by the Huntsmen Academies. Many of these festivals are highly publicized outside of the academy itself, particularly for the combat and sports festivals. Academies put considerable effort into these festivals as a method to attract talent into their ranks, as well as to provide world-class entertainment to inspire the masses.

Month	Festival	Notes
August	World Olympics	A worldwide sporting tournament between the top sport contenders of each kingdom. It combines the Winter and Summer sports and is the second most anticipated broadcast each year.
September	World Alchemy Fair	A world-renown academic gathering to showcase the world’s best alchemical and technological feats. Panelists and speakers are chosen from the best alchemists among all kingdoms.
October	Social Fair	A fair designed for socializing and pleasantries. Events encourage interaction, such as social games, food panels and gatherings, concerts, talent shows, team escape rooms, and more.
November	Combat	A series of combat tournaments to determine superior warriors and teams. Events include team games, solo combat, specialized combat games, gambling, and more.
December	Academic	A magical science fair to display talent in magical botany, potion brewing, enchantments, rituals, occult technology and research, magical languages and actions, etc.
January	Winter Games	A festival of popular winter sports and combat including: Ace, Apex, Legends, Ninja Ball, Sentinel, etc. Also includes events and competitions separate from sports.
February	Engineering	A magical science fair to display the talents and feats of magical engineering: armor, weapons, artifacts, etc. Competitions include Paladin, Relic, Heist, Gauntlet, Forgemaster, and more.
March	Combat	A series of combat tournaments to determine superior teams and individual warriors. Events include team games, dual combat, solo combat, gambling, and more.
April	Cultural Fair	A cultural diversity fair within a large-scale game of Reign. Events include food panels, dances, music, theater and plays, social games, art galleries, wargame diplomacy, combat, and more.
May	Summer Sports	A festival of popular summer sports including: Ace, Bastion, Beast Rider, Cyclone, Glider, Hunter, Sorcerers, Terraform, Vigilante, and Wardens.
June	World Fair	A world fair that celebrates the world’s cultures and diversity. Each year, seven cultures are given special attention, seeking to encourage a broader acceptance among the kingdoms.
Sol	World Combat Championship	A worldwide combat tournament between the best Huntsmen in all the kingdoms. It is the most anticipated broadcast of the year.

Festival Preparations

Before each festival begins, every venue undergoes professional decoration and supply stocking. Festivals have themes that affect the overall decorations, styles, and types of venues presented. Venue decorations are typically saved and reused across multiple years due to the intricate nature of their designs and the time investment of creating them; particularly if enchantments are involved.

The purpose of the festival is not to bring in money, but to raise the prestige of the academy by being as profoundly

interesting, beautiful, and desirable as possible. Academies rarely have any interest in final earnings amounts; but the impression it has on students and visitors is of utmost importance. Generally this means that entrance into the festival itself may cost money (except for students and faculty), but that the majority of conveniences and products (such as food) are provided for free.

Venues often have enchantments that improve their conditions: noise dampening, ambient heating, precipitation warding, etc. Some venues are indoors, particularly during the winter.

Market

The market is always open during festivals, including an information venue. It provides information about the academy, the festival events and schedules, the venues and showings available, special or reserved events, maps of the festival grounds, and other helpful details.

Other Buildings & Venues

Some buildings or venues will be prepared for lesser events during the festival; ones that might not be scheduled in advanced and which should be identified at the information venue. Such events may include galleries, auctions, social gatherings and parties, concerts, celebrations, award ceremonies, diplomatic events, food or beverage tastings, minor showings, and more. Certain events to be restricted to students or faculty, particularly for class-specific gatherings and catered events.

World Olympics (August 22 – 28)

The World Olympics is the second most widely anticipated and popular event of the year, broadcast to every region across the world. It is always hosted at one of the four Huntsmen Academies, rotating each year. It combines several of the Winter and Summer sports into a single festival. Participants compete for prestige or to attain the highest honors of world champions.

All of the players competing in the World Olympics have completed the necessary qualifiers prior to the event. Most are selected after achieving world-class status at Huntsmen Academy tournaments or other world-class sport tournaments. Qualifying for these positions is extremely prestigious and essentially guarantees a certain level of fame and reputation, particularly for the top contenders that become world-wide celebrities.

Students from the Solaris house and the teammates of any student that qualified for the World Olympics are automatically granted permission to attend World Olympics at other kingdoms if they choose to.

Main Broadcast Events

Sunday is filled with many playoff events across many different sports and many different arenas. There is no “official” broadcast. The scheduling during these days are handled by super-intelligent Phantoms. This ensure that any world-class players participating in multiple events will not be subjected to any scheduling conflicts that prevents them from participating.

	Morning 9 am – 12 pm	Noon 12 pm – 3 pm	Afternoon 3 pm – 6 pm	Night 6 pm – 9 pm
Sunday	{Playoff Broadcasts}	{Playoff Broadcasts}	{Playoff Broadcasts}	{Playoff Broadcasts}
Monday	Ace Time Trials	Sentinel Finals	Apex Stunts Championship	Ninja Ball Championship
Tuesday	Terraform Finals (2 Arenas)	Wardens Finals	Apex Marathon Championship	Sentinel Championship
Wednesday	Cyclone	Vigilante	Terraform	Wardens

	Time Trial	Finals	Championship	Championship
Thursday	Glider Time Trial	Bastion Finals	Hunter Championship	Vigilante Championship
Friday	Beast Rider Time Trial	Apex Fitness Championship	Sorcerers Championship	Bastion Championship
Saturday	Academy Bastion Prestige, Major Academies	Academy Bastion Prestige, Top 2 Academies	Award Ceremony All Participants	

Academy Bastion Competition

On the final day there is an “Academy Bastion” prestige competition. Each Huntsmen Academy selects 32 players to represent their Academy, with only one being victorious. It’s considered an honor to be selected.

Despite being unranked, Academy Bastion is extremely popular and often considered one of the most beloved contests in the tournament. The first competition features full 30-minute games between the four major Huntsmen Academies with a double-elimination tournament format. The two remaining teams then go on to participate in a second round with a “best of five” tournament format.

World Alchemy Fair (September 22 – 28)

The World Alchemy Fair is the most prestigious academic event in Remnant. It showcases the most impressive alchemical and technological feats that the world has to offer. Even non-academics often tune into the broadcasts, although much of their interest is in the stadium events. The fair is hosted at one of the Huntsmen Academies, which rotate each year.

