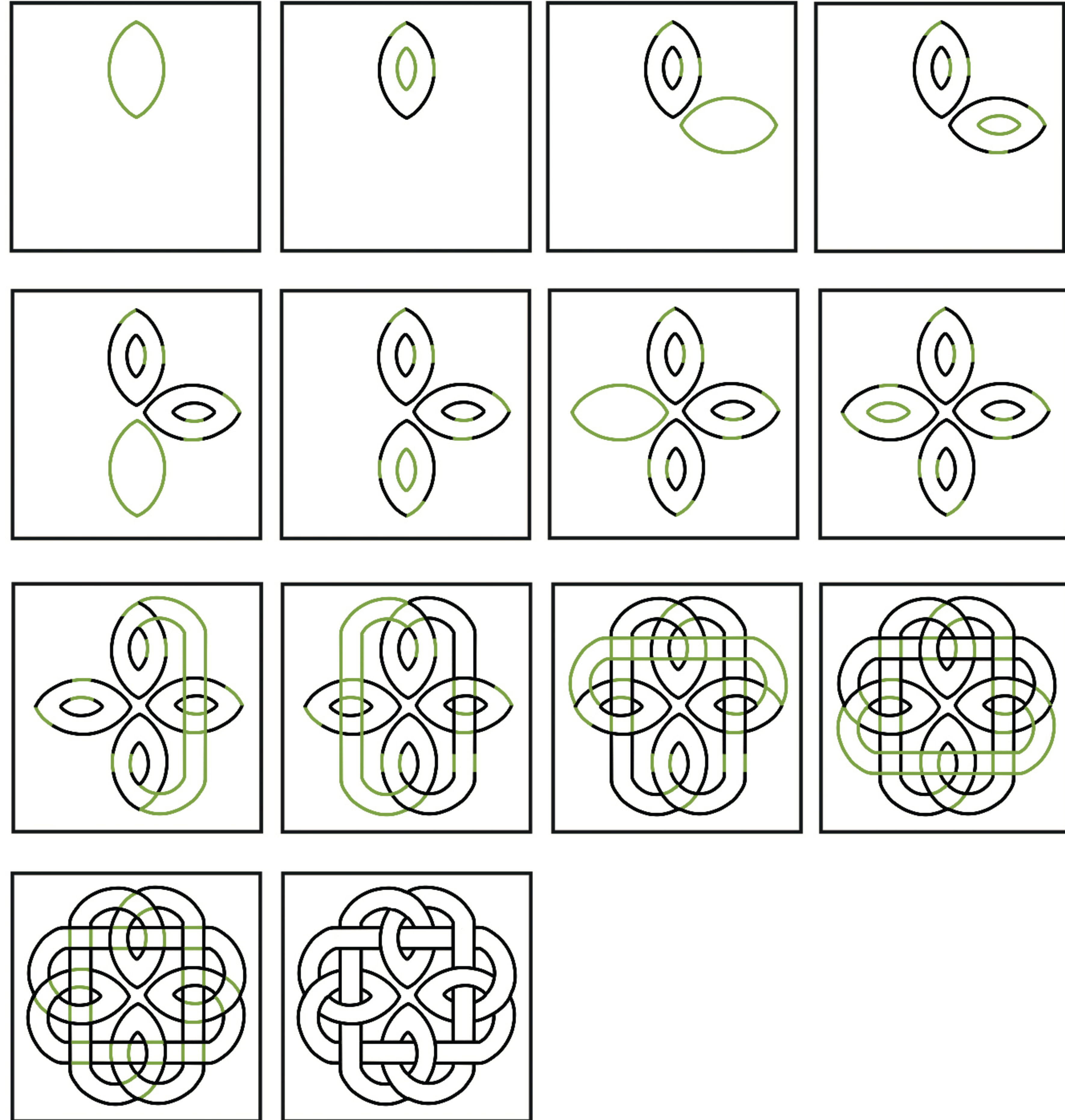
