

GUARD INTERNAL

FOR GUARD OFFICERS, MYSTIGUARD, AND MYSTIGUARD-RELATED GUARD ACADEMY PERSONNEL ONLY



**GUARD MYSTIGUARD ORIENTATION AND DOCTRINE
HANDBOOK**

Magic, Mystical Threats, and GUARD Response Doctrine

MYSTIGUARD

GUARD Mystical Operations Division

Motto: Between the Hidden and the World.



Version 1.0

Issued under GUARD Global Operations Command

Prepared for internal orientation, doctrine familiarization, and authorized training use.

Distribution and Use Notice

This handbook is an internal GUARD orientation and doctrine document intended only for GUARD Officers, MYSTIGUARD personnel, and MYSTIGUARD-related GUARD Academy personnel. It is not a public-facing publication.

This edition excludes classified floor-by-floor layout details for Sanctum Aegis, Black Vault engineering specifications, portal schematics, live artifact registry data, active access-control procedures, and compartmented operational annexes.

Personnel encountering subjects, artifacts, beings, sites, or incidents beyond the scope of this handbook must elevate the matter through proper MYSTIGUARD command channels and applicable review boards.

Handle, store, transmit, and discuss this handbook only within authorized GUARD systems and approved professional settings.

Table of Contents

- Foreword
- Commander's Note
- How to Use This Handbook
- Section I. Foundations of Magic in the MDU
- Section II. Schools of Magic
- Section III. Magical Orders, Hidden Authorities, and Governance
- Section IV. Magical Geography, Sites, and Ley-Line Systems
- Section V. Magical Beings, Species, and Nonhuman Societies
- Section VI. Magical Artifacts, Relics, and Containment Doctrine
- Section VII. Magical Threats, Incident Types, and Response Protocols
- Section VIII. MYSTIGUARD Division Design Requirements
- Section IX. MYSTIGUARD Initial Organizational Structure
- Section X. MYSTIGUARD Division Profile
- Section XI. Leadership Framework and Key Roles
- Appendix A. Glossary and Acronym List
- Appendix B. Schools of Magic Quick Reference
- Appendix C. MYS Incident Severity Scale
- Appendix D. MCL Artifact Containment Scale
- Appendix E. Strategic Site and Ley-Line Reference
- Appendix F. Magical Beings Classification Reference
- Appendix G. Cross-Division Coordination Matrix
- Appendix H. MYSTIGUARD Organizational Quick Reference

Foreword

Welcome to MYSTIGUARD.

If you are reading this handbook, you have either been assigned to support mystical operations, selected for training relevant to magical incident response, or entrusted with command, policy, investigative, intelligence, medical, legal, or field responsibilities that intersect with Earth's hidden magical realities.

Magic is real. It is not metaphor, folklore, or a decorative layer on top of ordinary crisis response. It is an operational domain with its own dangers, traditions, politics, ethical obligations, and strategic consequences.

This handbook exists because the worst time to learn that distinction is during a live artifact breach, a Charm-compromised testimony chain, a ley-line disruption, or a magical beings rights incident handled by personnel who mean well but do not yet understand what they are seeing.

MYSTIGUARD was built to ensure that GUARD addresses mystical threats with discipline instead of superstition, with doctrine instead of improvisation, and with accountability instead of secrecy for secrecy's sake. Study this handbook accordingly.

— Dr. Helena Maris Vey, "Threshold"

Commander, MYSTIGUARD

Commander's Note

MYSTIGUARD stands between two failures. The first is ignorance: treating magic as rumor until it kills people. The second is surrender: treating magic as something too ancient, too beautiful, or too frightening to question.

Neither failure is acceptable.

Our task is to protect the world from magical threats while also protecting the magical world, where appropriate, from fear, exploitation, and reckless force. That means we study carefully, act professionally, document thoroughly, and remember that some of the people we protect will not be human, while some of the threats we face will look perfectly human.