Students from the Solaris house and the teammates of any student that qualified for the World Alchemy Fair are automatically granted permission to attend World Alchemy Fair at other kingdoms if they choose to.

Convention Center: Exhibition Hall

The Exhibition Hall in the Convention Center is available for the world-class academic groups and institutions to set up research demonstrations throughout the week. Each day has a specific theme of demonstrations to explore and discover. Later in the afternoon is set aside for meeting with other researchers in the field and networking with corporate interests.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Botany Exhibition Botany	Botany Exhibition Botany	Botany Exhibition Botany	Networking Botany
Monday	Brewmaster Exhibition Potions & Components	Brewmaster Exhibition Potions & Components	Brewmaster Exhibition Potions & Components	Networking Potions & Components
Tuesday	Alchemy Exhibition Enchanting Tech	Alchemy Exhibition Enchanting Tech	Alchemy Exhibition Enchanting Tech	Networking Alchemy
Wednesday	Metaphysics Exhibition Occult Tech, Aptitude	Metaphysics Exhibition Occult Tech, Aptitude	Metaphysics Exhibition Occult Tech, Aptitude	Networking Metaphysics
Thursday	Artifact Gallery Open Exhibition	Artifact Gallery Open Exhibition	Artifact Gallery Open Exhibition	Networking Engineering
Friday	Forgemaster Showings	Forgemaster Showings & Awards	Forgemaster Open Exhibition	Networking Engineering
Saturday	Open Exhibition Unique Exhibitions	Open Exhibition Unique Exhibitions	Networking Any	Networking Any

Convention Center: Concert Halls & Lecture Halls

Concert Halls and Lecture Halls are reserved for important panels, lectures, and research presentations. The material presented at these panels are considered the most prestigious in the world; something that the world-class academics strive for.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Botany Panels Panels & Lectures	Botany Panels Panels & Lectures	Botany Panels Panels & Lectures	
Monday	Brewmaster Panels Panels & Lectures	Brewmaster Panels Panels & Lectures	Brewmaster Panels Panels & Lectures	
Tuesday	Alchemy Panels Panels & Lectures	Alchemy Panels Panels & Lectures	Alchemy Panels Panels & Lectures	
Wednesday	Metaphysics Panels Panels & Lectures	Metaphysics Panels Panels & Lectures	Metaphysics Panels Panels & Lectures	
Thursday	Engineering Panels Panels & Lectures	Engineering Panels Panels & Lectures	Engineering Panels Panels & Lectures	
Friday	Open Panels Panels & Lectures	Open Panels Panels & Lectures	Open Panels Panels & Lectures	
Saturday	Open Panels Panels & Lectures	Open Panels Panels & Lectures		

Outdoor Racetracks & Derby Arenas

The festival begins with vehicles, including the races and battles taking place later on Sunday.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Vehicle Gallery Showings & Panels	Vehicle Gallery Showings & Panels	Vehicle Racing Tournament	Vehicle Battles Tournament
Monday	Vehicle Gallery Showings & Panels	Vehicle Gallery Showings & Panels	Vehicle Gallery Open Exhibition	

Stadium

Heist matches are broadcast live from the Stadium, but take place in separate arenas (Engineering Hall, Alchemy All, Odyssey Labyrinth, Training Arenas, etc) that were prepared for Heist matches.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Heist Broadcast Playoffs	Heist Broadcast Playoffs		
Monday			Heist Broadcast Playoffs	Heist Broadcast Playoffs
Tuesday				Heist Broadcast Finals
Wednesday				Heist Broadcast Championship
Thursday	Relic Playoffs	Paladin Playoffs	Relic Playoffs	Paladin Playoffs
Friday			Relic Championship	Paladin Championship
Saturday		Award Ceremony		

		All Participants		
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Social Fair (October)

Convention Center

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Fine Arts Exhibition Music, Performance	Fine Arts Exhibition Music, Performance	Fine Arts Exhibition Music, Performance	Fine Arts Exhibition Music, Performance
Monday	Book Exhibition Showings & Panels	Book Exhibition Open Exhibition	Book Exhibition Open Exhibition	Book Exhibition Open Exhibition
Tuesday	Art Gallery Showings & Panels	Art Gallery Showings & Panels	Art Gallery Open Exhibition	Art Gallery Open Exhibition
Wednesday	Food Exhibition Showings & Panels	Food Exhibition Showings & Panels	Food Exhibition Open Exhibition	Food Exhibition Open Exhibition
Thursday	Fantasy Conference Showings & Panels	Fantasy Conference Showings & Panels	Fantasy Conference Themed, Costumes	Fantasy Conference Themed, Costumes
Friday	Fantasy Conference Themed, Costumes	Fantasy Conference Themed, Costumes	Fantasy Conference Themed, Costumes	Fantasy Conference Themed, Costumes
Saturday	Fantasy Conference Themed, Costumes	Fantasy Conference Themed, Costumes		

Grand Theater

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Glee Performances Glee Club	School Plays Theater Club	Live Concerts Music Club	Grand Orchestra Music Club
Monday	Live Concerts Music Club	Grand Orchestra Music Club	Glee Performances Glee Club	School Plays Theater Club
Tuesday	Talent Show Qualifiers	Talent Show Qualifiers	Dance-Off Audience Judgment	Comedy Shows Semi-Professional
Wednesday	Talent Show Qualifiers	Talent Show Qualifiers	Comedy Skits Theater Club	Battle of the Bands Audience Judgment
Thursday	Talent Show Qualifiers	Talent Show Qualifiers	Glee Competitions Audience Judgment	Battle of the Bands Audience Judgment
Friday	Gaming Tournaments Championships	Gaming Tournaments Championships	Talent Show Finals	Talent Show Championship
Saturday		Award Ceremony All Participants		

Recreation Center

The Recreation Center is transitioned into a giant gaming center for card games, board games, video games, etc. People can play games in a casual social setting or participate in official gaming tournaments, overseen in part by the gaming club.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers	Open Gaming Casual Play	Open Gaming Casual Play
Monday	Gaming Tournaments	Gaming Tournaments		

	Qualifiers	Qualifiers		
Tuesday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers		
Wednesday	Gaming Tournaments Semi-Finals	Gaming Tournaments Semi-Finals	Open Gaming Casual Play	Open Gaming Casual Play
Thursday	Gaming Tournaments Finals	Gaming Tournaments Finals	Open Gaming Casual Play	Open Gaming Casual Play
Friday			Open Gaming Casual Play	Open Gaming Casual Play