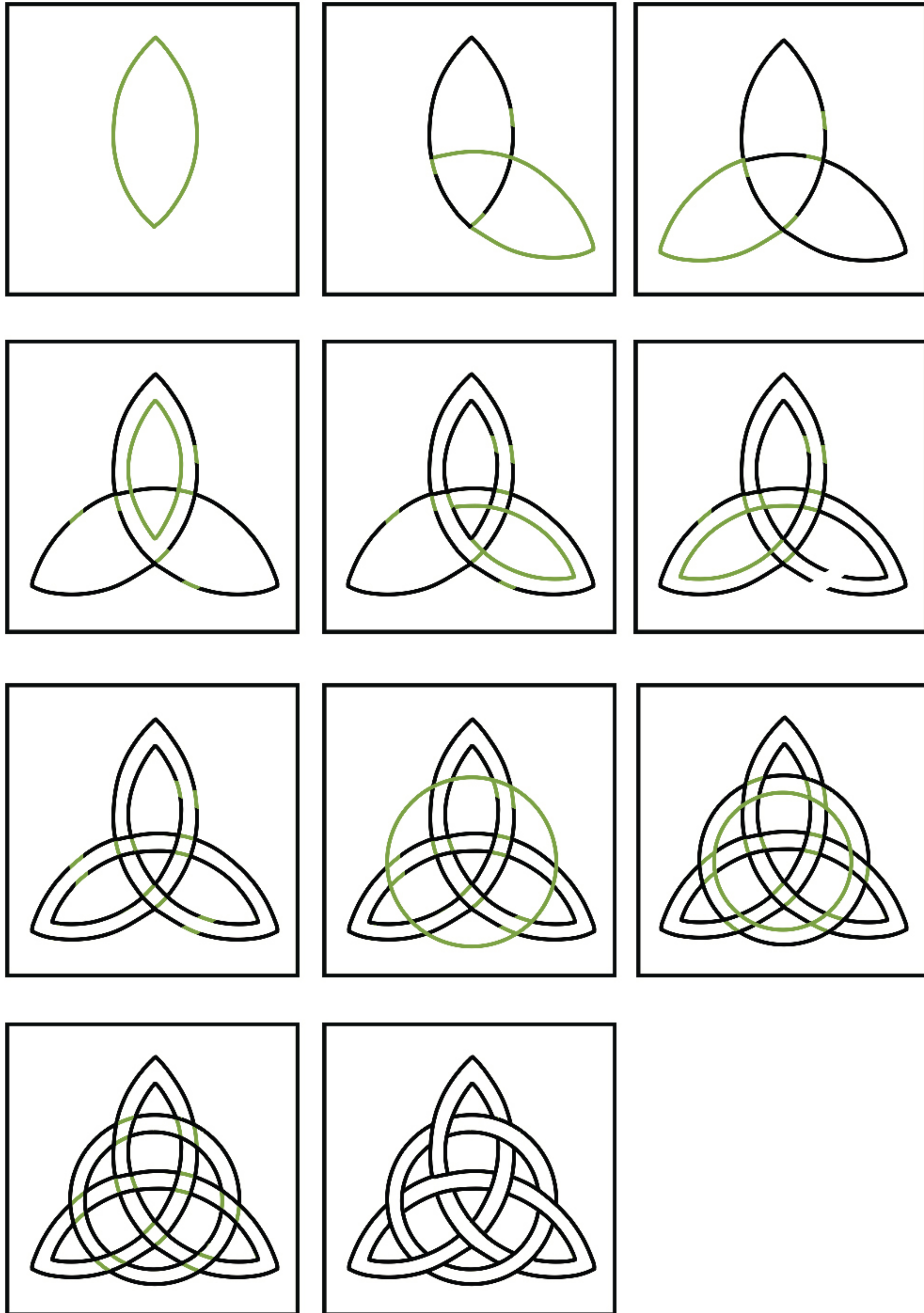
