

Huntsmen Academies: 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 document outlines their calendar, class scheduling, festivals, conventions, and other major events.

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<https://github.com/Scionax/RPG-Universe>

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Student Schedules

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	Base Schooling Codex	Specialist Training Assault, Freelancer, etc.	Base Schooling Biology, Botany	Specialist Training Assault, Freelancer, etc.	Base Schooling Interdisciplinary
2nd Class 10 am – 11 am	Primary Training Alchemist, Warrior, etc.	Aptitude Training Signus, Occult, etc.	Primary Training Alchemist, Warrior, etc.	Aptitude Training Signus, Occult, etc.	Base Schooling Interdisciplinary
3rd Class 12:30 pm – 2 pm	Primary Training Alchemist, Warrior, etc.	Base Schooling Math & Physics	Primary Training Alchemist, Warrior, etc.	Base Schooling Chemistry	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 12:30 pm – 2:30 pm	Slot C	Slot D	Slot C	Slot D	Slot C/D Rotate
Clubs 2:30 pm – 4 pm	Slot E	Slot F	Slot E	Slot F	Club Events Reserved
School Events 4 pm – Later	Reserved	Reserved	Reserved	Reserved	Reserved

Slotted Schedules

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

Signus Training	All	A or B	Learn new signus abilities; magical gestures and actions.
Tutoring	All	A or B	Receive help with studies; sciences, aptitude, etc.
Tutoring Aid	All	A or B	Offer tutoring assistance for studies; sciences, aptitude, etc.
Weapon Training	All	A or B	Train with specialized weapons to earn certifications.
Weight Training	All	A or B	Access to the gym with professional trainers.

Magical Sport	Season(s)	Slot(s)	Notes
Apex	Tomes, Prime	C or D	Magical track & field, swimming, and gymnastics.
Bastion	Advent, Hearth	C or D	War & tactical assault against fortified bases.
Beastmaster	Advent, Hearth	C or D	Domesticated familiars racing on obstacle courses.
Heist	Advent, Hearth	C or D	Infiltrate magical estates guarded by Phantoms.
Hunter / Sorcerers	Tomes, Hearth	C or D	Large-scale free-for-all on obstacle-strewn arena.
Ninja Ball	Tomes, Prime	C or D	Team-based dodgeball with magical athletics and stunts.
Odyssey	Tomes, Prime	C or D	Adventure through a Phantom-operated labyrinth.
Terraform	Advent, Hearth	C or D	Sorcerers destroy opposing territory while defending their own.
Sentinel	Tomes, Prime	C or D	Heavy contact sport in arena designed for magical athletics.
Vigilante	Prime, Hearth	C or D	Field game with end-zones; tag players by throwing balls.
Wardens	Advent, Hearth	C or D	Field game with end-zones; Wardens tackle runners.

Restricted Courses	Season(s)	Slot(s)	Notes
Alchemy Forge	All	C or D	Work in the alchemy forge as apprentice alchemists.
Beast Stables	All	C or D	Work in the beast stables as apprentice caretakers.
Engineering Lab	All	C or D	Work in the magical engineering labs as apprentice engineers.
Lab Subject	All	C or D	Be a research test subject. Requires genetic analysis.
Magical Gardens	All	C or D	Work in the magical gardens as apprentice botanists.
Paladin	All	C or D	Engineer battle equipment for a chosen Paladin to compete.
Potions Lab	All	C or D	Work in the potion labs as apprentice brewmasters.
Shamanic Studies	All	C or D	Work with shamans, aiding with rituals and enchantments.

Clubs	Season(s)	Slot(s)	Notes
Archery Club	All	E or F	Hone your archery skills, target practice, etc.
Artist's Club	All	E or F	Spend time in the art rooms, access to art supplies, etc.
Blacksmith Club	All	E or F	Spend time with the forge, practice crafting weapons, etc.
Book Club	All	E or F	Discuss books with friends; generally one novel per week.
Chef's Club	All	E or F	Cook special meals, participate in catered events and holidays.
Dance Club	All	E or F	Spend time at the dance studio, learn techniques, compete, etc.
Gaming Club	All	E or F	Play board games, card games, video games, etc.
Glee Club	All	E or F	Song and dance routines, participate in competitions.
Music Club	All	E or F	Music lore, composition, band coordination and practice, etc.
Science Club	All	E or F	Create science projects, explosives, rockets, etc.
Theater Club	All	E or F	Practice plays, comedy, put on school shows, etc.
Wood Shop	All	E or F	Spent time in the wood shop, craft supplies, etc.
Writer's Club	All	E or F	Practice writing, share ideas, get feedback, etc.