Campus Grounds & Other Buildings

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Beast & Greet Socialize w/Familiars	Beast & Greet Socialize w/Familiars	Familiar Tournament Showings	Familiar Tournament Judging Events
Monday			Enigma Rooms Open Play	Enigma Rooms Open Play
Tuesday			Enigma Rooms Open Play	Enigma Rooms Open Play
Wed – Fri				
Saturday	Parties & Celebration Themed Celebrations	Parties & Celebration Themed Celebrations	Parties & Celebration Themed Celebrations	Beast Parade Themed Celebrations

Dining Venues

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Food Competitions Qualifiers	Food Tastings Open Social		
Monday	Food Competitions Qualifiers	Food Tastings Open Social		
Tuesday	Food Competitions Qualifiers	Food Tastings Open Social		
Wednesday	(Closed for Exhibition)	(Closed for Exhibition)		
Thursday	Food Competitions Qualifiers	Food Tastings Open Social		
Friday	Food Competitions Qualifiers	Food Tastings Open Social		

Combat Festivals (November, March)

Qualifiers

Most teams and players participating in the combat tournaments are already eligible prior to the festival, approved by the academy and institutions participating. However, there may be some tie-breakers required. The qualifying matches (or “Qualifiers”) occur the day before the festival (Saturday) to finalize the list of competitors that continue to official matches.

Each eligible candidate (or team) undergoes the appropriate qualifying matches within their tier (rookie or league). Once the candidates have finished their matches they will be ranked by highest scores. The top results will fill in

the open slots that are still eligible for the festival.

Qualifier matches occur in several places simultaneously, both in small venues and in partitions of larger venues, depending on how many there are to get through. They usually happen in rapid succession. Judges will observe the matches and report all scores received.

	Morning 9 am – 12 pm	Noon 12 pm – 3 pm	Afternoon 3 pm – 6 pm	Night 6 pm – 9 pm
Saturday (Before Festival)	Beastmaster Qualifiers All	Beastmaster Qualifiers All	Legends Qualifiers Solo, Partners	Legends Qualifiers Teams, Squads

Tournament Notes

Players compete in “Beastmaster” and “Legends” competitions throughout the festival, following the appropriate rules. Players are allowed to use their standard set of magical equipment. On occasion, balancing may apply if one team has significant advantage in their equipment status.

Tournaments are double-elimination, so a team must lose twice to be eliminated. During each tournament set, matches continue until a designated number of teams have been eliminated. Any teams remaining that haven’t lost get to carry that advantage into the next rounds. It is common for a handful of teams to have a no-loss advantage during the finals.

The time blocks are set up in a way that scheduling conflicts are rare. However, additional measures are taken to avoid any situations where there occur. Phantoms with heightened intelligence and lightning-fast processing capabilities ensure that all players have no scheduling conflicts. Players will be able to view their scheduled time blocks by Saturday night once any relevant qualifying matches have been finalized.

Stadium Scheduling – Main Event

The stadium is the most significant source of attention during combat festivals, with its most important anticipated events being held from Late Afternoon through Night (3pm to 9pm). Friday marks the last official match with the solo finals.

	Morning 9 am – 12 pm	Noon 12 pm – 3 pm	Afternoon 3 pm – 6 pm	Night 6 pm – 9 pm
Sunday	Phantasm Partners Playoffs	Phantasm Partners Playoffs	Phantasm Teams Playoffs	Phantasm Teams Playoffs
Monday	Teams Playoffs	Teams Playoffs	Phantasm Partners Finals	Phantasm Teams Finals
Tuesday	Solo Playoffs	Solo Playoffs	Teams Finals	Phantasm Partners Championship
Wednesday	Beastmaster Teams Playoffs	Beastmaster Partners Finals	Solo Finals	Phantasm Teams Championship
Thursday	Fun Battles Unranked	Beastmaster Teams Finals	Beastmaster Partners Championship	Teams Championship
Friday	Fun Battles Unranked	Faculty Beastmaster Teams, Unranked	Beastmaster Teams Championship	Solo Championship
Saturday	Faculty Phantasm Teams Unranked	Award Ceremony All Participants	Faculty Teams Unranked	Champion’s Choice Unranked Battles

Secondary Arena

The secondary arena is primarily available to host early playoff events that can’t fit into the main stadium’s

schedule. Any open time slots may also be made available for faculty or special events that aren't subject to the normal schedule.

	Morning 9 am – 12 pm	Noon 12 pm – 3 pm	Afternoon 3 pm – 6 pm	Night 6 pm – 9 pm
Sunday	Beastmaster Partners Playoffs			
Monday	Beastmaster Partners Playoffs			
Tuesday	Beastmaster Teams Playoffs			

Academic Festival (December)

Convention Center: Exhibition Hall

The Exhibition Hall in the Convention Center is available for academic teams to set up research demonstrations throughout the week. Each day has a specific theme of demonstrations to explore and discover. Later in the afternoon is set aside for meeting with other researchers in the field and networking with corporate interests.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Botany Exhibition Botany	Botany Exhibition Botany	Botany Exhibition Botany	Networking Botany
Monday	Brewmaster Exhibition Potions & Components	Brewmaster Exhibition Potions & Components	Brewmaster Exhibition Potions & Components	Networking Potions & Components
Tuesday	Alchemy Exhibition Alchemical Science	Alchemy Exhibition Alchemical Science	Alchemy Exhibition Alchemical Science	Networking Alchemical Science
Wednesday	Lingual Exhibition Incantus, Linguis, Signus	Lingual Exhibition Incantus, Linguis, Signus	Lingual Exhibition Incantus, Linguis, Signus	Networking Incantus, Linguis, Signus
Thursday	Shaman Exhibition Enchanting & Rituals	Shaman Exhibition Enchanting & Rituals	Shaman Exhibition Enchanting & Rituals	Networking Enchanting & Rituals
Friday	Metaphysics Exhibition Occult Tech	Metaphysics Exhibition Occult Tech	Metaphysics Exhibition Occult Tech	Networking Occult Tech
Saturday			Networking Any	Networking Any

