











HOST CHARACTER LIST

There are 6 required players and 4 optional – all are *flexible gender*.

| NAME OCCUPATION | BRIEF BIO | SUGGESTED ATTIRE | GUILD |
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| <p>BLAZE LE BLANC Corridor Master, Charmstone Academy</p> <p>REQUIRED PLAYER</p> | <p>Blaze Le Blanc is the recently-appointed Corridor Master at Charmstone Academy and Zenith (head student) of the Velore Guild. A 12th year student, Blaze is known for being painfully envious of nearly everyone who has achieved something. A bit resistant to hard work and disposed to idleness, Blaze does have a rather strong allegiance to the Velore Guild and will do anything to see them get ahead. Blaze is brazened and bold but predictable, making it easy to get away with crimes in the corridors.</p> | <p>Witch or wizard dress robes. As a prop, make a badge for your title of Corridor Master.</p> |  |
| <p>ELSPETH PODMORE Professor of Dark Craft Arts, Charmstone Academy</p> <p>REQUIRED PLAYER</p> | <p>Elspeth Podmore - the Head Professor of the most influential and sometimes feared Sodarín Guild. This faculty member presents prominent displays of overbearing self-worth and self-importance. A bit snobbish, Professor Podmore will evade social scenarios at all costs. This professor has an inability to find humor in things and frequently spews a subtle form of mockery and sarcasm. Elspeth habitually doubts, questions, and disputes anything that wasn't his/her idea. The students outside of the Sodarín Guild will pivot to take a brisk walk in the opposing direction if they spot Professor Podmore.</p> | <p>Witch or wizard dress robes and hat. You should have a more Gothic appearance. Maybe get a toy raven and affix it to your shoulder.</p> |  |
| <p>GARNET PEVERELL Professor of Enchanted Creatures, Charmstone Academy</p> <p>REQUIRED PLAYER</p> | <p>Professor Peverell is the Head of Enorim Guild – a group known for their charm, impeccable appearances, and gifts of persuasion. Animals are unusually drawn to this professor, who can sometimes communicate with them using tone of voice, body language, and sometimes telepathy. Professor Peverell is the youngest faculty member who exudes a lack of worldly experience and understanding. Garnet lacks sophistication and critical judgment, but the students at Charmstone say this is their favorite teacher.</p> | <p>Witch or wizard dress robes and hat. As props, have some stuffed creatures with you – or maybe even just some photos of them. You must look stylish without a hair out of place.</p> |  |
| <p>JADIS WESTRUM Grand Supreme Student, Charmstone Academy</p> <p>REQUIRED PLAYER</p> | <p>A member of the most intelligent and hardworking group at Charmstone Academy, Jadis is the Zenith (student leader) of the Grimm Guild and Grand Supreme Student of the Academy. A 12th year student who is difficult to manage and impossible to control, Jadis is the most coldhearted student at the school. Quick to judge situations and make snap decisions, this Zenith has a strong, excessive desire for success. Jadis oozes excessive self-esteem and refuses help from everyone for the sake of pride. Jadis is one of the most intelligent students at the academy and comes from a long bloodline of magical champions.</p> | <p>Witch or wizard dress robes. As a prop, make a patch on your robe for 'Grand Supreme Student.'</p> |  |

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| <p>NANTE MORDO Guardian of the Dark Woods, Charmstone Academy</p> <p>REQUIRED PLAYER</p> | <p>Nante was destined from birth to become a member of the Velore Guild – the brave guardians of the school. Nante Mordo is recklessly bold in defying conventional methods and will be disobedient if s/he believes you are wrong. This Guardian of the Dark Woods keeps the younger students safe from the enchanted forests surrounding the castle. A 12th-year student, Nante would never tell a lie – so you can always count on this keeper-of-the-woods to tell it straight. Annoyingly playful and easily agitated, this school leader is high-strung and jumpy with bountiful energy. Nante has a weak stomach and is easily disgusted, so be careful what you eat around Nante.</p> | <p>Witch or wizard dress robes.</p> |  |
| <p>SIDNEY SEVERUS Professor of Foresight Arts, Charmstone Academy</p> <p>REQUIRED PLAYER</p> | <p>One of the most feared professors at Charmstone, Sidney Severus, teaches Foresight Arts – the ability to forecast future events. Hardened to emotions and rarely showing any form of expression, this professor is unfeeling and cold. Maybe it is because Sidney knows what the future holds? Albeit, Sid often contradicts their own beliefs and actions and is quite hypocritical. A cowardly wimp, this professor would be the first to run away from a goblin attacking the students but is one of the smartest faculty members around. As a faculty member assigned to the Grimm Guild, Elspeth Podmore and Sidney often get into quarrels to the students’ dismay.</p> | <p>Witch or wizard dress robes and hat.</p> |  |
| <p>TAMSIIN XANADU President of Potions League, Charmstone Academy</p> <p>Optional player</p> | <p>Tamsin Xanadu is an 11th-year student and member of the charming Enorim Guild and President of the Potions League – a social club dedicated to developing new potions. Plants thrive under Tamsin’s care, almost seeming to burst into bloom upon touch. Tamsin does have a problem of waiting for things patiently, which leads to fidgeting and irritation – but this behavior doesn’t seem to bother anyone. Tamsin usually gets what they want and is coddled and pampered by their influential family.</p> | <p>Witch or wizard dress robes. You must look stylish without a hair out of place. Test tubes and flasks with various colors of liquid as optional props.</p> |  |
| <p>CRISDEAN LERI President of Dark Craft Society, Charmstone Academy</p> <p>Optional player</p> | <p>Crisdean Leri is a 12th-year Zenith of the Sodarim Guild and the President of the Dark Craft Society – a social club at Charmstone that studies dark spells. A loudmouthed gossip, Crisdean can be intrusive in a meddling or offensive manner and often pries into the matters of others. Crisdean often defies rules if it suits them, a true rebel in a black robe. A troublemaker, Crisdean lives to stir up trouble, usually between other Guilds of the school - intentionally or unintentionally. With that said, once Crisdean is confronted about any form of bad behavior, Professor Podmore handles it.</p> | <p>Witch or wizard dress robes. You should look more Gothic than the others.</p> |  |

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| <p>RAVEN VON DRAVEN <i>Groundskeeper, Charmstone Academy</i></p> <p>Optional player</p> | <p>The most eccentric and one of the most lovable staff members of the Charmstone Academy, Raven Von Draven is the bizarre Groundskeeper of the school. This groundskeeper is quite level-headed, efficient, and no-nonsense when it comes to taking care of things around the castle. However, it's best not to stand too close to Raven, as this staff member has a never-ending string of bad luck. Raven has been struck by lightning ten times!</p> | <p>Witch or wizard dress robes and hat. Tool belt with various bags of peculiar animal feed as an optional prop.</p> |  |
| <p>MALDUE NOXLUMAS <i>Assistant to the Headmistress, Charmstone Academy</i></p> <p>Optional player</p> | <p>Maldue Noxlumas hails from one of the most famous families in the magical community. However, Maldue doesn't live up to the name. Maldue graduated from the academy and was immediately hired as the headmistresses' assistant, most likely to gain favor with the Noxlumas family. Maldue will believe anything the students say - regardless of how valid or truthful it might sound. Maldue lacks decision-making skills – especially under pressure. But the humble Maldue is likable and charismatic, nonetheless. The Noxlumas family have always been members of the Sodarín Guild and continue to donate to the Guild, so they have the best of everything.</p> | <p>Witch or wizard dress robes and hat.</p> |  |