Restricted Clubs	Season(s)	Slot(s)	Requirement to Join
Alchemist’s Club	All	E or F	Must have created successful alchemy products.
Armorer’s Club	All	E or F	Must have forged decent alchemical armor or weaponry.
Enchanter’s Club	All	E or F	Must prove you can create enchantments at a sufficient level.
Familiar Club	All	E or F	Must be a caretaker for an enchanted familiar.
Jam Club	All	E or F	Must qualify with a difficult vocal or instrument test.
Potion’s Club	All	E or F	Must have brewed potions successfully, shown results.

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.
Brewmaster	Focus on magical potions and cooking, genetics, chakras, physical energies, 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.
Shaman	Focus on large-scale rituals and interdisciplinary occult technologies with other specializations.

Rogue Specializations	Notes
Assassin	Focus on ambushing, stealth, lethal and silent combat, stealth weapons, and spycraft.
Ranger	Focus on ranged combat, utility maneuvering, infiltration, scouting, tactics, etc.
Spy	Focus on information gathering, networking, charismatic spycraft, scouting, infiltration, etc.
Support	Focus on enemy disruption, providing aid, team coordination, strategy, utility, positioning, 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.
Caster	Focuses on ranged combat, combat support and utility, and support coordination.
Freelancer	Focuses on offensive utility and weak points. Applies team coordination with strategic dynamics.
Guardian	Focuses on team defense, guarding assets, strategy, coordination, and general support to allies.

Academy Calendar

Each major Huntsmen academy follows a similar schedule. Each academy is officially in session for twelve of the thirteen months, and has classes for eight of those months. Each “quarter” of classes is two months long and

represents one of the seven primary seasons: Tomes, Prime, Advent, Hearth.

Classes officially begin on October 1 and end after May 28. The previous months (August and September) are reserved for yearly assessments and evaluations; particularly for freshmen. After classes have concluded, two additional months are dedicated to Shadow Training with professional Huntsmen and the World Fair.

Season	Date	Description
Anima	August 1 – September 28	Represents the internal emblem of the soul and its purpose.
Tomes	October 1 – November 28	Represents the month of knowledge through exploration and study.
Prime	December 1 – January 28	Represents beginnings and ends. Includes Year Day. A briefly cold season.
Advent	February 1 – March 28	Represents the growing and expansion of power.
Hearth	April 1 – May 28	Represents strength, energy, and the attainment of power.
Crest	June 1 – Sol 28	Represents the fulfillment of purpose. The warmest season.
Serenity	July 1 – July 28	Represents peace of mind and self-discovery. Only lasts one month.

Month	Season	Notable Events
August	Anima	Freshmen Arrive, Partner & Team Assignment, Shadow Training
September	Anima	Students Arrive, Yearly Partner & Team Evaluations, Role Assignment, Registration
October	Tomes	Classes Begin, Music Festival, Spiritus, Social Fair
November	Tomes	Fantasy Convention, Combat Festival
December	Prime	Winter Formal, Psion Fair, Game Convention, Academic Festival
January	Prime	Ember Theater, Huntsmen Convention, Indoor Sports Festival
February	Advent	Casting Convention, Engineering Festival
March	Advent	Spring Formal, Alchemy Convention, Combat Festival
April	Hearth	Science Fair, Cultural Fair
May	Hearth	Campus Party, Engineering Convention, Graduation, Classes End, Summer Sports Festival
June	Crest	Shadow Training
Sol	Crest	World Fair, World Sports, World Combat
July	Serenity	Month Off

Anima – Yearly Assessments

August	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Student Arrival	Campus Day	Campus Day	Campus Day	Campus Day	Campus Day	<i>Day of Emblems</i>
8th – 14th	Open Arenas	Assessment Trials	Assessment Trials	Assessment Trials	Assessment Trials	Assessment Trials	
15th – 21st	Open Arenas	Partner Trials	Partner Trials	Partner Trials	Partner Trials	Partner Assignment	
22nd – 28th	Open Arenas	Team Trials	Team Trials	Team Trials	Team Trials	Team Assignment	

