*Running out of creativity towards the end. I’ll come back to these later*

Unassigned class notes:

* One of the final divination class tests is to figure out which teacher on campus is actually a changeling in disguise. It’s professor (undecided, but *not* an illusions teacher).

01: Prof. (Walter) Fitzfidget

* Teaching Bonus: +3
  + With the construct assistant, students tend to be more willing to ask questions and Fitzfidget is quickly gaining a better understanding of what areas students struggle with
* ATF \_
* Old gnomish man (dr wily from megaman vibes) with a humanoid construct companion learning to be an assistant teacher
* Has a little halfling husband who comes to visit him often. Likes to see what his students are working on and encourages them despite being unfamiliar with how everything works.
* Artificerey

02: Gratius (6/6)

* Teaching Bonus: +1
* (\*Only teaches 3 classes but all of them take up two class periods)
* ART 321, ART 322 (smithing)
* FAC 141 (smithing)
* Middle aged goliath who is *rarely* seen away from the forge. Extremely devoted to their craft.
* Martial sorcerer

03: ? (4/6)

* Teaching Bonus: +2
  + Provides a lot of great teaching aides, but the whimsical atmosphere of the classroom coupled with their tendency to answer questions that can take them on a discussion to topics irrelevant to course requirements (but often still related to the subject) can be a bit distracting at times.
* COS 211, COS 212
* COS 301, COS 302
* S1 | COS 321
* S2 | COS 311
* COS 401, COS 402
* Uses their mansion for recreational events at certain times after class hours. Mostly, they use it as a visual storytelling dome. Oftentimes to tell the stories of their extraplanar exploits, and ones of other heroic tales they’ve read and enjoyed.
* Half elf with bright blue hair in their early 40s.
* They teach their classes exclusively in their own magnificent mansion- affording for very comfortable seating. They cater its appearance for each class- using its potential to create visual aids for concepts that can’t be easily captured on pages in illusory models. Runs some of the most immersive classes on campus.
* Is usually seen eating popcorn in between classes
* Wizard/artificery vibes

04: ? (S1- 4/6 | S2- 4/6)

* Teaching Bonus: +1
* NAT- 2 /11 (NAT 101, NAT 102, NAT 241, NAT 242)
* S1 | CRE- 2 /3 (CRE 111)
* S2 | COS- 2 /8 (COS 101, COS 111)
* Runs a small (sorta) club after school where they basically do vegan foodie stuff (lots of tea)
* Half-moon elf woman with purplish-black hair with a more laid-back attitude than most the faculty. Her ears are a little long for that of a half-elf, and eyes gradient from a deep green in a summer to a pale blue in the winter.
* Has a crush on (vvv teacher), who also has a crush on her. Neither want to say anything out of the worry it would make things weird if the other doesn’t feel the same because they’re currently good friends.
* Druid*esque*

05: ? (4/6)

* Teaching Bonus: -1
  + Her classes are just kinda boring
* ABJ 101, ABJ 102
* ABJ 201, ABJ 202
* ABJ 301, ABJ 302
* ABJ 401, ABJ 402
* White dragonborn woman whose scales are an opalescent sheen. She focuses on a more professional and precise demeanor while teaching but becomes more reserved outside of her lectures.
* Has a crush on (^^^ teacher), who also has a crush on her. Makes it to her “club” on occasion. Requests to continue teaching in the same lecture hall (one of the big ones) to see (^^^) more often- and doesn’t know she does the same thing.
* Wizardy

06: Prof. Augustus (6/6) (3 long classes)

* Teaching Bonus: +2
* ART 121, 122 (both)
* ART 221, 222
* A middle-aged hill dwarven woman with orange-brown hair and a kindly tone of voice
* Considered the owner of Rosey- the chinook that hangs around campus- because she usually likes to sleep at her place.
* Forge cleric?

