

Skáth, ever reluctant to open up to others and to make himself a part of them, had trouble at first in the Coláiste. He did well with his own group, who he had known for only a short but very intense time before entering the school. But the other students were puzzled by the way he held himself reserved with them when they observed him laughing and carrying on with Gavril and Cerallos. However, as the months passed and Skáth spent more time with the other students, he began to lose his fear that he would be ostracized because of his race. This was by far the most accepting group of people he'd ever been a part of. As he loosened up his natural good humor began to show and he became known as the biggest practitioner of practical jokes on the campus.

His training over the two years at the Coláiste was divided into several areas:

- He had classes and studies with the rest of his crew – his Criú, as the units of Bairdeir are named - (Cerallos, Dílis, Gavril, and Béar) which focused on enhancing their ability to work together and use the strengths of each to compensate for the weakness in the others. The group spent much time together over the entire two year course of study, learning which of them should lead in different situations. Skáth's small size and coloring made him the obvious choice for situations where stealth was required, and in such situations the Criú began turning to him for suggestions. In addition, where the health of the Criú was concerned Skáth's abilities as a healer both mundane and magical led the others to defer to him.
- Many of his studies focused on improving his combat abilities. WeaponMaster Bearach continually pressed the diminutive Daoine to learn TyraKalari, the air inspired martial art of Domhan, but his studies in language and healing consumed him. Nevertheless, the WeaponMaster's work with Skáth improved the man's abilities in hand to hand combat – an area where Skáth had been sorely lacking.
- Stamhlaí, the blustery GaothRí (Wind King) of Máthair's court, was Skáth's mentor and advisor throughout his stay at the Coláiste. The oldest of Máthair's four paramour/Kings found the impish Skáth a source of constant frustration; nevertheless, a rough sort of affection grew between the two and while neither would ever openly admit it they are now very close friends. Stamhlaí is an accomplished healer with some magical abilities to compliment his considerable mundane skills. He and Skáth found much to discuss regarding various techniques, and he was able to partially remove the block that had previously made it so difficult for the Daoine deBith to use his magical abilities to Heal.
- Skáth was the only one of his Criú to have two mentors. One of the full time instructors at the Coláiste teaches a course in ethics, and is also a gifted Empath. Mothú Muadhnaít worked extensively with Skáth to refine his ability to read and recognize the feelings of humans. Together the two figured out how to work around the basic differences between Daoine psychology and human, finally allowing Skáth to fully understand the feelings he could read from human minds.
- During their studies, a man from outside Domhan came to Máthair's Court for the first time in memory (up to this point the Domhani believed their island was the entirety of the world). They were emissaries from a land to the north and west of Domhan. Always fascinated by the new and different, Skáth found ways to observe this man interacting with his servants and crew. The Daoine's facility with languages allowed him to quickly pick up the strange tongue the foreigners spoke, and he became quite fluent. However, the illicit nature of his observations kept him from revealing this fluency to Máthair.

By the end of his time at the Coláiste, the bond between himself and the rest of his Criú was cast in steel. In addition, he has learned the worth of the rest of the Bairdeir – the Queen's judgment in the matter of character has been flawless when it comes to those offered this opportunity. While some don't make it through the training, it is never because of lack of character.

The Bairdeir, both those established and those in training, spend much of their 'free time' at Airgead's – a pub in the outer city that has become a favored place for students at the Coláiste to gather for fellowship and friendly, often very animated, discussions of topics of study at the school, different instructors (even while said instructors are present, as they often are at Airgead's), and the relative merits of just about everything. Airgead McFionnuar, the proprietor, is remarkably tolerant of the idiosyncrasies of the students, and they've become almost his sole clientele. Skáth's reticence toward strangers kept him away from Airgead's (at least openly – he had no problem sneaking into a corner in the rafters to observe and feed) at first, but as he warmed to the other students and gained acceptance he became a frequent fixture there. The friendly atmosphere and easy camaraderie fill the room there with the essence of goodness – so much so that being there gives Skáth a feeling close to drunkenness and the Daoine becomes almost reckless in his humor and joking when he's within a city block of the building.

The suite in the dormitory where the party spent their first night becomes theirs on a permanent basis when they accept positions in the Coláiste. Even after their studies end and they graduate, this suite will belong to this Criú until they disband voluntarily. There are rooms for as many as 7 in the suite, which is also the maximum number in any one Criú. Béar's Criú spend a lot of time here, studying together and discussing their experiences over the two year course of study.

Graduation is a simple ceremony, held in the public Throne Room with the Bairdeir who are in town in attendance. It is a public affair, so anyone who wishes can attend but it is a rare event when more than 10 or 15 people besides the Bairdeir and the honorees families attend.