

Academy Houses

Every student enrolled at the Huntsmen Academies belongs to one of the Academy Houses, with other like-minded students. Students are paired with partners and teams from within their House, making it an important choice during their initiation month.

Overview

House	Summary
<i>Arcanus</i>	The official Academy-sanctioned house of elite Alchemists.
<i>Aurora</i>	Recruits Huntsmen and Alchemists that intend to remain a team through their entire career.
<i>Crimson</i>	Huntsmen Rogues. Cunning, strategic, and charming. Has a public perception of being shady.
<i>Epsilon</i>	Alchemist house, particularly engineers and artificers. Extreme focus on physics, math, and chemistry.
<i>Glory</i>	Party house for athletic Huntsmen. Hardcore sports enthusiasts. Strong loyalty and teamwork skills.
<i>Jade</i>	Stresses loyalty to the house. Maintains social and corporate connections long after schooling has ended.
<i>Lotus</i>	Minor focus on life, creatures, healing, and druidic magic. About twice as many Alchemists as Huntsmen.
<i>Mirage</i>	Recruits anyone trying to be unique, different, or rebellious. Usually dress very stylish or outlandish.
<i>Nebula</i>	Extremely mysterious house with countless conflicting rumors about it. Run by brilliant academics.
<i>Solaris</i>	The official Academy-sanctioned house of elite Huntsmen.
<i>Terra</i>	Widely diverse, accepting, and drama-free culture. Accepts both Huntsmen and Alchemists.
<i>Titan</i>	A military-focused house for Huntsmen and Alchemists. Excellent coordination and discipline.
<i>Umber</i>	Religious house that treats alchemical sciences as a medium for divine channeling.

House Arcanus

Design	Details
<i>Official Colors</i>	Blue and white.
<i>Official Emblem</i>	A blue waterdrop over a u-shaped crescent. Represents Arcanus, the magical metal.
<i>Official Flag</i>	A blue waterdrop over a u-shaped crescent, with golden hands on either side, on a white background.

House Arcanus is the official world-class Alchemist house, intending to represent the most elite Alchemist teams attending the academy. They are the prevailing representation for the Academy at world-class alchemy events. Membership can only be earned by demonstrating immense value to the academy. The academy’s executives can grant this privilege at any time, but generally makes these declarations in the beginning of the year.

Any student attending House Arcanus also retains their status from their original house, but takes residence with House Arcanus. It is rare, but possible, to lose membership from House Arcanus. Other houses seek the prestige of their own house gaining admission into House Arcanus.

There are usually between 30 and 50 Alchemist teams that belong to House Arcanus at any time. This depends partially on the size of the academy and the residence hall they live at, but is ultimately at the full discretion of the administration. As a reward for membership, each member is supplied with an enchanted Grimoire that has been passed down through the generations; it is returned upon graduating.

House Aurora

Design	Details
<i>Official Colors</i>	Aurora green and black, highlighted with white starlight specks.
<i>Official Emblem</i>	A simplistic design of a winged skyrider in mid-flight.
<i>Official Flag</i>	A simplistic design of a winged skyrider flying across an aurora-green background.

Members of House Aurora often consider themselves to represent the “true” Huntsmen and Alchemists of the world, following the ways of their predecessors. Students are only recruited if they intend to remain with their teams after their schooling has finished, potentially also working together with their full squad. Though this agenda cannot be legally enforced, it is socially damaging for any member of House Aurora to work alone.

Team cohesion is the most important value of House Aurora. Recruits are encouraged to take their initiation assessments very seriously and choose their pairings carefully. It is not considered taboo to acknowledge that a team is not working out, as long as corrective steps are taken to find a good replacement. House Aurora expects their teams to undergo additional assessment counseling at least twice during their first year.

House Crimson

Design	Details
<i>Official Colors</i>	Crimson, with a support color of black or white.
<i>Official Emblem</i>	Two crossed daggers. Depicted in black with white outlining.
<i>Official Flag</i>	Two crossed daggers on a crimson background.

House Crimson recruits Huntsmen that plan on entering the Rogue careers. They are a house of spies, scouts, infiltrators, assassins, skilled tacticians, etc. The public perception is that they’re a house of trickery, sabotage, cunning wit, schemes, and troublemakers. Many end up in high ranking intelligence careers, often as special operatives, although a fair number have ended up as criminals. The academy actively watches for signs of criminal recruitment within House Crimson due to this track record.