07: ? (4/6)

* Teaching Bonus: +1
* ART 101, 102
* ART 201, 202
* ART 301, 302
* ART 171
* Tall mountain dwarf with dark brown hair and a full beard. Covered in all kinds of instruments and is a talented one-man-band trained in nearly every instrument.
* 100% Bard

08: ? (6/6)

* Teaching Bonus: +3
  + Brings a very enthusiastic energy to the classroom that draws people in, but also knows when to talk seriously about legitimate dangers
* NAT 111, NAT 112
* ADV 101, ADV 111, ADV 211
* ADV 311, ADV 312
* EXC 111
* Fiery fire genasi guy that is always wearing some sort of adventuring/safari gear. Has a hat enchanted to be fireproof he wears sometimes… but his fire hair usually just emits through the intact hat. Resident monster tamer, very passionate about their work and usually teaches many classes every year. A bit of a workaholic since his adventuring companion passed away (some monstrosity or drake of some kind). Resident Steve Irwin type personality
* Druidic…? Gives off more ranger-y vibes

09: ? (6/6)

* Teaching Bonus: +1
* ALC 211, ALC 212 (3)
* Is more willing to tutor than most the other teachers if asked politely, and is knowledgeable in Alchemy, Abjuration, Conjuration, Divination, Transmutation, Elements, and Naturalism.
* A very intense looking, old orc woman with sage green skin, long white hair, and many scars. Is actually one of the friendliest professors on campus- like a fun grandma. Doesn’t make cookies much but does bake weed brownies some weekends.
* Has a (great?) grandson who teaches at the school as well (prof #10)
* Close friends with the gnome woman who runs the spice house and visits her often.
* Definitely at least a level 18 druid whose lived for who knows how long.

10: ? (5/6)

* Teaching Bonus: +4
  + While he teaches very straight to the point, he is very kind and encourages students to ask questions. Always makes time for students that need it.
* CRE 101, CRE 102 (2)
* CNJ 101, CNJ 102
* CNJ 201, CNJ 202 (2)
* A fit looking half-orc man with light sage skin, black hair, and sharp features. One of the younger professors- probably in his 30’s. Gentle giant.
* His grandmother (prof #09) teaches here as well and likes to stop in and watch his classes from time to time.
* Druid/ wizard vibes

11: ? (6/6)

* Teaching Bonus: 0
* ALC 101, ALC 102
* ALC 221, ALC 222 (long, counts 2)
* ALC 301, ALC 302
* FAC 111 (long, counts 2)
* Offers extra credit to students willing to test her experimental potions (requires a con, int, wis, or cha save depending on the mixture). Would never make them try anything that runs the risk of having permanent effects or being dangerous.
* An extremely skinny and weak looking old tabaxi woman with short greying tortoiseshell fur. Some of the things she says are questionable, but she truly is a master in her craft in alchemy.
* Rumors are rampant about her secretly being a hag- it doesn’t help that she lives in a small hut on the back of a massive bull frog. She knows of the rumors and doesn’t really mind them. In fact, she genuinely enjoys working with curious students, though she still finds humor in scaring them a little.
* Druid…? Might be a warlock…

12: Prof. Azala (5/6)

* Teaching Bonus: -1
* CNJ 241, CNJ 242 (2)
* CNJ 301, CNJ 302
* CNJ 311, CNJ 312
* NMS 301
* Green female kobold with sharp eyes, sharp nails, and a glorious red cloak. Her tendencies are… odd at times… but she doesn’t seem to mean any harm. Mostly summons lizards and dinosaurs in her teachings.
* Has a large komodo lizard (not necessarily a familiar) named Nizbel, who will not shy away from trying to get into students’ bags if it smells food. Otherwise, it lays on its bed most the time. It’s bigger than Azala.
* Sorcerer

13: Prof. Higgins (5/6)

* Teaching Bonus: +1
* CNJ 211, CNJ 212
* CNJ 281
* CNJ 401, CNJ 402
* CNJ 451, CNJ 452
* COS 241, COS 242
* ~~A straight up~~ **~~devil~~** ~~that teaches how to summon other devils extraplanar beings. Is this deep purplish red color with massive black horns, leathery wings, and sharp features.~~
* He’s exceedingly friendly and has a whimsy about him. ~~While malicious in the past, he’s had a change of heart from his old evil ways.~~ Now he seeks to teach students the dangers of summoning extraplanar beings.
* Has a hell of a sweet tooth.
* Warlock-y~~- except more in a patron sense~~

14: Prof. Frills (or Ms. Frills) (4/6)

* Teaching Bonus: +2
* NAT 111, NAT 112
* NAT 221, NAT 222
  + (Assuming this is the class they care for a magical creature as requested in the discord)

Would joke about the class having to dissect their given creatures

* + Gives better advice for the physical needs of the creatures than their emotional and attention needs- as well as how to harvest useful things from them (such as (but not necessarily) pseudodragon poison).
  + Pseudodragons are limited in which students can tend to them due to past events in previous years… (see Randall in NPCs)
* S1 | NAT 231
* S2 | NAT 311
* LFM 111
* Watches over the Alchemy Lab after class hours. Loves it when students bring strange things for her to look at.
* Frilled lizardfolk woman. Her age is unclear.
* Has a quirkier personality and experimental curiosity to her subject matter. Great alchemist- has more knowledge on the ingredients themselves than many of the alchemy teachers… but not as much about the effects of mixing them together.
* Sorcerer with wizard-like methodologies.