Read this handbook as a starting point, not an ending point. It will orient you. It will not replace judgment, humility, lawful command, or the need to call for help early.

Know the doctrine. Respect the dangers. Protect the living. Hold the line between the hidden and the world.

— Threshold

How to Use This Handbook

This handbook is designed as an internal GUARD orientation and doctrine guide. It should be read in order on first issue, then retained as a reference document.

- Sections I–IV establish the foundational understanding of magic, schools, governance, sites, and ley-line systems.
- Sections V–VII explain what GUARD personnel may encounter operationally: magical beings, artifacts, incidents, and response doctrine.
- Sections VIII–XI define MYSTIGUARD itself: why the division exists, how it is structured, and who its key leaders are.
- Appendices provide quick-reference material for field orientation, training, and command review.
- Detailed Sanctum Aegis layout information is intentionally omitted from this edition for security reasons.

Section I. Foundations of Magic in the MDU

For GUARD purposes, magic is defined as a real energy phenomenon of varying frequencies that permeates life-bearing worlds and can be accessed, shaped, transmitted, stored, or weaponized under certain conditions.

Current MDU canon treats magic as arising from a blend of planetary magnetic fields, quantum forces, planetary core heat, and solar/cosmic exposure. Earth is unusually rich in magical saturation and purity, making it both strategically valuable and unusually vulnerable.

Core Principles

- Magic is not imaginary; it is an operationally real force.
- Magic varies by frequency, discipline, and method of access.
- Earth contains naturally strong magical saturation relative to many worlds.
- Ley lines act as major conduits for magical flow and concentration.
- Living beings, the dead, artifacts, and sites may all function as magical reservoirs or conductors.
- Training traditions formed around frequencies and methods eventually became known as schools of magic.

Operational Implications for GUARD

- Magical events can resemble disasters, crimes, epidemics, hauntings, terrorist incidents, or anomalous technology failures.
- Normal evidence, testimony, and chain of command can be corrupted by magical influence.
- Magic must be handled as a standing security domain, not as an occasional curiosity.
- MYSTIGUARD exists because no standard GUARD command can own the whole magical problem set alone.

Section II. Schools of Magic

Schools of magic are organized traditions of study and practice built around identifiable magical frequencies, methods, institutions, symbols, and cultures. Not every practitioner is school-trained, but the school model remains the most useful framework for classification.

Current Working School List

School	Status	Primary Practices
Alteration	Active	Body alteration, transmutation, enchanting, mystical storage
Arcane	Active	Projection, control, magical defenses, portals
Charm	Active	Illusion, psionic overlap, manipulation, domination
Conjuration	Active	Artifact creation, summoning, teleportation, banishment
(Death)	Defunct / suppressed	Dark arts, curses, affliction, necromancy, vampirism
(Dimensional)	Defunct	Gateways, life control, summoning, molecular conversion
Divination	Active	Scrying, post-cognition, precognition, magical detection
Druidic	Active	Shape-shifting, plant control, animal control, weather
(Holy)	Defunct / lost	Blessings, exorcisms, healing
Nature	Active	Elemental force and elemental control
Spirit	Active	Spirit communication, astral projection, spirit movement, spirit combat
Technomagic	Active / rapidly growing	Magical engineering, invention, cybernetics, energy conversion

Important Interpretive Notes

- The parenthesized schools in older materials (Death, Dimensional, Holy) remain important even if they are defunct, suppressed, or lost.
- Schools are cultural and political actors, not merely academic categories.
- School leaders, academies, and representative stones matter in identity disputes, historical custody claims, and symbolic authority.
- MYSTIGUARD uses school classification as a tool, not as an automatic endorsement of school politics.

Section III. Magical Orders, Hidden Authorities, and Governance

Magic in the MDU is not governed solely by the schools. Hidden authorities, independent orders, cults, and secrecy structures shape magical affairs in ways GUARD cannot ignore.