Convention Center: Concert Halls & Lecture Halls

Concert Halls and Lecture Halls are reserved for important panels, lectures, and research presentations. These presentations are attended by official judges that will end up judging them for potential awards for the award ceremony at the end of the week.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Botany Panels Panels & Lectures	Botany Panels Panels & Lectures		
Monday	Brewmaster Panels Panels & Lectures	Brewmaster Panels Panels & Lectures		
Tuesday	Alchemy Panels Panels & Lectures	Alchemy Panels Panels & Lectures		
Wednesday	Lingual Panels Panels & Lectures	Signus Panels Panels & Lectures		

Thursday	Enchanting Panels Panels & Lectures	Ritual Panels Panels & Lectures		
Friday	Metaphysics Panels Panels & Lectures	Metaphysics Panels Panels & Lectures		

Stadium

The Stadium is not the center of attention for the week, but it hosts the major tournaments of the festival. Tournaments are often designed to challenge the practical applications and skills of the alchemists.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday			Botany Tournament Gardening & Harvesting	
Monday			Brewmaster Tournament Potions & Components	
Tuesday			Alchemy Tournament Science Judges	
Wednesday			Lingual Tournament Incantus, Linguis, Signus	
Thursday			Shaman’s Tournament Enchanting & Rituals	
Friday			Metaphysics Tournament Occult Tech	
Saturday		Award Ceremony All Participants		

Winter Games Festival (January)

Stadium – Combat Events

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Tuesday	Partners Playoffs	Squads Playoffs		
Wednesday	Partners Playoffs	Squads Playoffs		
Thursday	Faculty Squads Unranked	Partners Finals	Squads Finals	
Friday	Fun Battles Unranked	Partners Championship	Squads Championship	
Saturday	Free For All Prestige, Unranked	Award Ceremony All Participants	Class Battles 16 vs. 16, Unranked	War Games 32 vs. 32, Unranked

Sentinel Arena

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Faculty Ninja Ball Unranked			
Monday	Faculty Sentinel Unranked			
Tuesday	Ninja Ball Playoffs	Ninja Ball Playoffs		

Wednesday				Sentinel Finals
Thursday				Sentinel Championship
Friday				Ninja Ball Championship

Other Arenas

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Apex Marathon Qualifiers	Apex Stunts Finals	Tempest Playoffs	Tempest Playoffs
Monday		Ace Time Trials	Apex Fitness Championship	Tempest Finals
Tuesday	Faculty Apex Marathon Unranked		Apex Stunts Championship	Tempest Championship
Wednesday			Apex Marathon Championship	

Engineering Festival (February)

Outdoor Racetracks & Derby Arenas

Vehicles are put on display early in the festival. This includes sporting events for Gauntlet and Slipstream, as well as general vehicle racing competitions. Barring any unusual events, these events feature vehicles that were created by the academy’s Alchemist teams in recent years. In particular, the Gauntlet and Slipstream events will feature any new hoverbikes.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Vehicle Gallery Showings & Panels	Vehicle Gallery Showings & Panels	Gauntlet Playoffs	Slipstream Finals
Monday	Vehicle Gallery Open Exhibition	Vehicle Gallery Open Exhibition	Gauntlet Playoffs	Slipstream Championship
Tuesday			Vehicle Racing Open Tournament	Gauntlet Championship

Convention Center

Starting on Monday, the Convention Center is available for showings, panels, and exhibitions on a wide variety of magical engineering subjects. Later in the day is usually reserved for open exhibitions when many people are watching the live games. On Friday, the Forgemaster tournaments occur, granting high prestige to magical engineers with award-winning artifacts.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Monday	Artifact Gallery Open Exhibition	Artifact Gallery Open Exhibition	Artifact Gallery Open Exhibition	
Tuesday	Artifact Gallery Showings & Panels	Artifact Gallery Showings & Panels	Artifact Gallery Open Exhibition	
Wednesday	Artifact Gallery Showings & Panels	Artifact Gallery Showings & Panels	Artifact Gallery Open Exhibition	

Thursday	Artifact Gallery Showings & Panels	Artifact Gallery Showings & Panels	Artifact Gallery Open Exhibition	
Friday	Forgemaster Showings	Forgemaster Showings & Awards	Forgemaster Open Exhibition	
Saturday	Faculty Gallery Open Exhibition	Faculty Gallery Open Exhibition	Faculty Gallery Open Exhibition	

Stadium

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Monday		Relic Playoffs		
Tuesday		Paladin Playoffs	Relic Playoffs	
Wednesday			Paladin Playoffs	Relic Championship
Thursday			Heist Broadcast Finals	Paladin Championship
Friday			Faculty Relic Unranked	Heist Broadcast Championship
Saturday	Award Ceremony Sporting Tournaments	Award Ceremony Engineering Awards	Faculty Paladin Unranked	Faculty Heist Broadcast Unranked

Heist Arenas (Engineering Hall, Alchemy Hall, Odyssey Labyrinth, Arenas, etc)

Heist matches take place in campus buildings where phantoms have been enchanted and established, and which are capable of running the counter-surveillance tasks required for Heist gameplay. These events don’t have live audiences, but the major events are broadcast live from the stadium.

Teams only participate in a few of the playoff slots since each team needs to perform a Heist against every infiltration site, and often only for an hour or two of the slot. Their cumulative score will determine if they can make the finals.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Heist Playoffs	Heist Playoffs		
Monday	Heist Playoffs			
Tuesday	Heist Playoffs			
Wednesday	Heist Playoffs	Heist Playoffs		
Thursday			Heist Finals	
Friday				Heist Championship
Saturday				Faculty Heist Unranked

Cultural Fair (April)

Cultural Fairs features celebrations, food, games, costumes, and other traditions that other cultures consider

important. Each dining hall, market kiosk, exposition scene, and other relevant venue is assigned a specific culture to embody. This affects the venue’s theme, decorations, food, costumes worn by the staff, and any other nuances to provide a stronger connection to the culture. Even the staff are hired from the culture they represent to ensure a more authentic experience. Venues are typically assigned into “districts” that share the same cultural themes.

In addition to the wide-scale representation of the world’s many cultures, seven cultures are selected to receive special attention for major festivities; one culture for each day of the festival. These seven cultures change each year in an effort to accommodate the many cultures across Remnant.