15: Prof. Kazien (kah-zee-ehn) (5/6)

* Teaching Bonus: +1
* ENS 201, ENS 202
* S1 | ENS 211 (2)
* S2 | ENS 213 (2)
* NMS 171
* NMS 201, NMS 202
* The most luxuriously fluffy tabaxi you’ve ever seen with a Norwegian forest coat. He’s always wearing a cravat with a little gold broach at the top. Has a matching pair of tiny gold glasses. Is a truly exceptional listener.
* Very specific magical focus in studying the nature of magic itself. It’s a style that doesn’t particularly fit any class

16: Prof. Carroe (S1- 5/6 | S2- 4/6)

* Teaching Bonus: +1
* ABJ 101, ABJ 102
* ABJ 201, ABJ 202
* ABJ 321
* EVO 411, EVO 412
* S1 | COS 121
* A forty-something looking human man with the greying hair of someone far older. Has dark bags under his eyes and always looks tired. Has a very bland way of speaking most of the time with occasional bouts of intense shouting at certain points. This man has seen some shit.
* His teachings in *Shadowfell Studies* are peppered with harrowing personal anecdotes. Has told the best scary stories the campus has ever known- but has to be talked into it.
* Massive shut in- more reclusive than most the other faculty.
* Is **always** stuck with a really stupid role for the senior’s final test every year and he hates it
* Warlock/ wizard vibes

17: Prof (Elwen) Cantett (S1- 4/6 | S2- 3/6)

* Teaching Bonus: 0
  + She has great potential and is very committed to her job but is still very new to teaching and needs experience.
* CRE 101, CRE 102 (2)
* S1 | CRE 111
* ENS 201, ENS 202
* A human woman in her late 20’s with orange tied up hair and simple glasses.
* Is a new professor starting this year. She’s capable and (mostly) knows what she’s talking about, but still learning how to teach alongside her students learning the subject matter. Is able to keep her mind intact in a pinch, but usually not her paperwork…
* Goes to (prof 4) for pointers on teaching *Fundamentals of Magic*- making (prof 5) silently extremely jealous and snippier with her.
* Int bard vibes

18: ? (3/6) \*incomplete

* Teaching Bonus:
* ELM 211
* ELM 221
* ELM 311, ELM 312
* \*add more ATF when added
* (reminder- gemology)
* Human. They have a very lax demeanor in and out of class
* ?
* ?

19: ? (7/6 (has a simulacrum))

* Teaching Bonus: +3
  + With their simulacrum, has more time to focus on their individual classes and what aspects each of them struggle with more.
* ENS 201, ENS 202
* ENS 301 (2)
* ENS 311, ENS 312
* ENS 321, ENS 322
* ENS 401
* ENS 411, ENS 412
* Middle aged human
* They have a simulacrum that also teaches their subject matter. They’re identical besides the fact that the simulacrum looks a bit younger. To help people distinguish between the two, the original wears a red scarf and the simulacrum wears a green one.
* Both are oftentimes readily available for questions outside of class and limited tutoring
* ~~The simulacrum was cast some time ago, and its knowledge is becoming a lacking in comparison to the original’s experience (simulacrums cannot learn). The simulacrum mainly teaches the easier classes until the school is able to raise the funds for the teacher to recast the spell.~~
* Wizardy

20: ? (4/6)

* Teaching Bonus: -1
  + Kinda a hardass
* NMS 111
* NMS 211
* S1 | NMS 221
* S2 | NMS 223
* NMS 231
* Sun elf
* Has a \_\_ familiar that keeps an eye on students during class- making sure there’s no distracted silliness going on.

