

DECKLESWOOD SCHOOL – INSTITUTE OF PRACTICAL MAGIC



Deckleswood, first opened as “Deckleswood School of Witchcraft and Wizardry”, was originally founded in 3 AVD (After Voldemort’s Defeat) by Christopher Tepperweed, who served as Headmaster for the first few years. However, Deputy Headmistress Lilandra Gargamath, soon took over the running of the school as Headmistress and continued to do so until it eventually closed in 48 AVD.

The school lay dormant for many years until it was eventually purchased by Lambert Henderson, the current Headmaster of Deckleswood. It re-opened officially in 148 AVD and has run until this current day (161 AVD on publication), with only a short period of time where it closed due to an incident where repairs needed to be made to the building. Though the school has seen many changes over the years, the most predominant one is changing its name to “Deckleswood School – Institute for Practical Magic”.

Practical Magic, what does this mean?

While many schools focus on textbooks and writing, Deckleswood prefers to focus on the practical aspects of magic. Because of this, wands are out in almost every lesson, and textbooks and parchment are barely seen. Also inline with this, Deckleswood teaches only practical subjects. The core subjects are Defence, Charms, Transfiguration and Potions. In addition to these, we also teach Herbology, Care of Magical Creatures, and Divination, all of which we consider to fulfil the ‘practical magic’ brief. For older years only, Mental Studies (the study of Occlumency and Legilimency) is also taught at Deckleswood. You will not find subjects such as History of Magic, Muggle Studies, Study of Ancient Runes, etc. here.

Where is Deckleswood located?

Located in a mountainous area of British Columbia, Canada, the school is located alongside the town of Decklesby. However, the nearest major city to Deckleswood is Vancouver. While the school itself is hidden from muggle eyes by charms and enchantments, the town of Decklesby is not. Though not the easiest place to find, it does still see many a visitor – both wizarding and muggle alike. The local town contains a few shops where locals and students are able to pick up certain essentials. However, the main wizarding shopping area for school supplies still remains on Wilba Row in nearby Vancouver. Here you will find the famous wand shop “Wands A. Blaze”.

A more mature learning environment

Many of the schools around Canada accept students from age 11-17, however here at Deckleswood we strive for a more adult atmosphere. We believe that accepting only students aged 14 to 17 (Fourth Year to Seventh Year) helps to achieve this. Students can join Deckleswood in time to study for either their OWLs or their NEWTs, meaning our Professors can fully concentrate on giving the most attention to these students during the important years. We also provide Career Guidance and Work Experience opportunities for all of our students.



The Houses of Deckleswood

When you enrol at Deckleswood, you will be sorted into one of five houses. These houses are; Rubyblaze, Emeraldpeak, Sapphirelake, Topazgale and Onyxshadow. Each of the houses has a designated colour and a couplet of traits.

Rubyblaze is red. The students in this house are often known for their passion and bravery.

Emeraldpeak is green. The students in this house are often known for their determination and reliability.

Sapphirelake is blue. The students in this house are often known for their helpfulness and resourcefulness.

Topazgale is yellow. The students in this house are often known for their intelligence and discipline.

Onyxshadow is purple. The students in this house are often known for their pride and ambition.

For each of these houses, there is a Professor who acts as a Head of House. The Head of House is responsible for the care and wellbeing of each of the house students.

Staff of Deckleswood

The current Headmaster (and owner) of Deckleswood, is Lambert Henderson. He runs the school on a day to day basis along with the help of Deputy Headmistress Sydnee Balfour-Ayres. While the Headmaster himself doesn't teach a class, Sydnee Balfour-Ayres is also the Professor of Divination. Along with these two faculty members, there are several other Professors on the staff. These are currently: Maverick Winchester – Defence, Theodore Moss – Charms, Walker Montgomery – Potions/Herbology, Hadley Brooker – Transfiguration, Naima Rosario – Care of Magical Creatures, and Delaney Sullivan – Mental Studies.

There are several support staff who also work at Deckleswood. These are in the form of School Nurse, Secretary, Caretaker, and School Counsellor. The school benefits from strong ties with the Canadian Ministry of Magic and therefore often welcomes external cooperation.