September	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Moving Day	Campus Day	Campus Day	Solo Evaluation	Solo Evaluation	Solo Evaluation	
8th – 14th	Open Arenas	Reassessments	Reassessments	Reassessments	Reassessments	Reassessments	
15th – 21st	Open Arenas	Partner Evaluation	Partner Evaluation	Team Evaluation	Team Evaluation	Role Assignment	<i>Wizard’s Day</i>
22nd – 28th	Open Arenas	Squad Evaluation	Squad Evaluation	Tryouts	Club Day	Class Registration	

Tomes

October	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Beast & Greet	Classes Start					Talent Show
8th – 14th		Comedy Show				Music Festival	Music Festival
15th – 21st	Music Festival		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			Tryouts	Club 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				Winter Formal			Occult Tournament
8th – 14th		Comedy Show				Game Con	Game Con
15th – 21st	Game Con		Live Bands			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	Club Signups		Festival Prep.
22nd – 28th	Indoor Sports	Indoor Sports	Indoor Sports	Indoor Sports	Indoor Sports	Indoor Sports	Indoor Sports

Advent

February	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th				School Banquet			Talent Show
8th – 14th		Food Comp.		<i>Culture Day</i>		Caster Con	Caster Con
15th – 21st	Caster Con	<i>Alchemy Day</i>		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	Club 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		Acrobatic Show			Battle of the Bands
8th – 14th		Open Beastmaster	Beast Parade			Science Fair	Science Fair
15th – 21st	Science Fair			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
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1st – 7th		<i>Compassion Day</i>		School Banquet		School Play	Campus Party
8th – 14th		Comedy Show		Ember Theater		Engineering Con	Engineering Con
15th – 21st	Engineering Con	Graduation	<i>Celestial Day</i>			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							

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

August – Initiation Month

August	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Student Arrival	Campus Day	Campus Day	Campus Day	Campus Day	Campus Day	<i>Day of Emblems</i>
8th – 14th	Open Arenas	Assessment Trials	Assessment Trials	Assessment Trials	Assessment Trials	Assessment Trials	
15th – 21st	Open Arenas	Partner Trials	Partner Trials	Partner Trials	Partner Trials	Partner Assignment	
22nd – 28th	Open Arenas	Team Trials	Team Trials	Team Trials	Team Trials	Team Assignment	

The month of August is dedicated to freshman initiation and evaluations. Its primary purpose is to assign partners and teams; ones that often remain together through the entire academic experience or beyond. Initiates undergo a month of trials to determine tactical compatibility with classmates.

Shadow Trials (August 1 – 28)

Students that aren’t freshmen are instead assigned to “Shadow Training” during August. Their teams will participate in official Huntsmen duties and missions, within the limits that are provided to them. All missions are overseen by professional Huntsmen. The squad is under strict orders to obey their Huntsmen at all times, 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 live combat against the Grimm.

Student Arrival (August 1)

The first day is dedicated to getting all freshmen students moved in to temporary lodging where they will be staying until their Academy House and Residence Hall has been decided. Students are only allowed to bring a limited inventory that includes combat equipment, a few sets of clothes, and some personal belongings. Excess luggage can be brought and put into storage with approval of the academy.

Returning students are always assigned to team apartments with the rest of their team in the Residential Halls assigned to their Academy House. If certain teams showed high squad compatibility from previous years, their housing may be positioned in the same wings; usually across the hall from their most compatible squad.

HR’s recruitment offices assign temporary lodging based on personality evaluations, assigning roommates based

on perceived compatibility. Students then have the rest of the week to join an Academy House.

Campus Days (August 2 – 6)

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 Tuesday (the 3rd) over half of the students will have already joined an Academy House, and over 90% will have joined and moved in by Thursday (the 5th).

Every freshman has a schedule that keeps them busy for a few hours each day. This includes guided tours, seated introductory events, professor meet and greets, outfitting, faculty consults, preliminary evaluations, 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, and students will be 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 (the 6th) there are large Freshmen Banquets held in the grand halls, catered with fine dining for the students.

Day of Emblems (August 7)

Each freshmen must have reviewed and 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 placed into House Terra.

Open Arenas (August 8, 15, 22)

Open arena days indicate that referees will be available to oversee practice matches, both for combat and sports. This allows freshmen to prepare for upcoming trials throughout the month, or just to have an excuse to play with friends.

Assessment Trials (August 9 – 13)

The assessment trials are the personal evaluations for each student. Huntsmen students participate in athletic trials, obstacle courses, combat trials, and similar challenges. The Odyssey labyrinth represents one of their most critical metrics of placement. Alchemist students undergo different trials related to their areas of expertise: technical skill, magical engineering, energy channeling, etc.

