

The Arkwell Academy Student Guide

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ABOUT THE BOOK

Sixteen-Year-Old Dusty Everhart breaks into houses late at night, but not because she's a criminal. No, she's a Nightmare.

Literally.

Being the only Nightmare at Arkwell Academy, a boarding school for magickind, and living in the shadow of her mother's infamy is hard enough, but when Dusty sneaks into Eli Booker's house, things get a whole lot more complicated. He's hot, which means sitting on his chest and invading his dreams couldn't get much more embarrassing.

But it does.

Eli is dreaming of a murder. The setting is Arkwell.

And then his dream comes true.

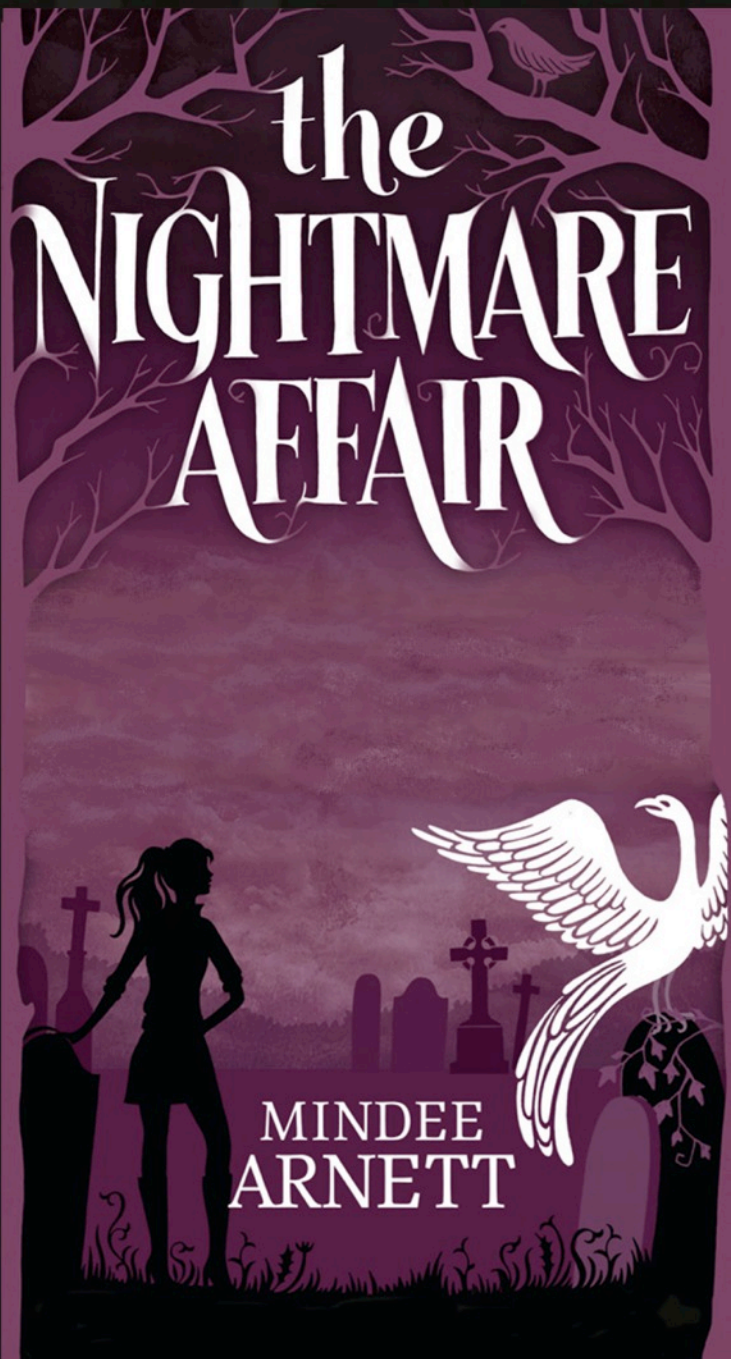
Now Dusty has to follow the clues-both within Eli's dreams and out of them-to stop the killer before more people turn up dead. And before the killer learns what she's up to and marks her as the next target...

"The world of Nightmares, Sirens, Wizards and Demons at Arkwell Academy is wondrous and strange, yet so human and well-drawn that you get the feeling you might stumble into it by accident if you go out wandering too late. The Nightmare Affair is whimsical and wild."