The Conglomerate

The Conglomerate is the principal hidden magical governance body presently recognized in working canon. It is powerful, secretive, preservationist, politically motivated, and not automatically trustworthy.

- It uses school stones as symbols of authority, frequency, and custodianship.
- It may preserve knowledge from active, suppressed, or defunct schools.

- It often frames secrecy as protection; GUARD must verify whether secrecy actually protects the public or protects power.

Priority Orders and Authorities

- Arkaenus: extreme-priority hostile magical order and soul-hunting cult.
- The Conglomerate: major hidden governance actor and intelligence concern.
- Independent magical orders: to be classified by behavior, not secrecy alone.
- The Soltan Star Empire: alien power with potential magical-energy exploitation implications.

GUARD Governance Position

- GUARD respects magical traditions but does not submit to hidden magical law.
- MYSTIGUARD operates under GUARD authority, not Conglomerate authority.
- Greenwich is foundational to MYSTIGUARD but cannot be unchecked.
- Legal, medical, intelligence, ethics, and PSIGUARD safeguards are part of MYSTIGUARD by design.

Section IV. Magical Geography, Sites, and Ley-Line Systems

Magical geography is strategic geography. Ley lines, sites, ruins, academies, vaults, and hidden societies create a map of magical infrastructure that can affect regional and global security.

Ley Lines

Ley lines are conduits of magical flow. High-density intersections create strategic nodes that can empower spells, support hidden sites, destabilize reality, or attract hostile operations.

- The Prime Meridian / Greenwich Ley-Line System is one of Earth’s strongest known magical conduits.
- Site access, artifact behavior, and portal instability may all be influenced by ley-line conditions.
- Monitoring ley-line conditions is a core MYSTIGUARD mission.

Current Core Site Baseline

Site	Classification	Reason
Antilla Isle	Protected / diplomatic interest	Hidden magical society and avian-linked concerns
Arkaenus Prime Temple	Red/Black-level	Hostile cult and artifact threat
Clanoch	Strategic / protected	Magical society with SEAGUARD relevance
Conglomerate Citadel	High secrecy concern	Governance, archives, hidden influence
Knights Arcanus Hacienda	Strategic	Order-linked site
Satanazes Isle	Sensitive / diplomatic	Demonic-associated populations requiring nuance
Pompeii Dimensional Site	Black-level if reactivated	Dimensional remnants
Black Church, Brasov	Red-level	Death magic / necromancy concern

Personnel should treat magical sites as combinations of heritage locations, weapons caches, diplomatic spaces, ecological systems, and potential disaster zones depending on context.

Section V. Magical Beings, Species, and Nonhuman Societies

Magical beings are not automatically monsters. For GUARD purposes they are classified by sentience, behavior, dependency, rights status, and threat posture rather than appearance alone.

Core Categories

- Sentient magical peoples and hidden societies
- Magical humanoids and transformed persons
- Avians and winged peoples
- Fairy-type beings
- Demonic / Satanazes / Seraphim-linked populations
- Spirit entities
- Cursed or transformed beings
- Magical animals
- Artifact-bound beings
- Dimensional beings
- Constructs and created beings

Foundational Rule

MYSTIGUARD classifies behavior before appearance, rights before threat, and dependency before containment.

Implications for Operations

- Sentient magical beings may be civilians, refugees, witnesses, allies, or sovereign actors.
- Some magical beings require ley-line proximity, magical atmosphere, sacred sites, or specific habitats to survive.
- Demonic association is not proof of hostile intent.
- Artifact-bound or transformed beings retain personhood questions that require legal and ethical review.
- Magical beings incidents frequently require Medical/Bio-Sciences, PSIGUARD, and World Court liaison participation.

Section VI. Magical Artifacts, Relics, and Containment Doctrine

Magical artifacts are among the clearest reasons MYSTIGUARD exists. An artifact is any object, structure, weapon, text, machine, tool, vessel, or material capable of storing, channeling, generating, altering, amplifying, concealing, corrupting, or transferring magical energy or effects.