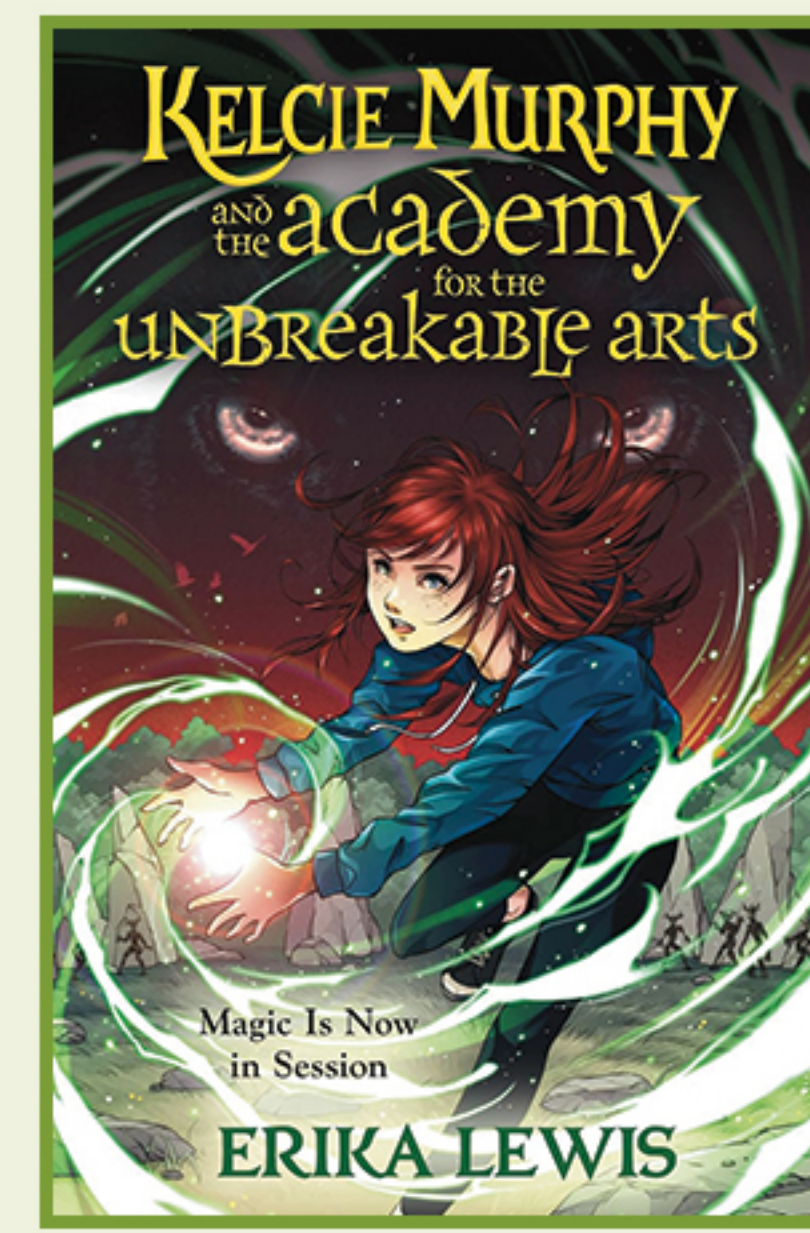