Students are matched with partners and teams with similar assessment scores at their Academy House, making it important to rank high. However, other factors affect partnerships; compatibility and technique are also given heavy weighting.

On the final day of assessment trials, the faculty will provide their final assessments and performance metrics. This is designed to help the student identify specialized roles they may be most compatible with. Roles won't be decided until after a team is established, but it is considered an important decision that will influence the student's training during their education.

Partner Trials (August 16 – 19)

The partner trials are designed to assess the compatibility between students in order to determine partnerships. Students will undergo up to ten teamwork-based challenges each day with other students from their Academy House, often switching partners between events. The faculty identifies and judges the partner's complimentary natures.

Students are generally paired with those who had similar assessment scores, but can influence the partnering

process. They can recommend partners and repeat partnerships if they feel comfort that the faculty can't easily identify. Each day, the faculty will filter out partners that don't appear to meet their standards of compatibility. They will pair the strongest matches much more frequently in the final days.

Partner Assignment (August 20)

On partner assignment day, all freshman students gather on the arena grounds at a designated location for their Academy House. The faculty will hand each student a list of their top choices for partners, along with compatibility scores between each pairing. Many students already have a pairing in mind, 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 must leave the arena grounds for the rest of the day. 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 23 – 26)

The team trials are designed to assess the compatibility between a group of four students (two sets of partners) within the same Academy House. The faculty (and usually the students) will use the compatibility metrics from the partner trials to assess good opportunities for team membership.

Students undergo four intense days of team challenges. Partners always remain together, but will frequently switch with a new partner group between events. The faculty identifies and judges complimentary natures of each team.

Teams are generally formed between students with similar assessment scores, or with partners that they scored high compatibility with from the previous week. Each day, the faculty will filter out team pairings that don't appear to meet their standards. They will pair the strongest team matches much more frequently in the final days.

Team Assignment (August 27)

On team assessment day, all freshman students gather on the arena grounds with their partners. The faculty will hand 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 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.

September – Student Evaluations

September	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1st – 7th	Moving Day	Campus Day	Campus Day	Solo Evaluation	Solo Evaluation	Solo Evaluation	
8th – 14th	Open Arenas	Reassessments	Reassessments	Reassessments	Reassessments	Reassessments	
15th – 21st	Open Arenas	Partner Evaluation	Partner Evaluation	Team Evaluation	Team Evaluation	Role Assignment	<i>Wizard's Day</i>
22nd – 28th	Open Arenas	Squad Evaluation	Squad Evaluation	Fall Tryouts	Club Day	Class Registration	

The month of September is dedicated to evaluating students, identifying strengths and weaknesses that should be addressed through the school year, and reassessing teams or partnerships that may need to be restructured. Classes are not in session, but the evaluations are generally considered even more challenging and intense than the school year itself.

Moving Day (September 1)

Moving day is reserved to allow each team to move into their designated team apartments at their Residence Hall. Apartments are assigned by each Academy House, but they must obey the academy's policies. Returning teams

must be positioned near their closest allied squads, which are identified and provided by the faculty.

Generally, moving only takes an hour at most. Rooms are already prepared by staff, including furniture and decoration. Additionally, students aren't allowed to have many belongings. Most of the day is just dedicated to free time between students.

Campus Days (September 2 – 3)

Campus days are available as downtime, allowing students to reconnect with each other before the evaluations begin. The campus is mostly open: markets, arenas, restaurant venues, etc. Family of the students are welcomed to join during certain blocks of time on the first campus day. On Tuesday (the 3rd) there are large banquets held in the grand halls, catered with fine dining for the students.

Solo Evaluation (September 4 – 6)

Solo evaluations measure a student's progress from previous years and to help determine compatibility with specialized roles. Huntsmen students participate in athletic trials, obstacle courses, combat and arena challenges, and more. The Odyssey labyrinth represents one of their most critical metrics of evaluation.

Alchemy students are assigned evaluations involving technical skills, engineering, magical craftsmanship, and other alchemical talents.

Open Arenas (September 8, 15, 22)

Open arena days indicate that referees will be available to oversee practice matches, both for combat and sports. This allows students to prepare for additional evaluations throughout the month, or just to have an excuse to play with friends.