Core Doctrine

No magical artifact is considered safe until it has been classified, contained, tested appropriately, cross-checked, and reviewed.

Origin and Status

- Artifacts may originate from schools, orders, the Conglomerate, hostile cults, Holy or Death traditions, Technomagic development, natural magical formation, alien-magical systems, or bound-being vessels.
- Status categories include dormant, active, reactive, bound, corrupted, sentient, unstable, strategic, and catastrophic.

Paragon Artifact Dispersal Event

Professor Paragon's stolen artifact collection and the subsequent recovery campaign by Greenwich form one of MYSTIGUARD's foundational case structures. The event demonstrated that heroic relics can become global risks if not institutionally tracked and contained.

Containment Principles

- MCL ratings govern vaulting and access.
- MCL-4 and above require multi-party authorization.
- MCL-6 artifacts require Director-level review and legal / World Court oversight.
- Sentient or artifact-bound beings are not automatically property.
- Technomagic devices must never be casually connected to GUARD systems.

Section VII. Magical Threats, Incident Types, and Response Protocols

MYSTIGUARD responds to magical incidents by identifying the threat type, school influence, public exposure, and required support structure before escalating the response.

Primary Incident Types

- Rogue mage incidents
- Hostile magical order activity
- Artifact incidents
- Curse and affliction events
- Summoning and Conjuraton events
- Possession and spirit intrusion events
- Charm / domination events
- Ley-line disturbances
- Magical beings incidents
- Technomagic failures or attacks
- Death magic events
- Dimensional magical breaches
- Holy relic / exorcism events
- Hybrid and unknown events

Response Philosophy

- Identify before engaging.
- Contain before destroying.
- Verify school influence.
- Screen responders for contamination, manipulation, and compromise.
- Use joint response early rather than pretending MYSTIGUARD can solve everything alone.

Severity Model

MYS Level	Meaning
MYS-0	Trace event
MYS-1	Localized minor incident
MYS-2	Controlled hazard
MYS-3	Serious incident
MYS-4	Major threat
MYS-5	Strategic magical crisis
MYS-6	Catastrophic magical event

Section VIII. MYSTIGUARD Division Design Requirements

MYSTIGUARD was designed as a professional GUARD division, not a mage club, artifact warehouse, occult police force, or Greenwich’s personal crusade.

Why MYSTIGUARD Exists

- No other GUARD command fully owns the magical problem set.
- Artifacts, ley lines, magical beings, curses, hostile orders, Death magic, and technomagic require integrated doctrine.
- GUARD needed a division capable of combining response, containment, intelligence, diplomacy, ethics, and training.

Design Principles

- Accountable magical power
- Multi-discipline staffing
- No single magical authority
- Civilian protection and sentient rights
- Containment before exploitation
- Verification of hidden authorities
- Psychological and ethical safeguards
- Serious treatment of Technomagic

Section IX. MYSTIGUARD Initial Organizational Structure

MYSTIGUARD operates under GUARD Global Operations Command with a split-location structure composed of a GUARD HQ Liaison Suite and Sanctum Aegis as its main operational facility.

Core Branches

- Command & Doctrine Branch
- Mystical Operations Branch
- Artifact & Containment Branch
- Intelligence & Analysis Branch
- Research, Forensics & Technomagic Branch
- Liaison & Strategic Sites Branch

Sanctum Aegis (Non-Classified Summary)

Sanctum Aegis is the primary MYSTIGUARD facility beneath Langone Park extending toward the waterfront, linked to GUARD HQ by a secure tunnel and restricted portal capability. This handbook does not reproduce its detailed internal layout.

Organizational Logic

The structure separates command, operations, containment, intelligence, technical analysis, and diplomacy so that no one personality, school, or pressure group can dominate the division.