Schooling Before Deckleswood

As Deckleswood only accepts students from 14 years of age (Fourth Year onwards), it is obviously assumed that some level of wizardry schooling has taken place before attending here. First Year through Third Year may have taken place at another wizarding school in Canada, or even a different country altogether. In some rare cases, students may even have been home-schooled. In most cases even those born of non-magical decent, magic will have revealed itself before the age of 11. If a student's education thus far has been anything other than standard, concessions must be made prior to application and enrolment.

Prior to age 11 schooling varies according to magical heritage. Those who are born with magic abilities are often sent to Magical Preparatory School (a pre-school for younger years) or are home-schooled by wizarding parents or tutors. Those who are Muggleborn often receive standard education until their abilities become apparent but then they may switch to magical education at that time. Both forms of schooling will consist of the standard learning for reading, writing, social and moral education etc. The only major difference is the addition or exclusion of magic.

Receiving your letter from Deckleswood

Unlike in some smaller countries, Deckleswood does not send out a letter to all students who turn 11 for two main reasons. Firstly, Deckleswood doesn't accept students from age 11, instead only accepting them from 14+. However, even if Deckleswood did accept younger years (as it once did), there are far too many wizarding schools in Canada, and far too large of a population for all schools to function this way. Instead, each school in Canada waits for students to apply to their school and then each application is accepted on a per person basis. If you receive a letter from Deckleswood, it will be an acceptance (or in some rare cases a rejection) of your initial application.

((Out of Roleplay/Character Information))

While the above prospectus is intended to read like a proper school prospectus, there are many things we would like to inform you of outside of the creative narrative. This will help you to better understand the nature of the site, what you are signing up for, and what to expect. It will also provide information on how to apply successfully without too many alterations needing to be made.

What is Deckleswood?

Deckleswood is a roleplay site acted out in real time. People take on the characters of students, Professors, Ministry officials, and other Qualified (adult) Witches and Wizards and actually get to play them out - a little like acting online. By enrolling at Deckleswood you are taking on the role of a student at a wizarding school. If you would prefer to be a qualified (adult) then you should instead be considering 'moving to Decklesby'. This prospectus is focused only on those signing up to be a student.

Timeframe

The site roleplay takes place in real time though it does also run on its own timeline. One week in real life is the equivalent of one month in Deckleswood time. One month in real life takes on the representation of one term in Deckleswood time. This means that in real life time, three months will be the equivalent of one Deckleswood year.

Each year in Deckleswood is represented by our own invented timescale. The years are known as AVD which stands for After Voldemort's Defeat, which is meant to give a representation of how time has passed in our wizarding world, in accordance to other popular fandom timelines. This is designed to put plenty of time after well known wizarding world events. In addition to this, we hope to modernise the wizarding world somewhat, with no need for subjects such as Muggle Studies (as we assume that Muggles and Wizards co-exist more easily in current times) and also a partnership between technology and magic, whereby wizards would still use mobile phones for example, but perhaps have them magically powered.

Location

In order to not contradict certain popular works of fiction, Deckleswood is set in Canada, an area not really mentioned in other wizarding books relevant to the site. However, despite being in Canada, many aspects of schooling life are still depicted as those in British Wizarding Schools, in order to help with familiarity. Years are labelled "First" through "Seventh" (though only Fourth to Seventh at Deckleswood) and exams are OWLs and NEWTs, representative of British GCSEs and A Levels. That said, we have tried to consider how this will affect schooling in a much larger country and certain changes have been made. One of these (as mentioned above) is that schools in Canada do not send out a letter at age 11. Instead students choose which schools they apply to and then will receive and acceptance letter.

Another important factor would be concerning Muggleborn children. While in British fiction these students are covered by the receiving of their letter from wizarding school, we have decided that there is a dedicated department in the Canadian Ministry of Magic, which deals with Magical Education. Representatives from this department would be responsible for visiting Muggleborn children when their magic abilities reveal themselves, to explain to both the children and the parents about the wizarding world and about magical education. These children would then be provided with a variety of information including how to apply to school and the options available to them.

Becoming an Adult

While education runs from 11-18 years of age (14-18 in Deckleswood), the legal age of becoming an adult is 17. As a person with magical abilities you will have something called "the trace" (a biological magic charm) on you until you become an adult. This charm informs the Ministry of underage magic use, which is prohibited under the age of 17. As such, as you turn 17 and lose the trace, you are from this point considered an adult. While the term "Qualified" also refers to an adult, this assumes that you have completed your education, with both OWL and NEWT results and are therefore qualified. However, education is only mandatory until 17 and at which point you can of course leave school and get a job or career which doesn't require school qualifications.