21: ? (S1- 3/6, | S2- 5/6)

* Teaching Bonus: +1
* S2 | COS 101 (2)
* COS 201, COS 202 (2)
* ENS 311, ENS 312
* A middle aged loxodon woman
* Very calm and patient person. Leaves time after every lecture for questions and clarifications. Hosts her classes in the observatory- and continues her work and personal studies there outside class. As long as she’s there, she leaves the door open for visitors to stop in.
* Cleric

22: ? (5/6)

* Teaching Bonus: 0
* ART 111, ART 112
* ART 191
* ART 291, ART 292
* NMS 141, NMS 142
* EXC 101
* An outgoing summer Eladrin
* Fairly new teacher- has only been teaching for a couple years. Is a renowned performer who’s been creating and collecting tales from the continents.
* ***BARD***

23: Prof. Chuckadee (

* Teaching Bonus: 0
* ART 181
* ART 281, ART 282
* ART 381, ART 382
* Woodcarving
* Pretty laid-back teacher that would probably let a student skip class if he trusted they had a decent reason to. Very strong dad energy.
* Middle aged satyr guy.
* When he can, grades based on effort put forth rather than skill level of craftmanship. Probably plays guitar or something during class.
* Doesn’t seem to be very magically capable

24: (2/6) \*incomplete

* Teaching Bonus: -2
  + Very strict grader
  + Can increase to +2 if he’s showered in flattery
* NMS 101, NMS 103
* NMS 121
* (will likely teach more NMS as classes are added (the way they’re spaced, I assume the plan is to create some more))
* Old horned owlin man with a stern stare.
* An extremely strict grader, but will ease up on students that give him a lot of flattery
* The most unfun person on campus- though he doesn’t seem to think so. Tries too hard to create a level of professionalism to campus. Slowly getting a bit more tired of trying with each passing year. Might slowly loosen up over time.
* May be on the brink of trying to be more “hip” like the “cool kids” in an attempt to come across as less of a stubborn old man.
* The professor that Randall berates with the sound of popcorn. Every year he does this, his faith in humanity dies a little more.
* Knowledge cleric vibes

25: ? (6/6) (long classes)

* Teaching Bonus:
* ART 131, ART 132 (2)
* FAC 161
* (glassblowing)

26: ? (4/6)

* Teaching Bonus: +3
  + Just something about the way he speaks really captures interest
* CRE 301, CRE 302 (2)
* CRE 401, CRE 402 (2)
* An old tortle man with the same vibes and voice as that old english documentary guy. Has childish flowers painted on the bottom of his shell by his young granddaughter.
* Will sometimes find himself rambling on about his experiences from times past while he’s teaching- but only briefly.
* Academic mystic vibes

27: ? (5/6)

* Teaching Bonus: 0
* EVO 101, EVO 102 (2)
* EVO 201, EVO 202
* EVO 301, EVO 302
* EVO 401, EVO 402
* A petit 4’8 soft pink tiefling woman with a very unassuming demeanor. Is a prodigy and master of some of the most destructive magic known to mortal kind.
* Wears a seashell bracelet on her wrist
* Has a husband and daughter that live in Hwen that she returns to on the weekends. They often come visit her at campus as well.
* Sorcerer

*(I stopped counting here and just started allocating directly by class in the sheet instead)*

*(hold out fleshing out all the npcs until we have further details on PC backstories to draw interesting parallels (not necessarily connections though))*

CRE 14 sections- core (magic fundamentals)

CRE/CSM ~~3~~ 1 sections (??, \_\_)

ALC 14 sections + 2 FAC sections (alchemy)

ABJ ~~7~~ 3 sections (abjuration, protection) (??(2))

CNJ 12 sections (conjuration, objects and beings)

DIV 7 sections (divination)

ENC 5 sections (enchantment (sounds like mostly non-charm stuff))

EVO 6 sections (BOOM… and curses)

ILS 6 sections (illusion)

NCR 4 sections (necromancy)

TSM 6 sections (transmutation)

COS ~~8~~ 6 sections (cosmology, planes) (??, \_\_)

ELM 12 sections (elements, gemology?(3))

NAT ~~11~~ 9 sections (naturalism, plants(6), animals(4), weather(1)) (??, \_\_)

ENS 11 Sections (energy (arcane))

ADV 8 sections (adventuring)

LFM 4 sections (life magic)

FAC (spellcraft) 2 secctions

FAC (magical sparring) 2 sections

ART (music) 3 sections

ART (painting) 5 sections

ART (glassblowing) 2 sections + 1 FAC section

ART (dance) 1 section

ART (showmanship) 1 section

ART (embroidery) 1 section

ART (satire) 1 section

ART (carpentry) 3 sections

ART (smithing) ~~5~~ 3 sections (Gratius, \_\_) + ~~2~~ FAC sections (Gratius)

NMS 10 sections (maybe more later)

ATF (not finished)

EXC (theatre) 1 section

EXC (griffon riding) 1 section