The recruitment process is somewhat exclusive, and prospective members must pass certain criteria judged by its senior members. This is designed to filter out students that don’t show strong signs of Rogue traits, and is based on similar techniques used by the academy during assessments.

House Crimson tends to be a notable rival at sports and combat, with surprisingly good coordination and clever play. Their teams are often perceived as “fighting dirty,” in combat but this is really just a reflection of applying rogue tactics well.

House Epsilon

Design	Details
<i>Official Colors</i>	Black and white.
<i>Official Emblem</i>	Three identical triangles intersecting each other, sharing lines that overlap.
<i>Official Flag</i>	The official emblem in black, in the center of a white flag. Represents certainty and precision.

House Epsilon recruits academics, occultists, and magical craftsmen with an interest in the hard sciences as a conduit for technology. Magic and technology are seen as the same thing and treated as such. Its members are primarily engineers, artificers, masons, builders, and symbol mages. The shamans, enchanters, and occultists of House Epsilon tend to take an engineering-focused approach to their magical practices.

Members have friendly rivalries with House Lotus and House Umber due to their very different approaches. While

there is some overlap in belief at times, the nature-driven or religious focuses are generally regarded as diluted representations compared to the hardened precision of science.

House Glory

Design	Details
<i>Official Colors</i>	Gold and silver.
<i>Official Emblem</i>	A golden seal with a magical rune symbol commonly used in channeling power.
<i>Official Flag</i>	The official emblem, flanked by two silver tridents, on a white background.

House Glory is a house of hardcore sports enthusiasts and athletes, exclusively for Huntsmen. They embody athletic pride and teamwork with near cult-like devotion. When it comes to sports, they’re quite often the house to beat. Their athleticism, coordination, and competitive nature makes them a notable challenge in combat as well.

The overly-aggressive behaviors and tempers of a handful of House Glory’s members can lead to unhealthy confrontations. However, the heads of House Glory does everything in its power to intervene before the administration has to, since the academy has never hesitated to discipline and expel students for misconduct.

Outside of the academy, members of House Glory tend to retain a certain degree of social networking among themselves. This can prove useful in careers, or for teaming up with others during Huntsmen assignments.

House Jade

Design	Details
<i>Official Colors</i>	Jade and gold.
<i>Official Emblem</i>	A crown with a large gem encrusted in its center.
<i>Official Flag</i>	A crown with a large gem encrusted in its center on a jade background.

House Jade is driven by social status, wealth, and corporate connections. They value loyalty to House Jade over everything else. Loyalty is rewarded with recognition and social leverage after their schooling career has ended, allowing them to maintain a network of loyalists. It is common for members of House Jade to excel in corporate careers due to having powerful contacts in the right positions.

Recruitment for House Jade starts before the academy year, generally by having contacts with people already in House Jade. If you aren’t known by House Jade going into freshmen initiation, there is essentially no path to acceptance. Exceptions have been made, but it is highly uncommon. Both Huntsmen and Alchemists can be accepted into their ranks.

Members of House Jade were typically raised in very privileged environments and had exceptional training from an early age. Despite their exclusivity and small size they make notable rivals in sports, combat, and alchemy competitions.

House Lotus

Design	Details
<i>Official Colors</i>	Light red and green.
<i>Official Emblem</i>	A simple design of a lotus flower with light-red petals and green leaves.
<i>Official Flag</i>	A simple design of a lotus flower with light-red petals and green leaves. Has a blue background.

House Lotus represents life and nature. It seeks out and recruits anyone with a tangential passion: botany, potions, animal handling, healing, medicine, caretaking and nurturing, peacekeeping, growth and exploration, etc. It is one of the most popular Alchemy houses and tends to attract brewmasters, enchanters, occultists, shamans, and other alchemists that focus on nature as a conduit for alchemy.

House Lotus is known for its legendary brewmasters, and it typically scores the highest in magical botany and potion creations. Its shamans and enchanters are well-known in the academic communities for their impressive skills as ritual conduits, channeling, and harnessing the powers of leylines.