Schedule Overview

The major events that take place each day center around the “culture of the day.” Each day includes a feast, major celebration, and two sets of cultural performances.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
{ Every Day }	Cultural Performances {Grand Theater}	Cultural Feasts {Banquet Halls}	Cultural Celebration {Campus Grounds}	Cultural Performances {Grand Theater}

Convention Center

The Convention Center is a major hub of activity during the fair. Its Exhibition Hall features cultural content, including showings and panels earlier in the day and expositions in the afternoon and night. The public is free to explore a culture’s performances, educational content, games, foods, mythologies, social dynamics and etiquette, costumes, celebrations, philosophies, practices, and more.

There are multiple “districts” within the Convention Center that share similar cultural themes and styles. Each venue has a specific cultural theme and style that it embodies.

Campus Grounds & Other Buildings

Each day features a large-scale cultural experience for the culture of the day, such as a large celebration, festival, or major tradition. This can include any cultural phenomena: festivals of lights, exchanges of spicy foods, war games and unique battles, outdoor games, masked gambling events, combat parades, etc. It is always designed to be supportive of that culture, with care taken to ensure no sacred traditions are ever tampered with.

The event takes place anywhere that the celebration would be most appropriately hosted, such as on the campus grounds, major stadiums, or other notable campus buildings.

Grand Theater

The Grand Theater is reserved for cultural plays, music, songs, and other performances of the culture of the day. The major performances will be done twice; once in the morning and once at night.

Market

Each market venue, in addition to matching the themes and styles of a given culture, also provides a large inventory of goods and services that relate to their that culture. Of all the major festivals, the market is perhaps most occupied during these Cultural Fairs due to the many unique experiences they bring.

Recreation Center

The Recreation Center is kept somewhat separate from the cultural events. Instead, it is transitioned into a giant

gaming center for card games, board games, video games, etc. People can play games in a casual social setting or participate in official gaming tournaments, overseen in part by the gaming club. However, cultural diversity is still encouraged, and there are usually many games featured from other cultures.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers	Open Gaming Casual Play	
Monday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers	Open Gaming Casual Play	
Tuesday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers	Open Gaming Casual Play	
Wednesday	Gaming Tournaments Semi-Finals	Gaming Tournaments Semi-Finals	Open Gaming Casual Play	
Thursday	Gaming Tournaments Finals	Gaming Tournaments Finals	Open Gaming Casual Play	
Friday	Gaming Tournaments Championships	Gaming Tournaments Championships	Open Gaming Casual Play	
Saturday	Open Gaming Casual Play	Award Ceremony All Participants		

Summer Sports Festivals (May)

Vigilante Fields

The summer sports start off with Wardens and Vigilante as the main events for the first few days.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Wardens Playoffs	Vigilante Playoffs		
Monday	Wardens Playoffs	Vigilante Playoffs	Wardens Finals	Vigilante Finals
Tuesday			Wardens Championship	Vigilante Championship
Wed – Fri				
Saturday	Faculty Vigilante Unranked			

Hunter Arena

Thursday marks one of the Hunter Arena’s primary events with the Hunter and Sorcerer championships, while Wednesday draws in crowds for the Terraform finals.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Tuesday	Hunter Playoffs	Sorcerers Playoffs		
Wednesday	Hunter Playoffs	Sorcerers Playoffs	Terraform Finals (2 Arenas)	Terraform Championship
Thursday			Hunter Championship	Sorcerers Championship

Friday				
Saturday			Faculty Hunter Unranked	

Bastion Arena

The Bastion championships are one of the festival’s most highly anticipated events. The events are usually held at a designated Bastion arena. Depending on the tournament host, the seating is usually at maximum capacity on Fridays.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Thursday	Bastion Playoffs	Bastion Playoffs		
Friday	Asymmetric Bastion Unranked	Large-Scale Bastion Unranked	Bastion Finals	Bastion Championship
Saturday				Faculty Bastion Unranked

Other Arenas

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Ace Time Trial	Spider-Swing Finals	Beast Rider Time Trial	Spider-Swing Championship
Mon – Thu				
Friday	Cyclone Time Trial	Glider Time Trial		

Main Stadium

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Saturday		Award Ceremony All Participants		

World Fair (June 22 – 28)

The World Fair is a world-renown spectacle and celebrations of the world’s cultures, taking cultural fairs to a new level and integrating elements of social fairs. It takes place at one of the four Huntsmen Academies, rotating each year. Students from the Arcanus and Solaris houses are automatically granted permission to attend World Fairs at other kingdoms if they wish to.

Each dining hall, market kiosk, exposition scene, and other relevant venue is assigned a specific culture to embody. This affects the venue’s theme, decorations, food, costumes worn by the staff, and any other nuances to provide a stronger connection to the culture. Even the staff are hired from the culture they represent to ensure a more authentic experience. Venues are typically assigned into “districts” that share the same cultural themes.

In addition to the wide-scale representation of the world’s many cultures, seven cultures are selected to receive special attention for major festivities; one culture for each day of the festival. These seven cultures change each year in an effort to accommodate the many cultures across Remnant.

The major televised broadcasts tend to focus on the cultural celebrations during the afternoon, the cultural performances at night, a mix of world class shows at the grand theater and cultural exposition from the convention center, and gaming tournaments earlier in the day. There is also wide coverage of the beast parades, familiar tournaments, and beast riding tournament at the designated times.

Schedule Overview

The major events that take place each day center around the “culture of the day.” Each day includes a feast, major celebration, and two sets of cultural performances.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
{ Every Day }	Cultural Performances {Grand Theater}	Cultural Feasts {Banquet Halls}	Cultural Celebration {Campus Grounds}	Cultural Performances {Grand Theater}

Convention Center

The Convention Center is a major hub of activity during the fair. Its Exhibition Hall features cultural content, including showings and panels earlier in the day and expositions in the afternoon and night. The public is free to explore a culture’s performances, educational content, games, foods, mythologies, social dynamics and etiquette, costumes, celebrations, philosophies, practices, and more.

There are multiple “districts” within the Convention Center that share similar cultural themes and styles. Each venue has a specific cultural theme and style that it embodies.

Campus Grounds & Other Buildings

Each day features a large-scale cultural experience for the culture of the day, such as a large celebration, festival, or major tradition. This can include any cultural phenomena: festivals of lights, exchanges of spicy foods, war games and unique battles, outdoor games, masked gambling events, combat parades, etc. It is always designed to be supportive of that culture, with care taken to ensure no sacred traditions are ever tampered with.