# KELCIE MURPHY

## CELTIC KNOT DRAWING TUTORIAL

Dive into the magical world of Kelcie Murphy by learning to draw Celtic knots!

These ancient symbols are woven throughout the Otherworld and the Academy for the Unbreakable Arts. As you master these intricate designs, imagine the power and mystery they hold in Kelcie's adventures.

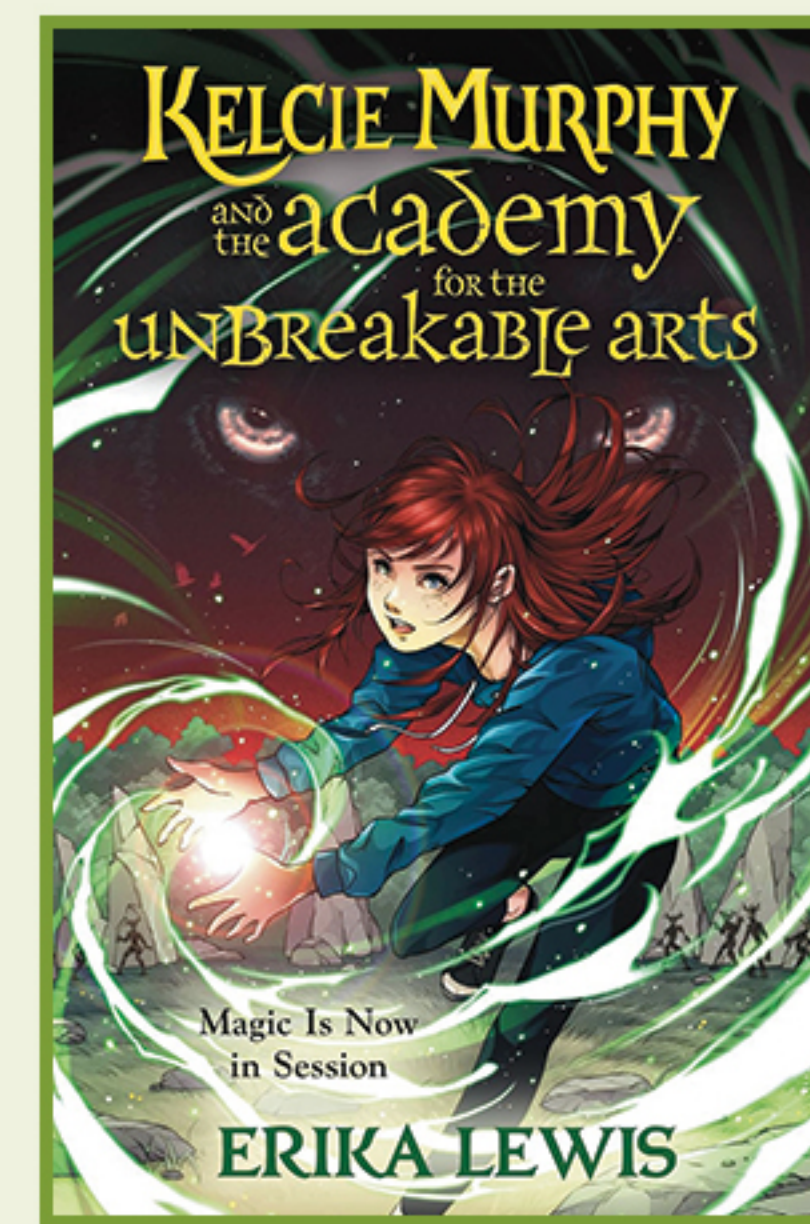




# KELCIE MURPHY

## CREATE YOUR OWN MAGICAL MAP: THE ACADEMY FOR THE UNBREAKABLE ARTS

Welcome, adventurer! You're about to embark on a journey to bring the wondrous Academy for the Unbreakable Arts to life through your own imagination. Follow these enchanting instructions to craft a map that captures the essence of this extraordinary school.



### Materials Needed:

Pencils, colored pencils, or markers  
Your boundless creativity!

The sheet will include the outlines of two islands:  
A larger island for the main campus  
A smaller island called The Shadow

**Step 1: The Bridge of Leaping** Connect the two islands with the magical Bridge of Leaping.

Remember:

- It starts as a plank that tosses testers for the school! (On testing day, it's a plank with a serious attitude that twists and turns, doing everything possible to keep testers from crossing.)
- Then transforms into a solid cobblestone bridge
- Add sea eagle pillars and rope railings

**Step 2: Key Buildings** Place these important structures on your map:

- 1. The Nether Tower** (Main Island)
  - Modern, round tower made of juggernaut—an impenetrable metal
  - Label: "Combat Training"
- 2. Direwood Keep** (Main Island)
  - Square stone tower
  - Label: "Classrooms"
- 3. Haven Hall** (Main Island)
  - A building that looks old and spooky, with pointy roofs at different height
  - No visible doors, but an archway entrance
  - Add diamond-paned windows
- 4. The Shadow** (Smaller Island)
  - Small castle with a drawbridge over a moat
  - Surround it with a stone wall and gate
- 5. Rapshider Hall** (Main Island)
  - Flat, square building (football field size)
  - Label: "Den Practice Facility - Power Training"
- 6. Fianna 3's Hideout** (In the Fringe)
  - Roofless stone ruin

**Step 3: Natural Features & Outdoor Areas**

### 1. The Fringe

- Dense woods behind Direwood Keep, Nether Tower, and Haven Hall

### 2. The Sidral

- Tall tree on a hill with a split trunk
- Label: "Magical Transportation Hub"

### 3. Morrow Lake

- Place a lake beyond the stables, surrounded by woods

### 4. Ferdiad's Stone Circle

- A group of stones arranged in a circle

### 5. Stables

- Traditional barn with stalls

### 6. Giant Pergola & Befelts Garden

- Pergola with four long tables next to:
- A garden with two arches, paths, and a central pond

**Step 4: Add Details & Color**

- Use different colors for buildings, natural features, and water
- Add trees, flowers, and other magical touches
- Label important locations clearly

**Step 5: Create a Legend**

Include a map key explaining the symbols and color codes you've used

Remember, this is your unique vision of the Academy. Let your imagination soar as you bring this magical world to life!