-Kendare Blake award winning author of Anna Dressed in Blood.

ABOUT THE AUTHOR

Mindee Arnett lives on a horse farm in Ohio with her husband, two kids, a couple of dogs, and an inappropriate number of cats. She's addicted to jumping horses and to telling tales of magic and the macabre. Her short stories have appeared in various magazines, and she has a Master of Arts in English literature with an emphasis on creative writing. She also blogs and tweets, and is hard at work on her next novel in the Arkwell Academy series.



"The Nightmare Affair is brimming with wit and charm, along with plenty of mysteries that kept me guessing to the very end. Mindee Arnett has created a brand new school of magic to delight and enthrall us, and I'm sure I won't be the only reader impatiently awaiting the next adventure at Arkwell Academy."

-Marissa Meyer, New York Times bestselling author of Cinder

Find her online at www.mindeearnett.com

Animation Effect

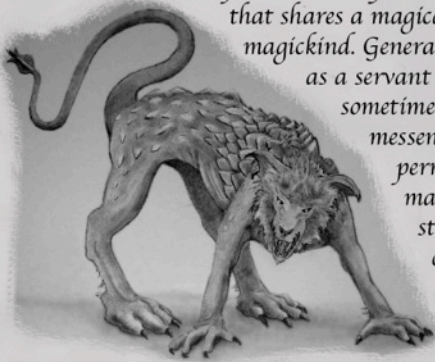
The animation effect is a result of the interaction between magic and the electromagnetic fields (EMF) generated by electricity. This interaction may cause any inanimate object within proximity to EMF and magic to exhibit lifelike behaviors, including the ability to move about



and to communicate. While not all objects are affected, electronic devices such as computers and cell phones will certainly develop an animation personality within days of being brought onto campus. Students are encouraged to treat such objects kindly in order to promote friendly and compliant personalities. Furthermore, new students should note that all of the dormitories on campus are guarded by suits of armor that have developed animation personalities. These suits should be approached with caution and respect.

Familiars

A familiar is any animal, magical or otherwise, that shares a magical bond with a particular magickind. Generally, the animal functions as a servant to their bonded person, sometimes serving as protector or messenger. Students are not permitted familiars, but many of Arkwell Academy's staff and faculty possess one, including the



resident maintenance man, Mr. Culpepper, whose familiar is a hellhound. Hellhounds are nocturnal and only dangerous if provoked. If any student should come across it, they are advised to be on their best behavior.

Magical Instruments



The most common magical instruments are the wands and staffs used by witchkind to focus their magic, although there are many other objects that can qualify, including rings, bracelets, swords, and helmets. By definition, a magical instrument is any object that contains a self-sustaining magical core, similar to the batteries used in the ordinary world. These magical cores are harvested from the wild magic found in the magical reservoirs of the world (see SAMHAIN).

Magickind Designations



All magical beings are classified under three groups of magickind determined by the way the magical beings acquire power. Witchkinds, including wizards, witches, and psychics, possess self-fueled magic accessible through the use of a magical instrument such as a wand or staff.

Naturekinds include fairies, dryads, and mermaids, who derive power from nature and the elements. Darkkinds, such as demons, werewolves, and sirens, derive power from other living creatures. Despite these differences, the three kinds stand united together as symbolized by the tree, wand, and flame of the Magi Senate Crest.

Recycling Guidelines

Students are required to adhere to strict recycling procedures, particularly during mealtimes. All recyclable trash must be placed in the labeled bins in the cafeteria. Students should note that the food receptacle bins at Arkwell Academy are home to trash trolls. These, small hairy creatures consume the food waste. While these creatures are mostly harmless, unlike their giant-sized kin who inhabit the remote areas of the world, students are advised NOT to attempt to fetch out any item from a food bin at the risk of dismemberment.



Samhain

Samhain, known as Halloween among ordinaries, is a time when the wild magic that dwells between the realm of the living and the dead is allowed to run free and renew all the magical reservoirs in the world, including the one beneath the grounds of Arkwell. During the Samhain school dance, students are required to wear masks in order to hide from the spirits of the dead. Popular choices include the Medico della Peste and the Columbina, as pictured.



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