The event takes place anywhere that the celebration would be most appropriately hosted, such as on the campus grounds, major stadiums, or other notable campus buildings.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Beast & Greet Socialize w/Familiars	Enigma Rooms Open Play	Cultural Celebration Culture #1	
Monday	Beast & Greet Socialize w/Familiars	Enigma Rooms Open Play	Cultural Celebration Culture #2	
Tuesday	Beast & Greet Socialize w/Familiars	Enigma Rooms Open Play	Cultural Celebration Culture #3	
Wednesday	Beast & Greet Socialize w/Familiars	Enigma Rooms Open Play	Cultural Celebration Culture #4	
Thursday	Beast & Greet Socialize w/Familiars	Familiar Tournament Showings	Cultural Celebration Culture #5	
Friday	Beast Parade Themed Celebrations	Familiar Tournament Showings	Cultural Celebration Culture #6	
Saturday	Beast Rider World-Class Racing	Award Ceremony Familiars, Racing, etc.	Cultural Celebration Culture #7	

Grand Theater

The Grand Theater is reserved for cultural plays, music, songs, and other performances of the culture of the day. The major performances will be done twice; once in the morning and once at night.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Cultural Performances Culture #1 Morning	Live Concerts World-Class Music	Comedy Stand-up World-Class Comedy	Cultural Performances Culture #1 Night
Monday	Cultural Performances Culture #2 Morning	Dance Show World-Class Dancing	Comedy Skits World-Class Comedy	Cultural Performances Culture #2 Night
Tuesday	Cultural Performances Culture #3 Morning	Grand Orchestra World-Class Orchestra	Talent Shows World-Class Talent	Cultural Performances Culture #3 Night
Wednesday	Cultural Performances Culture #4 Morning	Live Concerts World-Class Music	Comedy Stand-up World-Class Comedy	Cultural Performances Culture #4 Night
Thursday	Cultural Performances Culture #5 Morning	Dance Show World-Class Dancing	Comedy Skits World-Class Comedy	Cultural Performances Culture #5 Night
Friday	Cultural Performances Culture #6 Morning	Grand Orchestra World-Class Orchestra	Talent Shows World-Class Talent	Cultural Performances Culture #6 Night
Saturday	Cultural Performances Culture #7 Morning	Live Concerts World-Class Music	Comedy Stand-up World-Class Comedy	Cultural Performances Culture #7 Night

Market

Each market venue, in addition to matching the themes and styles of a given culture, also provides a large inventory of goods and services that relate to their that culture. The market is highly populated during World Fairs due to the many unique experiences they offer.

Recreation Center

The Recreation Center is kept somewhat separate from the cultural events. Instead, it is transitioned into a giant gaming center for card games, board games, video games, etc. People can play games in a casual social setting or participate in official gaming tournaments, overseen in part by the gaming club. However, cultural diversity is still encouraged, and there are usually many games featured from other cultures.

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers	Open Gaming Casual Play	
Monday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers	Open Gaming Casual Play	
Tuesday	Gaming Tournaments Qualifiers	Gaming Tournaments Qualifiers	Open Gaming Casual Play	
Wednesday	Gaming Tournaments Semi-Finals	Gaming Tournaments Semi-Finals	Open Gaming Casual Play	
Thursday	Gaming Tournaments Finals	Gaming Tournaments Finals	Open Gaming Casual Play	
Friday	Gaming Tournaments Championships	Gaming Tournaments Championships	Open Gaming Casual Play	
Saturday	Open Gaming Casual Play	Award Ceremony Gaming Tournaments		

World Combat Championship (Sol 22 – 28)

The World Combat Championship is the most anticipated tournament of the year, broadcast to every region in the world. Competing in this festival is extremely prestigious and essentially guarantees a certain level of fame and reputation, particularly for the top contenders that become world-wide celebrities. It is hosted each year at one of the Huntsmen Academies, which rotates each year.

All of the necessary qualifier events are completed before the championship officially begins. Players are selected by the championship committee by achieving victories and prestige at world-class combat tournaments (such as the Huntsmen Academy combat festivals).

Students from the Solaris house and the teammates of any student that qualified for the World Combat Championship are automatically granted permission to attend the World Combat Championship at other kingdoms if they choose to.

Main Broadcast Events

Sunday is filled with many playoff events across many different sports and many different arenas. There is no “official” broadcast. The scheduling during these days are handled by super-intelligent Phantoms. This ensure that any world-class players participating in multiple events will not be subjected to any scheduling conflicts that prevents them from participating.

	Morning 9 am – 12 pm	Noon 12 pm – 3 pm	Afternoon 3 pm – 6 pm	Night 6 pm – 9 pm
Sunday	{Playoff Broadcasts}	{Playoff Broadcasts}	{Playoff Broadcasts}	{Playoff Broadcasts}
Monday	Phantasm Partners Finals	Phantasm Teams Finals	Odyssey Trials Top 16 Teams	Odyssey Trials Top 4 Teams
Tuesday	Beastmaster Partners Finals	Beastmaster Teams Finals	Phantasm Partners Championship	Phantasm Teams Championship
Wednesday	Squads Finals	Teams Finals	Beastmaster Partners Championship	Beastmaster Teams Championship
Thursday	Partners Finals	Solo Finals	Squads Championship	Teams Championship
Friday	Fun Battles Unranked	Fun Battles Unranked	Partners Championship	Solo Championship
Saturday	Academy War Prestige, Major Academies	Academy War Prestige, Top 2 Academies	Award Ceremony All Participants	Champion’s Choice Unranked Battles

Academy War Competition

On the final day there is an “Academy War” prestige competition. Each Huntsmen Academy selects 32 players to represent their Academy, with only one being victorious. It’s considered an honor to be selected.

Despite being unranked, Academy War is extremely popular and often considered one of the most beloved contests in the tournament. The first competition features 30-minute combat matches (using the “Legends” rules) between the four major Huntsmen Academies with a double-elimination tournament format. The two remaining teams then go on to participate in a second round with a “best of five” tournament format.