Section X. MYSTIGUARD Division Profile

MYSTIGUARD is GUARD’s dedicated Mystical Operations Division under Global Operations Command. Its mission is to manage magical threats, artifacts, ley lines, magical beings, hidden magical orders, and technomagic hazards in defense of civilian life, sentient rights, and global stability.

Public and Internal Identity

Publicly, MYSTIGUARD is described as a specialized division for anomalous energy events, artifact-related hazards, culturally sensitive crisis operations, and extraordinary threat response. Internally, GUARD recognizes that MYSTIGUARD handles magic.

Division Motto

Between the Hidden and the World.

Founding Dynamic

The division was shaped in part by Greenwich’s expertise, history with Arkaenus, and connection to Professor Paragon’s artifact legacy; however, MYSTIGUARD is intentionally structured to be larger than any one advisor.

Section XI. Leadership Framework and Key Roles

The following leadership list is the current baseline for MYSTIGUARD. These roles exist to define authority, accountability, and functional ownership. Detailed character development may evolve over time, but the positions below are now established for handbook use.

Role	Assigned Leader	Basic Role Definition
Commander, MYSTIGUARD	Dr. Helena Maris Vey (“Threshold”)	Overall division command; sets operational priorities, approves major responses, and ensures MYSTIGUARD remains disciplined, lawful, and integrated with GUARD command.
Deputy Commander / Executive Officer	Commander Elias Northam	Manages day-to-day operations, readiness, staff coordination, and synchronization between Sanctum Aegis and GUARD HQ.
Founding Senior Magical Advisor	Leila Smith / Gwendalin Windsor (“Greenwich”)	Senior magical advisor; Arcane operations specialist; Paragon Artifact Recovery Lead; provides

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		foundational magical expertise without unilateral command.
Chief of Artifact Recovery & Containment	Dr. Matteo Kessler	Oversees artifact intake, classification, vaulting, chain of custody, and MCL governance.
Chief of Magical Intelligence & Threat Analysis	Director Sana Okoye	Leads analysis on Arkaenus, the Conglomerate, rogue practitioners, magical trafficking, and hidden magical networks.
Chief of Mystical Operations	Colonel Adrian Rourke	Commands field-response doctrine, containment deployments, and tactical magical incident operations.
Chief of Ley-Line & Strategic Site Monitoring	Dr. Priya Elowen Basu	Directs magical site intelligence, ley-line monitoring, and strategic geography assessment.
Chief of Magical Beings Liaison & Protection	Ambassador Naila Serrano	Handles magical beings rights, diplomacy, protection, asylum, and intersocietal liaison.
Chief of Technomagic Review & Containment	Engineer Tobias Vale	Leads policy and technical control over magical devices, implants, spell circuits, and magical AI concerns.
Chief of Magical Forensics & Evidence	Dr. Mireille Dastan	Runs magical crime scene analysis, residue interpretation, and court-safe evidence procedures.
Chief of Policy, Ethics & Training	Professor Jonah Halberg	Owns doctrine, certification, responder standards, legal-ethical integration, and training architecture.
Sanctum Aegis Facility Director	Commander Lucía Fen	Responsible for site administration, internal security coordination, continuity of operations, and non-classified facility governance.
Black Vault Director	Director Oren Kaid	Controls catastrophic artifact custody procedures, emergency isolation doctrine, and high-level access coordination under applicable oversight.