Reassessments (September 9 – 13)

Reassessment week is dedicated to verifying that teams are still as compatible as they were believed to be. 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 be reformed with different students or disbanded altogether. This week also helps to fill in teams and partners that lost members, such as those that left the academy.

Teams that are already firmly established typically use this week as an opportunity to train themselves for the upcoming evaluations. Arenas are considered open to those teams, and referees are available to handle games and challenges.

Partner & Team Evaluations (September 16 – 19)

Partner and team evaluations measure progress from previous years, and help to identify specialized roles between partnerships; particularly for younger partners and teams. Students undergo four intense days of challenges related to their assigned roles. The faculty identifies and judges coordination and complimentary natures in partnerships, helping to identify where strengths and weaknesses exist.

Role Assignment (September 20)

Once all partner and team evaluations have concluded, the faculty provides performance metrics and suggested roles that are most compatible between teammates. These roles rarely change for veteran teams, but are important for young teams.

Each student must decide on a specialized role that they will train throughout the year. Though they can change roles between quarters with the faculty's approval, it is most common to stick with the roles that were assigned on this date.

Squad Evaluations (September 23 – 24)

Squad evaluations help identify teams that work well together, and which may benefit from more coordination through the year. Some teams coordinate with many squads, while others may only work with one or two. It

depends on the nature of the team and squad structure. These evaluations are considered important by the faculty, but are not enforced in the same way that teams are.

Fall Tryouts (September 25)

Fall tryouts provide an entire day for students 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, but the varsity team is restricted to the top talent. For restricted courses, students will be expected to pass certain criteria to join.

Club Day (September 26)

Club day is entirely dedicated to the academy’s clubs, including sign-ups for the fall quarter. Clubs are allowed to host major events on campus, including in the major venues. New members can explore the possible options all day, but can only sign up for a maximum of two clubs.

Class Registration (September 27)

Class Registration day is a free day allotted to ensuring that all teams have properly registered for their final 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.

June – Shadow Training

The entire month of June is dedicated to “Shadow Training” at one of the four Huntsmen academies. Each team chooses one of the four academies they wish to attend (including their own), ranked by preference. Each team is then assigned to an academy based on availability and other factors. Teams that are participating in the World Championships in Sol are always sent to the academy that will be hosting them.

Each team is also assigned a squad, often one that they’re already familiar with and accustomed to if the availability aligned. This results in a final team of eight that will be working together for the next month.

During this month, all squads will participate in official Huntsmen duties and missions, within the limits that are provided to them. All missions are overseen by professional Huntsmen. The squad is under strict orders to obey their Huntsmen at all times, 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 live combat against the Grimm.

Once June is over and Shadow Training has completed, the school year is officially over. Students are given several options. They can leave the academy at their leisure or they can stay at any Huntsmen academy until the beginning of the next school year. Many students opt to remain at one of the foreign academies as a vacation. Students that are participating in the World Championships must remain at the academy hosting the championships as official representatives of their academy.

Sol – World Fair & World Championships

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

The World Fair (and subsequent World Championships) take place at one of the four Huntsmen Academies each year. Each year cycles to the next academy, repeating every four years. It is the most widely anticipated and

popular events of the year, broadcast to every region across the world. Participants compete for prestige or to attain the highest honors of world champions.

The most important events, including the finals and championship tournaments, are usually held in the later hours. Most regions will repeat or delay important broadcasts at popular hours to ensure the population experiences them. Top competitors of these festivals are often known by name through much of the world due to its popularity.

The first week is the World Fair, a time of celebration and recognition of the world’s cultures. There are many events planned, but it is less centered around competition than the following weeks.

The second week is the World Sports Championships. It combines the Indoor, Apex, and Summer sports into a single festival. The third week is the World Alchemy Championships, which showcases the most impressive alchemical and technological feats that the world can offer. The final week is the World Combat Championships; the most anticipated tournaments of the entire year.

Monthly Festivals

The last week of many academic months are full-fledged festivals, sponsored and run by the academy. Many of these festivals are highly publicized outside of the academy itself, particularly for the combat and sports festivals. It is common for academies to put considerable effort into these festivals as a method to attract talent into their ranks.