Other Events

Major Holidays

Holiday	Date	Description
Alchemy Day	December 19	Honors alchemists for their contributions to society.
Caster's Eve	February 12	Honors casters for their contributions to society.
Celestial Day	May 13	Celebration of celestial bodies, myths, folklore, astrology, astral magic, and the occult.
Compassion, Day of	Sol 4	Observation of the struggles and woes of various cultures and societies.
Culture Day	October 11	Celebration of diversity and races: social gatherings, games, exploration of foreign cultures.
Druid's Day	August 26	A festive outdoor celebration with parades, dancing, courting rituals, and natural beauty.
Ember Day	May 6	Loud, extroverted, drinking and sports party with the whole community.
Emblems, Day of	August 28	Celebration and observation of important histories and legendary figures of the past.
Gaia's Day	November 16	Celebration of Remnant's history with a large feast and storytelling.
Huntsmen Day	March 20	Honors those that risk their lives fighting for the survival of humanity.
Leap Day	Leap Day	Long tradition of large parties. Heavy partaking in food, drink, and pleasantries.
Lineage Day	Sol 7	Courting festival between powerful aura users to strengthen magical lineages.
Maiden's Day	July 12	Celebration of the mythological Maidens that protect Remnant.
Peace Day	June 22	Celebration of peace. Nations often encouraged to come together to agree to further deals.
Primordia	January 5	Tradition of dressing up in an elemental theme or an aspect of creation.
Reverence, Day of	November 20	Tradition of wearing black, showing reverence for heroes that gave their lives for humanity.
Spiritus	October 19	Themed holiday with costumes. An observation of the wondrous magic of other realms.
Starry Night	September 18	Honors a miraculous night of a lone warrior that endured an impossible battle.
Tomes, Day of	November 1	Honors the intellectuals, inventors, and occult mystics that raise technological wonders.
Year Day	Year Day	Celebration of the year's end. Giant parties with an emphasis on fine foods and delicacies.

Gaia's Day

Gaia's Day celebrates the history and tales of Remnant. There is a focus on food, particularly with full meals in a large feast. There is typically social drinking, but it's not considered a holiday for excess alcohol. Friends come together in home settings, have a filling feast, and share stories together.

Traditionally, the men would hunt in the early hours so the women could prepare feasts for later in the evening. After the feast, the elders would tell stories of their past to the younger generations. Many villages in rural areas still uphold the hunting traditions, but citizens in modern urban environments tend to adjust them in favor of shared meal preparation.

Gaia's Day is considered a major holiday. Most non-essential jobs are expected to give their employees a paid day off in observation of the event.

Starry Night

The story of the origin of this holiday has a few variants, but generally describes a miraculous night. A village had gathered to discuss their plans to deal with the growing problem of so many Grimm suddenly encroaching on their lands. The villagers were concerned that their supplies were dwindling and they wouldn't survive the winter if they couldn't harvest their crops. The conversations darkened throughout the night, turning to fits of anger and rage. Then tragedy struck, and an army of Grimm began to storm the village.

The villagers fled to the shelter of the church on the hill, only to find it defended by a lone warrior that refused to

take shelter with them. They barricaded the doors, leaving the man to die. For hours they listened to the terrifying noises of combat outside, expecting the wave of Grimm to break through at any moment. But the lone warrior stood his ground, killing every last Grimm that came his way that night.

After the last Grimm had fallen, the man knocked on the church doors. “Won’t you come out now?” he said. “It would be a shame to miss such a beautiful night.” So the villagers opened the doors to see the lone warrior in perfect health with no living Grimm in sight, beneath an unusually clear night sky filled with shimmering stars. The man told them not to fear the Grimm there anymore and continued on his travels, blessing the village before he left. The villagers swore to remember his legend as the lone warrior of the Starry Night.

Starry Night is a celebration of faith, temperance, peacefulness, and modesty. People meet in local, outdoor settings to give thanks to their neighbors, share pleasantries, and find reasons to be grateful for what they have. Groups of people may sing carols in the streets or offer blessings and gifts to those in need. Citizens may put up simple decorations around their house or along their street to honor the celebration. Some areas maintain more religious traditions that they tie into the festival, which is usually decorative in nature and emphasizes blessings to their gods.

The celebration usually doesn’t last more than a few hours in the evening. There are often opportunities to go listen to music and participate in dances; usually in a more traditional group-dance setting.

Ember Day

Ember Day is a loud, extroverted, hard-partying, block-party style festival of drinking and socializing that takes place all day. Specific streets are sectioned off for event, particularly around sporting arenas and fields. Kiosks that sell foods and supplies are set up in the areas where people congregate. Unofficial sport matches are played in the stadiums and fields with a common emphasis on gambling among the crowd. There’s an unspoken rule that the participating players are supposed to be at least slightly intoxicated.

The streets emphasize food eating competitions, spicy food challenges, drinking contests, and gambling games. People tend to dress in more stylish, flashy, and eccentric styles of clothing than usual. Body paint and funny hats are commonplace. Everyone rejoices in being more boisterous and loud than usual, dancing or cheering like a maniac, and trying to impress romantic partners with hilariously bad karaoke.

Many occupations will have the entire day off as a holiday. For some occupations, however, it’s one of the busiest days of the year.

Druid’s Day

Druid’s Day is an all-day festive outdoor celebration of open farmer’s markets, street performances, village potlucks, and parades. The atmosphere traditionally features acoustic instruments, singing, belly dancing, and iconic group dances that date back to harvest rain rituals. The parades feature large animals dressed up and decorated for public appearance, with candy often being tossed out to children by the parade attendants. Decorations across the festivities tend to include bright flowers, wreaths, bouquets, colorful fruit displays, and other natural imagery.

Women wear skirts and tops with flowery styles. Men wear shorts and often go bare-chested or have light summer tops. Flowered wraps worn around the neck or hips, and can be rewarded by others when you do something fun. It’s not unusual to see well-trained animals perched on people’s shoulders.

There are courting rituals specific to Druid’s Day. Men and women can provide a traditional gift of fruit or a flower bouquet to someone they like to signal interest. Those who are in relationships can use them as gentle reminders of their affections.

Druid’s Day is considered a major holiday, and people are expected to get the day off to celebrate.

Spiritus (a.k.a. Lunar Eve)

Spiritus celebrates fairy tales, ancient mythologies, the paranormal, the gods and deities, make-believe, and the magic of other worlds. People dress in elaborate costumes to roleplay as a character from any story. It’s a day where pranks are expected and people generally don’t take things too seriously. Most people attend parties together and entertain themselves with communal social games and bizarre gift exchanges.

Spiritus is considered a major holiday and workers are expected to get the day off to celebrate. School and academies are still in session for part of the day, but everyone is encouraged to have costumes and will spend most of the day on fun activities with other students.