Huntsmen are encouraged to join House Lotus if they train beasts and work with familiars, and a restricted number of healers and support Huntsmen are allowed to join. These restrictions are in place to ensure there are a suitable number of damage-dealing warriors on each team. Anyone with regenerative abilities is instantly accepted due to their unique advantage to serve in genetic research.

House Mirage

Design	Details
<i>Official Colors</i>	Chrome and sandy yellow.
<i>Official Emblem</i>	A complex geometric shape in chrome.
<i>Official Flag</i>	The chrome emblem, repeated three times in a triangular pattern on a sandy-yellow background.

House Mirage is known for its unique, often outlandish styles and mannerisms. Interesting hairstyles and outfits are the norm. It recruits anyone trying to stand out, be different or rebellious, or that otherwise doesn't fit into the standard norms. It tends to attract strong personalities, visual casters, stunt athletes, and performers. Many are very extroverted and outspoken.

Like House Terra, House Mirage's diversity tends to increase the flexibility and dynamic nature of their teams. However, they are much more chaotic than House Terra. The public perception is that they are much more fun and entertaining, particularly with the parties they throw, but they also engage in a lot more drama.

There are more Huntsmen than Alchemists in the house, with a tendency to also have more rogue careers than warrior careers.

House Nebula

Design	Details
<i>Official Colors</i>	Dark gray and light gray with black outlines.
<i>Official Emblem</i>	A jigsaw puzzle piece, often depicted with white eyes. There are many variations of the jigsaw's form.
<i>Official Flag</i>	Light gray background with a dark gray jigsaw puzzle piece, outlined in black. Many variations exist.

House Nebula is the most mysterious, secretive, and conspiracy-ridden house on campus. Multiple books expose the "truth" about them, all of which are entirely plausible and conflict with the others. One of the only widely known facts about House Nebula is that their members are instructed to answer any questions by actively spreading plausible conspiracy theories. Even if one of them is true, it's essentially impossible to know.

The truth is that House Nebula is a recruitment gateway of the Labyrinth Order; a secret society with an intricate system of elaborate puzzles that requires a near-genius intellect to attain membership. This is partially for the amusement and camaraderie of intellectuals, but it also serves as an excellent and trustworthy network for meaningful information trafficking. Members of House Nebula will have years of exposure to clues that are

designed to guide them to full membership. Those who pass the trials and maintain secrecy of the house can gain admission into the Labyrinth Order.

House Nebula is run by brilliant academics that have attained early membership into the Labyrinth Order, and know enough to continue its practices. They have a direct line of communication with Key Advisors of the academy, since their network is valued by academy intelligence.

Nearly all members are Alchemists due to the degree of intelligence typically required, but Huntsmen are encouraged to join if they can pass the initial puzzle trials for entrance.

House Solaris

Design	Details
<i>Official Colors</i>	Gold and black.
<i>Official Emblem</i>	A golden sun with eight rays.
<i>Official Flag</i>	A golden sun with eight rays, each extending to the flag’s edges, on a black background.

House Solaris is the official world-class Huntsmen house, intending to represent the most elite Huntsmen teams attending the academy. They are the prevailing representation for the Huntsmen at world-class sporting and combat events. Membership can only be earned by demonstrating immense value to the academy. The academy’s executives can grant this privilege at any time, but generally makes these declarations in the beginning of the year.

Any student attending House Solaris also retains their status from their original house, but takes residence with House Solaris. It is rare, but possible, to lose membership from House Solaris. Other houses seek the prestige of their own house gaining admission into House Solaris.

There are usually between 50 and 100 Huntsmen teams that belong to House Solaris at any time. This depends partially on the size of the academy and the residence hall they live at, but is ultimately at the full discretion of the administration. Members receive preferential choice in choosing enchanted equipment crafted by the academy, and some may have weapons or armor specifically tailored for them.

House Terra

Design	Details
<i>Official Colors</i>	Ocean blue, forest green, and earth brown.
<i>Official Emblem</i>	A simplified depiction of the planet.
<i>Official Flag</i>	A simplified depiction of the planet centered on a white background.

House Terra is an open, diverse, and accepting house. It is known for attracting those that don’t know what house to choose, can’t decide, don’t care, or want to avoid the drama and peculiarity of house recruitment and selection. There are no initiation requirements, no house rituals or pacts, no politics, and no extra work involved.