Applying to be a student at Deckleswood

So now you've read through all this information, you might be ready to create your student account and apply to use the site. If you visit www.Deckleswood.com you will see the link 'Enrol at Deckleswood' on the homepage. Clicking this will take you through to the application form, which you should read through thoroughly. We always advise that people read through everything available in the application forms, before starting to work on their character. We also recommend that you take your time and write it up in a notepad document, rather than straight into the form. There are two reasons for this. The first is of course, technology is unreliable. It would be very easy to mis-click, close a browser, lose internet, etc. and in doing so, lose the work you have done on your application. The second is to do with a creative process and ensuring you think through your character properly and fully, instead of just rushing it through.

While filling in the form you will need to consider several basic factors such as: Name, Date of Birth, Family Members etc. However, you will also be asked to consider a backstory and history that makes sense within the current wizarding world that we have laid out for you, along with a realistic reason for applying to Deckleswood. As you fill in the form you will find additional information to help you too.

Once you have submitted your application, you will hopefully hear back from one of our Admin team, confirming whether or not your application will be accepted or if anything needs changing. You will be told what date you will have access to the site and if there is anything else you need to do.

What to expect from the site?

Once you have an active account, you will be automatically sorted into one of the aforementioned Houses at Deckleswood. When you first log in, you will have access to a dormitory where you can pick an avatar to represent you, change your password and also view the robes you are given. To begin with robes are plain, school and dress robes. To move around the site, you will need to use the top bar menu, looking for the icon with the feet. This will open a pop-up window which will allow you to move to your house common room. This common room is the first chatroom you will come across and only members of your house will be able to chat there. These rooms are used infrequently so don't expect to find someone there very often. In the common room you will also find a noticeboard, with notices relevant to your house. To move again, click the feet icon in the top bar and now you will have more options of places you can move to. Moving around the site this way can be considered a little time consuming, but the concept is designed to represent the process of time and how long it would take you to actual travel places.



As you explore the site you will find various types of places. These are mostly chatrooms and information. The main two chat areas on the site are 'The Pent' and 'The Lake'. These are where the majority of the casual roleplaying takes place, alongside the common rooms as previously mentioned. Another main chatroom can be found inside the school, in the form of 'The Great Hall'. However, this chatroom is largely used for official site events such as Opening Ceremony, Trivia, Balls, and End of Year Ceremony. You will also find chatrooms in 'The Duelling Hall' and 'The Hall of Illusions' but more information can be found about them in the Library.

The Library is one of the most useful places on the site. Here you will find 'books' about various aspects of the site, but also past copies of yearbooks and newsletters for information. It's the best place for you to learn everything there is to know about the site.

Finally, classrooms are the other source of information on the site. As a student in Deckleswood, classes are mandatory and they require completion every term (three times in a school year). In addition to actively using the site for roleplay purposes, completing classes are the only other mandatory participation on the site. Each classroom represents a different subject taught on the site. In each classroom you will find information about the subject itself, the syllabus and the classes being taught that year. It's also the place you will submit your homework/completion each term.

What else?

So, we've outlined Deckleswood in both a creative writing sense and also in a more out of character explanation. We've explained a little about the current state of our wizarding world, along with things you need to know about procedures and locations that are relevant to our world. In addition, we have also covered a little about what you should expect from the site and also what will be expected of you. So last but not least, I would like to leave you with additional links for further information.

Roleplay examples

These are links to chat saves, to show an example of the roleplay that happens on our site.

Official event – [Opening Ceremony](#) / [End of Year Awards Ceremony](#)

Unofficial roleplay – [Student's birthday](#) / [Fun with a Professor](#)

Profile examples

These are links to profiles that are currently on site, to give an example of what's expected.

[4th Year Student profile](#) / [6th Year Student profile](#)

Everything else

There is so much more to Deckleswood but it would take us forever to explain everything. You can participate in the yearly House Cup Tournament, earning points for your house. Monthly events such as Trivia and Balls to attend. Submit articles to the newsletter, Hocus Focus, in order to make a note of history and give memories to look back on. Take part in site-wide events and roleplays. Use the Hall of Illusions for sims. Plus, so much more.

We hope that by reading all this, it has given you an idea of what to expect from the site and more so that you will be interested in joining. If you have any questions that haven't been answered, please feel free to contact mail@deckleswood.com

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