Appendix A. Glossary and Acronym List

Term / Acronym	Definition
Arkaenus	Extreme-priority hostile magical order and soul-hunting cult.
Artifact	Any object or medium capable of storing, generating, channeling, or altering magical effects.
Black Vault	Catastrophic containment function for the highest-risk magical artifacts.
Charm	School and effect category involving illusion, manipulation, domination, or altered consent.
Conglomerate	Hidden magical governance body with significant historical influence and secrecy practices.
Death Magic	Suppressed / defunct school domain involving necromancy, curses, affliction, and vampirism.
Dimensional	Defunct school domain involving gateways, molecular conversion, and inter-reality breach risk.
External Magical Liaison Council	Advisory-only forum for MYSTIGUARD engagement with schools, beings, and orders.
Greenwich	Leila Smith / Gwendalin Windsor, Founding Senior Magical Advisor to MYSTIGUARD.
Holy	Lost school domain associated with blessings, healing, and exorcism.
Ley Line	Conduit of magical energy running across or through geographic space.
MCL	Magical Containment Level — the artifact custody and storage severity scale.
MYS	Magical incident severity scale used by MYSTIGUARD.
MYSTIGUARD	GUARD Mystical Operations Division.
Paragon Artifact Dispersal Event	Foundational MYSTIGUARD case concerning Professor Paragon's stolen artifacts.
PE	Public Exposure level for magical incidents.
PORTALGUARD	GUARD command specializing in portal and dimensional boundary control.
PSIGUARD	GUARD command specializing in psychic, cognitive, and mental influence concerns.
Sanctum Aegis	MYSTIGUARD's primary operational facility beneath Langone Park.
School	Institutional magical tradition organized around frequency, discipline, and training culture.
Technomagic	Magic integrated with machinery, cybernetics, systems, and engineered devices.
Threshold	Callsign of Dr. Helena Maris Vey, Commander of MYSTIGUARD.

Appendix B. Schools of Magic Quick Reference

School	Colors	Status	Academy Location	Core Notes
Alteration	Aquamarine/Teal	Active	Cairo, Egypt	Transmutation, body alteration, enchanting, storage
Arcane	Purple/White	Active	Greenwich, England	Projection, magical defenses, portals
Charm	Red/Pink	Active	Los Angeles, USA	Illusion, manipulation, domination
Conjuration	Yellow/Gold	Active	Ankara, Turkey	Summoning, banishment, teleportation
Death	Black/Grey/Red	Suppressed	No active academy	Necromancy, curses, vampirism
Dimensional	Light Green/Black	Defunct	No active academy	Gateways, molecular conversion
Divination	Dark Blue/Blue	Active	Monrovia, Liberia	Scrying, precognition, detection
Druidic	Green/Light Green	Active	Newgrange, Ireland	Nature-linked living systems and weather
Holy	White/Gold	Lost	No active academy	Healing, blessings, exorcism
Nature	Red/Blue	Active	New Zealand isles	Elemental force and control
Spirit	White/Light Gray	Active	Beijing, China	Spirit communication and astral activity
Technomagic	Yellow/Orange	Active / growing	Mexico City, Mexico	Magical engineering and magical technology

Appendix C. MYS Incident Severity Scale

Level	Meaning	Standard Response
MYS-0	Trace Event	Document and monitor.
MYS-1	Localized Minor Incident	Small MYSTIGUARD advisory or field assessment response.
MYS-2	Controlled Hazard	Field team with specialist support.
MYS-3	Serious Incident	Full MYSTIGUARD deployment and command notification.
MYS-4	Major Threat	Joint magical incident task force.
MYS-5	Strategic Magical Crisis	Global Operations Command oversight and executive notification.
MYS-6	Catastrophic Magical Event	Director-level authority and full crisis posture.

Appendix D. MCL Artifact Containment Scale

Level	Meaning	Notes
MCL-0	Archive safe	Residual or inert item.
MCL-1	Low active	Minor active effect; basic warded storage.
MCL-2	Restricted active	Trained handling required.
MCL-3	Hazardous	Can harm, curse, conceal, or destabilize.
MCL-4	Severe	Entity, summoning, or major site-level effect; multi-party authorization.
MCL-5	Strategic	Regional, portal, or ley-line significance; command-level oversight.
MCL-6	Catastrophic	Mass-casualty, soul-scale, or reality-level risk; Director-level oversight.