Members are expected to act maturely at all times and be free of drama, but are otherwise free to treat the house as a typical residence hall. It is often heralded as a casual, comfortable place to make and retain friends.

House Terra is also one of the largest houses. Their size and diversity tends to give teams many opportunities to be very flexible in their operations. Healers and support Huntsmen are often attracted to this house, which can be beneficial for teams that rely on strategy as a major component of their efforts.

House Titan

Design	Details
Official Colors	Shiny red with thin silver-chrome outlines.
Official Emblem	A shiny red war helmet.
Official Flag	A shiny red war helmet on a silver-chrome background.

House Titan is a military-focused house. It only recruits students that intend to join the military or intelligence divisions after schooling; it rejects all freelancers and corporate interests. Warriors with a knack for large-scale combat do well here. The membership is predominantly Huntsmen, but they strongly encourage Alchemists to join if military research interests them.

The house is publicly known for its “tough guy” image, discipline, and parties. It is fairly typical for their Huntsmen to be equipped with heavy weaponry and armor that is well-suited for open field and large-scale combat, but which may not be ideal for fast operations. Their teams tend to be well coordinated, particularly in squads, and they present a notable rivalry in sports and combat.

House Umber

Design	Details
Official Colors	Yellow and black.
Official Emblem	The moon with a slight grin.
Official Flag	The moon with a slight grin, on a black background, with speckles of white stars.

House Umber is a diverse religious house for those who seek a path to channel their abilities through divinity. Many believe that magic is a divine force and conduit for change, treating it like the physical equivalent of a prayer. Shamans and other occult specialists of House Umber are known for their devotion to channeling, their exceptional ritual casting, and the strength they command with it. Despite criticism from others like House Epsilon, they consistently outperform other houses in terms of power output in their enchantments and rituals.

Magical languages and actions are believed to be sacred arts. Most members can speak at least one magical language, and actively train in magical gestures or actions. The house is also well known for it’s unique symbol magic, which is driven more by intent and feel than extreme precision.

Despite being better known for its Alchemists, there are nearly as many Huntsmen. Their warriors often call themselves Paladins, while healers and support call themselves Clerics. It is common for their Huntsmen to follow in the footsteps of a given legend that was inspired by their faith.

There are many shared beliefs among the members, but each also tends to have a specific path they follow. The residence halls have many shrines of the gods and deities worshiped. Most members have keepsakes of their faiths with them, and teams are often established based on similar ideologies.

House Ratings

These charts provide approximated ratings of each house in different areas. This only represents the average of all its teams. Individual team ratings will vary.

Note: Does not include the elite houses (House Arcanus and House Solaris).

House	Sports & Athletics	Heavy Warfare	Special Operations	Intelligence Gathering	Casual Missions	Vs. Monsters	
<i>Aurora</i>	B	B	A	A	A	A	
<i>Crimson</i>	A	C	A+	A+	B	B	
<i>Epsilon</i>	D	-	-	-	-	-	
<i>Glory</i>	A+	B	B	C	B	B	
<i>Jade</i>	A	B	A	A	C	A	
<i>Lotus</i>	C	C	B	B	B	C	
<i>Mirage</i>	B	B	C	A	C	B	
<i>Nebula</i>	C	C	B	A+	C	C	
<i>Terra</i>	B	B	B	A	A	B	
<i>Titan</i>	A	A+	A	C	C	A	
<i>Umber</i>	C	B	C	C	B	B	

House	Botany	Potions	Artificing	Enchanting	Rituals	Construction	Tech
<i>Aurora</i>	B	B	C	B	B	B	B
<i>Crimson</i>	-	-	-	-	-	-	-
<i>Epsilon</i>	B	A	A+	A	A	A+	A+
<i>Glory</i>	-	-	-	-	-	-	-
<i>Jade</i>	C	A	A	B	B	C	B
<i>Lotus</i>	A+	A+	B	A	A	C	B
<i>Mirage</i>	C	C	C	B	B	C	B
<i>Nebula</i>	B	A	B	B	A	A	A
<i>Terra</i>	B	B	C	B	C	B	C
<i>Titan</i>	C	C	C	C	B	B	C
<i>Umber</i>	B	B	B	A+	A+	B	B