Month	Festival	Notes
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 teams and individual warriors. Events include team games, dual combat, solo combat, 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	Indoor Sports	A festival of popular indoor sports including: Ace, Apex, Ninja Ball, and Sentinel. 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, 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, Beastmaster, Cyclone, Hunter, Sorcerers, Terraform, Vigilante, and Wardens.
June	-	No festival this month. Students are participating in Shadow Training with official Huntsmen teams, often at foreign Huntsmen Academies.
Sol	World Fair	A month-long festival known as the World Fair, which hosts the World Championships for alchemy, sports, and combat.

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.

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	Grand Orchestra	Glee Performances	School Plays

	Music Club	Music Club	Glee Club	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 Championships
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	Open Gaming Casual Play	Open Gaming Casual Play	Open Gaming Casual Play	Open Gaming Casual Play
Monday	Gaming Tournaments Qualifiers	Gaming Tournaments 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				
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)	Squad Qualifiers 8 vs. 8	Team Qualifiers 4 vs. 4	Partner Qualifiers 2 vs. 2	Solo Qualifiers 1 vs. 1

Tournaments

Combat Tournaments play under the “Legends” rules. Any form of natural or magical combat is allowed. Players can use their standard magical equipment; in rare cases, balancing may apply if one team has overwhelming advantage.

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.

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
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Sunday	Teams Varsity, Playoffs	Teams Varsity, Playoffs	Solo Varsity, Playoffs	Fun Battles Unranked
Monday	Squads Varsity, Playoffs	Squads Varsity, Playoffs	Teams Varsity, Semi-Finals	Faculty Battles Solo + Partners, Unranked
Tuesday	Solo Varsity, Playoffs	Squads Varsity, Semi-Finals	Solo Varsity, Semi-Finals	Class Battles 10 vs. 10, Unranked
Wednesday	Solo Rookie, Semi-Finals	Teams Rookie, Semi-Finals	Squads Rookie, Finals	Squads Varsity, Finals
Thursday	Partners Rookie, Semi-Finals	Partners Varsity, Semi-Finals	Teams Rookie, Finals	Teams Varsity, Finals
Friday	Partners Rookie, Finals	Partners Varsity, Finals	Solo Rookie, Finals	Solo Varsity, Finals
Saturday	War Games 25 vs. 25, Unranked	Award Ceremony All Participants	Champion's Choice Unranked Battles	Free For All Prestige, Unranked

Secondary Arena

The secondary arena is primarily available to host the early stages of rookie events. Any open time slots may 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	Teams Rookie, Playoffs	Teams Rookie, Playoffs	Solo Rookie, Playoffs	
Monday	Squads Rookie, Playoffs	Squads Rookie, Playoffs		
Tuesday	Solo Rookie, Playoffs	Squads Rookie, Semi-Finals		

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		

Indoor Sports Festivals (January)

Stadium – Main Events

	Morning 8 am – 11 am	Midday 11 am – 2 pm	Afternoon 2 pm – 5 pm	Late Afternoon 5 pm – 8 pm
Sunday	Apex Stunt Swimming Semi-Finals	Apex Strength Finals	Apex Throwing Finals	Apex Climbing Finals
Monday	Apex Stunt Ice-Skating Semi-Finals	Apex Stunt Running Semi-Finals	Apex Stunt Swimming Finals	Apex Stunt Skating Finals

Tuesday	Ninja Ball Semi-Finals	Sentinel Playoffs	Apex Stunt Ice-Skating Finals	Apex Stunt Running Finals
Wednesday		Apex Gymnastics Semi-Finals	Ninja Ball Finals	Sentinel Finals
Thursday		Ace Time Trials	Apex Gymnastics Finals	Ninja Ball Championship
Friday			Apex Marathon Qualifiers	Apex Marathon Championship
Saturday	Faculty Apex Marathon Unranked	Award Ceremony All Participants	Faculty Sentinel Unranked	Faculty Ninja Ball Unranked

Engineering Festival (February)

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	Vehicle Gallery Open Exhibition

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	Artifact Gallery Open Exhibition
Tuesday	Artifact Gallery Showings & Panels	Artifact Gallery Showings & Panels	Artifact Gallery Open Exhibition	Artifact Gallery Open Exhibition
Wednesday	Artifact Gallery Showings & Panels	Artifact Gallery Showings & Panels	Artifact Gallery Open Exhibition	Artifact Gallery Open Exhibition
Thursday	Artifact Gallery Showings & Panels	Artifact Gallery Showings & Panels	Artifact Gallery Open Exhibition	Artifact Gallery Open Exhibition
Friday	Forgemaster Showings	Forgemaster Showings & Awards	Forgemaster Open Exhibition	Forgemaster Open Exhibition
Saturday	Faculty Gallery Open Exhibition	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	Faculty Relic Unranked	Faculty Paladin Unranked
Tuesday		Paladin	Relic	Faculty Heist Broadcast