Appendix E. Strategic Site and Ley-Line Reference

The following is a quick-reference subset of the strategic magical geography baseline.

Site / System	Type	Operational Importance
Prime Meridian / Greenwich Ley-Line System	Ley-line nexus	One of Earth's strongest magical conduits.
Sanctum Aegis	GUARD facility	Primary MYSTIGUARD facility; operational and containment center.
Antilla Isle	Magical society site	Diplomatic and species-liaison importance.
Clanoch	Magical society site	SEAGUARD and MYSTIGUARD crossover relevance.
Satanazes Isle	Sensitive magical population zone	Requires nuanced rights and threat handling.
Arkaenus Prime Temple	Hostile cult site	Extreme-priority threat site.
Conglomerate Citadel	Hidden authority site	Secrecy and political intelligence significance.
Pompeii Dimensional Site	Defunct-school remnant	Black-level reactivation risk.
Black Church, Brasov	Death-magic site	Red-level Death magic concern.

Appendix F. Magical Beings Classification Reference

Category	Examples / Notes	Primary Concern
Sentient Magical Peoples	Hidden societies, sovereign groups	Rights, diplomacy, security
Magical Humanoids	Human-adjacent or lineage-linked persons	Protection, registration, threat review
Avians	Winged peoples and related lineages	Airspace, medical, diplomatic handling
Fairy-Type Beings	Fae-linked groups and contract cultures	Bargain risk, territory, illusion
Demonic / Satanazes-Linked	Hostile or civilian demonic-linked populations	Do not assume guilt by lineage
Spirit Entities	Ghosts, trapped souls, astral intelligences	Communication, rescue, containment
Cursed / Transformed Beings	Victims or altered persons	Medical, legal, consent review
Magical Animals	Endangered, altered, or summoned creatures	Ecology and public safety
Artifact-Bound Beings	Trapped or sustained by items	Sentience and ownership ethics
Dimensional Beings	Visitors, refugees, predators, intruders	Containment, return, diplomacy
Constructs	Created or technomagic beings	Sentience and control review

Appendix G. Cross-Division Coordination Matrix

Incident Type	Primary Partner	Additional Support
Charm / Possession / Spirit intrusion	PSIGUARD	Medical, Legal, MYSTIGUARD
Dimensional breach	PORTALGUARD + MYSTIGUARD	ASTROGUARD, Global Ops, Medical
Alien-magical overlap	ASTROGUARD + MYSTIGUARD	Intelligence, PORTALGUARD as needed
Artifact security compromise	MYSTIGUARD + SSIIC	Legal, Intelligence, XGUARD if escalated
Technomagic system incident	MYSTIGUARD + Cybersecurity/Signals	Engineering, Medical, SSIIC
Magical beings rights / asylum case	MYSTIGUARD	Medical, Legal, World Court liaison
Ley-line environmental event	MYSTIGUARD	TERRAGUARD / AEROGUARD / SEAGUARD / PORTALGUARD
Hostile magical order operation	MYSTIGUARD + Intelligence	SSIIC/XGUARD, PSIGUARD

Appendix H. MYSTIGUARD Organizational Quick Reference

Quick reference for the current organizational baseline:

- Parent Command: GUARD Global Operations Command
- Primary Facility: Sanctum Aegis
- HQ Interface: MYSTIGUARD Liaison Suite at GUARD HQ
- Motto: Between the Hidden and the World.
- Commander: Dr. Helena Maris Vey (“Threshold”)
- Founding Senior Magical Advisor: Greenwich
- Core Branches: Command & Doctrine; Mystical Operations; Artifact & Containment; Intelligence & Analysis; Research, Forensics & Technomagic; Liaison & Strategic Sites
- Standing Review Boards: Artifact Disposition; Magical Beings Rights; Arkaenus Conflict; Technomagic Safety
- Advisory Body: External Magical Liaison Council (advisory only)