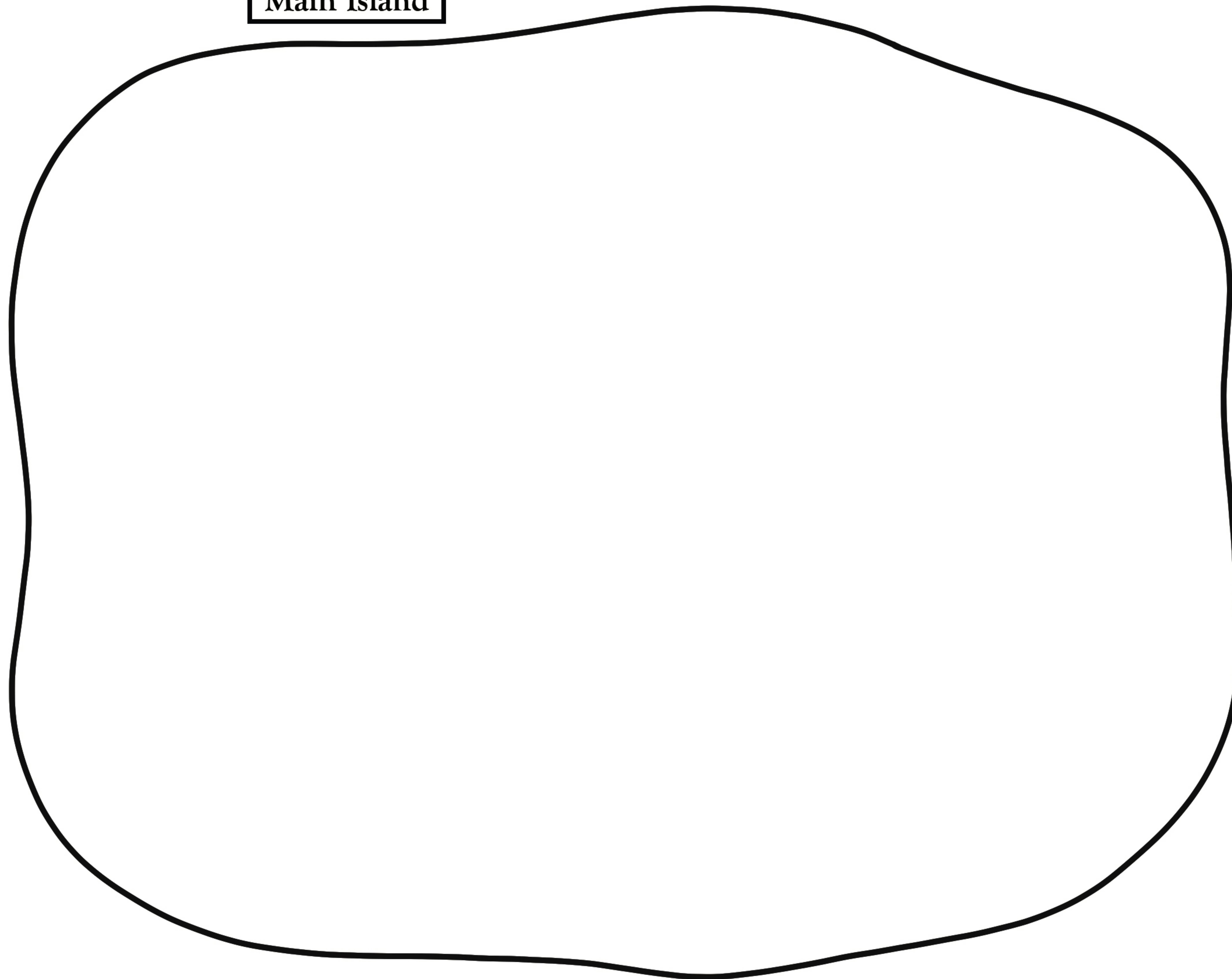
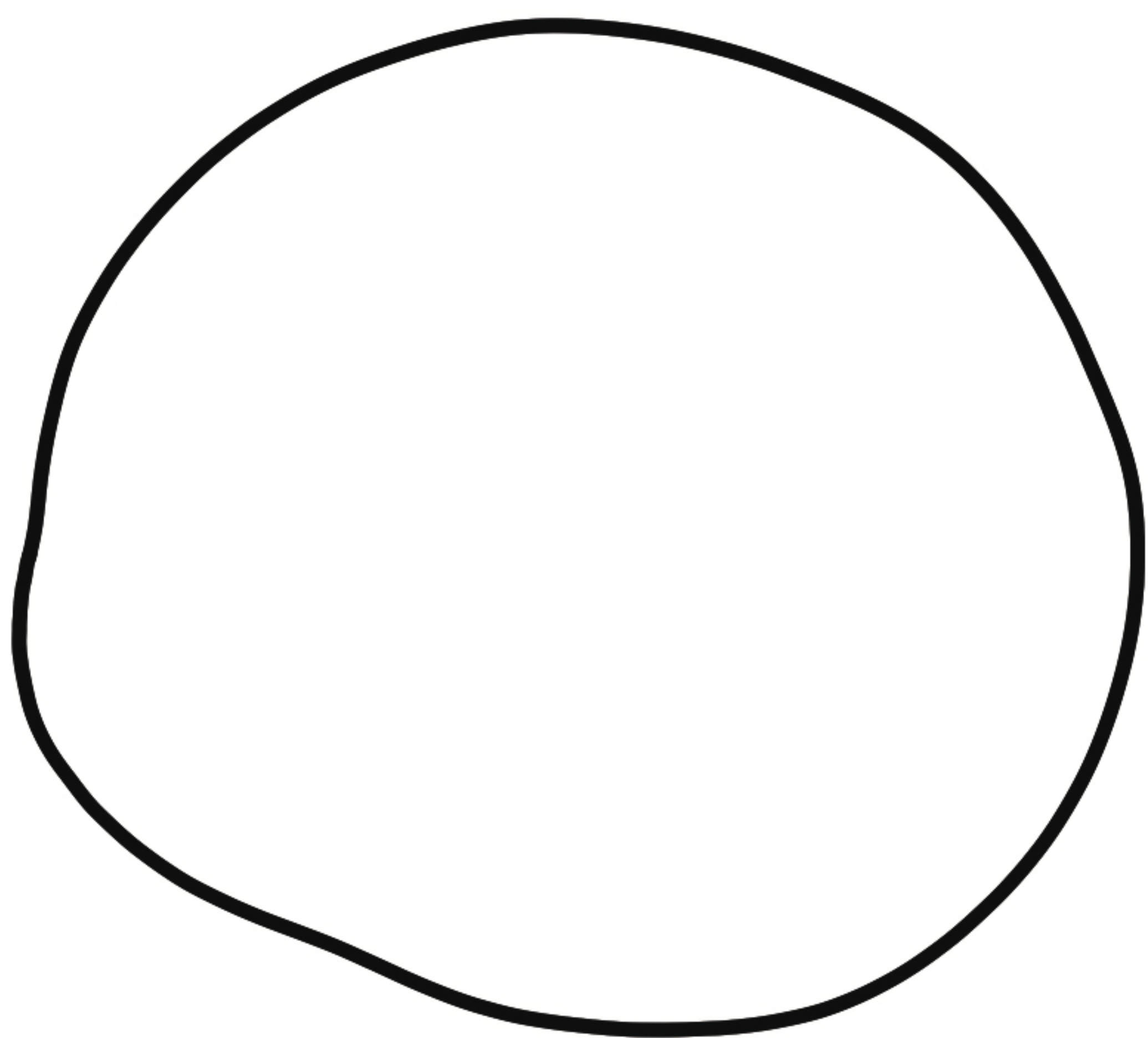


# KELCIE MURPHY

CREATE YOUR OWN MAGICAL MAP:  
THE ACADEMY FOR THE UNBREAKABLE ARTS



Main Island



MAP KEY