Weekend Conventions

Month	Conventions (each month from Friday the 13th to Sunday the 15th)
September	Music Festival (Concerts, Bands, Glee)
October	Beast Convention
November	Fantasy Convention
December	Game Convention
January	Huntsmen Convention
February	Video Game Convention
March	Alchemist Convention (Potions, Cooking, Botany)
April	Science Fair
May	Engineering Convention

Saturday Events

Month	Saturday Events (each month on Saturday the 7th)
September	Game Day
October	Talent Show (Multiple Venues)
November	Battle of the Bands
December	Occult Tournament
January	Forgemaster Tournament
February	Talent Show (Multiple Venues)
March	Game Day
April	Battle of the Bands
May	Campus Party

Battle of the Bands

These competitions provide opportunities for bands to face off in an audience-style popularity contest. Bands can play any style they want, but popular music and covers tend to win audience favor. The battles occur in multiple small venues throughout the day, with the championships between finalists taking place at night. The championship takes place at the Stadium with a large mosh pit surrounding the stage, and seating further back.

These competitions are difficult due to the high level of musical talent among some of the students, but anyone can join. Faculty are also welcome, but they compete in a separate tournament than the students. There are trophies and

rewards that can be earned, but the primary reward is bragging rights.

Campus Party

Campus parties are special days where the students are allowed to throw a giant party of their own choosing. The party and its events last all day, and extend a little way into the night – officially ending at about 10 PM, although it is common for many students to extend past this time in venues where it is allowed.

Each team or individual may choose to celebrate in different ways, but most venues on campus are more or less fair game. Student committees can decide on party events the faculty (and phantoms) should set up in advance, within a budget of time and money that is allotted to them; usually a very generous one. It is common to request specific themes at certain venues, to requisition tailored costumes, etc. Clubs may also offer their unique services on these days, which the faculty often funds.

Forgemaster Tournament

Forgemaster Tournaments take place primarily in the Convention Center, making use of its Exhibition Hall and various gathering rooms. Magical engineers display their creations and compete in a variety of categories: armor, weapons, accessories, mobility items, utility artifacts, etc.

Each category has different expectations and criteria for judgment. Victory in a category is highly prestigious and is likely to ensure one has a long and meaningful magical engineering career. Faculty are allowed to participate, but are judged and ranked separately from students.

Game Day

Game days are open for social gaming at a large scale. The Convention Center and Recreation Center are both established as locations for gaming. It also includes full tournaments for board games, video games, card games, and more. The finalists in tournaments will have opportunities to compete in larger venues, with champions declared for each game.

Occult Tournaments

Alchemy Tournaments take place primarily in the Convention Center, making use of its Exhibition Hall and various gathering rooms. Magical and alchemical scientists present their alchemical projects and research, each giving presentations to professional judges and scientists. Competitions include many categories: casting tech, language, ritual tech, alchemical applications, energy science, etc.

Each category has different expectations and criteria for judgment. Victory in a category is extremely prestigious and is likely to ensure one has a long and meaningful alchemical career. Faculty are allowed to participate, but are judged and ranked separately from students.

Talent Show

Participants compete as entertainers and performers in a magical talent show. Any form of safe, non-domination magic is allowed.

The events take place at a variety of smaller venues during the day, and end up at the Grand Theater or Stadium, depending on what seating requirements are expected. Categories include: song, dance, music, comedy, acting, athletic competitions, etc. Shows can consist of one or more participants, and one show is awarded as the final champions for top overall talent.

After-School Events

Month	After-School Events (take place in the afternoons and evenings)
September	Open Ace, Live Bands, Tryouts & Signups

October	Beast & Greet, Slipstream Competition, Comedy Show, Dance Competition
November	School Banquet, Hypnotist Act, Ember Theater, Tryouts & Signups
December	Acrobatic Show, Winter Formal, Comedy Show, Gauntlet Competition, Live Bands, Gallery
January	Choir, Ember Theater, School Play, Tryouts & Signups
February	Hoverskate Racing, School Banquet, Food Competition, Costume Party, Gallery
March	Beast & Greet, Spring Formal, Comedy Show, Ember Theater, Tryouts & Signups
April	Open Ace, Beast Parade, Open Beast Rider, Beastmaster Games, Spider Games, Hypnotist Act, Gallery
May	School Banquet, School Play, Comedy Show, Ember Theater, Graduation

After-School Events	Details
Acrobatic Show	Teams of professional acrobats perform magical acrobatic feats at the Grand Theater.
Beast & Greet	Beast trainers accompany their familiars in open showings, allowing people to interact with them.
Beastmaster Games	A battling competition between talented beastmasters and their familiars.
Beast Parade	Beast trainers parade beasts through the campus. Often themed and accompanied by fine dining.
Choir	A choir of professionals sings at the Grand Theater.
Comedy Show	A comedy show put on by professionals at the Grand Theater, and often in smaller venues.
Costume Party	A themed celebration where everyone puts on costumes.
Dance Competition	Students that want to participate can compete in dance-off at the Convention Center.
Ember Theater	Professional troupe of entertainers & performers put on top-tier theatrical events.
Food Competition	Student cooks compete in a variety of food challenges: speed, theme, quality, design, etc.
Gallery	The Convention Center hosts exhibitions to display student works: art, crafts, alchemy, etc.
Gauntlet Competition	A night of talented gauntlet players competing for victory in a dangerous arena.
Graduation	A ceremony for the students that are graduating for the year.
Hoverskate Racing	A large hoverskate event at a stunt-like racing arena. Talented hoverskate players compete.
Huntsmen Banquet	A large feast for Huntsmen, celebrated at multiple venues. Classes usually dine together.
Hypnotist Act	A professional hypnotist with charm & domination powers puts on a comedy show at the Grand Theater.
Live Bands	Professional bands come play at the Convention Center, Grand Theater, and smaller venues.
Open Ace	Students run a difficult Ace course as a time trial against all other students. Separate ranks for faculty.
Open Beast Rider	Students and faculty with familiars run a difficult Beast Rider course against others.
School Play	A play put on by the Theater Club, and any other clubs they've coordinated with.
Slipstream Competition	A night of racing spectacles. Talented hoverbike players compete for victory.
Spider Games	A 'Spider-Swing' competition with variant rules to include special stunt scoring.
Spring Formal	A school dance and celebration that takes place in March.
Tryouts & Signups	A large block of time dedicated to sport tryouts and signing up for clubs.
Winter Formal	A school dance and celebration that takes place in December.