		Playoffs	Playoffs	Unranked
Wednesday			Paladin Playoffs	Relic Finals
Thursday			Heist Broadcast Finals	Paladin Finals
Friday				Heist Broadcast Championship
Saturday	Award Ceremony Heist, Relic, Paladin	Award Ceremony Forgemaster Ceremony		

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			Faculty Heist Unranked
Wednesday	Heist Playoffs	Heist Playoffs		
Thursday			Heist Finals	
Friday				Heist Championship

Cultural Fair (April)

Cultural Fairs features celebrations, food, games, costumes, and other traditions that other cultures consider important. Every dining venue and market kiosk is assigned a different culture to embody, from the decorations to the costumes worn by the staff. These venues are often assigned into “districts,” that share the same cultural themes.

Convention Center

The Convention Center has a new cultural theme every day. Its Exhibition Hall features the cultural experiences, including a few showings and panels earlier in the day. The public is free to explore, encountering a variety of experiences: simple demonstrations, costumes, history and lore, cultural mythologies, social dynamics, and more.

The theme and styling of the Campus Grounds and Convention Center may be updated between nights. This makes it one of the most difficult festivals to organize, but also one of the more entertaining for those who enjoy a variety of experiences.

Campus Grounds & Other Buildings

Each day features a unique cultural experience on the Campus Grounds (or other buildings as necessary), such as a large celebration or major tradition held by the culture of the day. 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.

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.

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	Open Gaming Casual Play	Open Gaming Casual Play	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 Semi-Finals	Sorcerers Semi-Finals		
Wednesday	Hunter Finals	Sorcerers Finals	Terraform Semi-Finals (2 Arenas)	Terraform Finals
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 & Cyclone Time Trials	Beastmaster 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		

Other Events

Major Holidays

Holiday	Date	Description
Alchemy Day	February 16	Honors alchemists for their contributions to society.
Celestial Day	May 13	Celebration of celestial bodies, myths, folklore, astrology, astral magic, and the occult.
Compassion, Day of	May 2	Observation of the struggles and woes of various cultures and societies.
Emblems, Day of	August 7	Celebration and observation of important histories and legendary figures of the past.
Culture Day	February 11	Celebration of diversity and races: social gatherings, games, exploration of foreign cultures.
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	Day of courting festivals, often between powerful mages to strengthen magical lineages.
Peace Day	June 16	Celebration of peace. Nations often encouraged to come together to agree to further deals.
Primordia	January 5	Tradition of dressing up in a holistic style of an element 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 spirits and magic of other realms.
Tomes, Day of	November 1	Honors the intellectuals, inventors, and occult mystics that raise technological wonders.
Wizard’s Day	September 22	Honors casters and shamans for their contributions to society.
Year Day	Year Day	Celebration of the year’s end. Giant parties with an emphasis on fine foods and delicacies.

Weekend Conventions

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

Saturday Events

Month	Saturday Events (each month on Saturday the 7th)
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 (can take place on any night, Monday – Friday)
September	Tryouts, Club Day (+Signups)
October	Beast & Greet, Comedy Show, Dance Competition
November	Ember Theater, Gallery, Huntsmen Banquet, Hypnotist Act, Tryouts, Club Signups
December	Winter Formal, Live Bands, Comedy Show
January	Ember Theater, School Play, Choir, Tryouts, Club Signups
February	Food Competition, Gallery, Huntsmen Banquet, Costume Party
March	Ember Theater, Spring Formal, Comedy Show, Beast & Greet, Tryouts, Club Signups
April	Open Ace, Open Beastmaster, Hypnotist Act, Gallery, Beast Parade, Acrobatic Show
May	Ember Theater, Huntsmen Banquet, School Play, Graduation, Comedy Show

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.
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.
Graduation	A ceremony for the students that are graduating for the year.
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 Beastmaster	Students and faculty with familiars run a difficult Beastmaster course as a time trial against others.
School Play	A play put on by the Theater Club, and any other clubs they've coordinated with.
Spring Formal	A school dance and celebration that takes place in March.
Tryouts	A block of time dedicated to trying out for varsity positions in the next season of sports.
Winter Formal	A school dance and celebration that takes place in December.