

# Introduction to Monster Bros.



## Welcome to Eos!

Eos is a vibrant, modern world with a fascinating and diverse populous, many of whom are still called to a life of adventure. While believed to be millions of years older, the planet Eos's recorded history stretches back almost 20,000 years from the present age. While half the world's population has fled towards growing metropolises like Brevos or Tanil'i City, the other half still live in the barely tamed wilderness of the undeveloped world. Scattered across the world are dungeons overflowing with aberrations and undead; dragons that horde the riches stolen from nearby villages; and heroes brave (or stupid) enough to face them head on.

## Genesis

In the beginning, the universe was nothing but a vast emptiness in the endless vacuum of space. It is said that at the center of this swirling expanse was an entity known as **Ain Soph**, a massive singularity around which this nothingness revolved. This empty existence displeased the entity, so it split into two beings called **Aumaan** and **Aram**, the first of the Elder Gods. As the two came into existence, the rest of the singularity dispersed into primordial chaos that soon became the Inner Material Realms. As Aumaan set out to craft the stars out of these primordial building blocks, Aram cut a destructive swath through anything Aumaan created. After eons of fighting

back and forth across the universe, the two eventually reached an accord. Aumaan and their creations would stay in the inner realms, with Aram left to their destructive tendencies in the outer realms, which radiated with powerful positive and negative energies.

Aumaan worked swiftly, creating the Elemental realms and the Primordials Titans to look over them, and at the center of everything they created **Genesis**, a safe home for life in a new and unforgiving universe. From the creation of Genesis sprang **The All-Spirit**, The Elder Goddess of Life, who gave birth to the first Spirits as well as the other first Gods, including **Solux** and **Eosa**. At the center of this first world was **Yggdrasil the World Tree**, a massive tree that connected Genesis with all of creation. Radiating with Aumaan's divine power, this tree served initially as a shield to protect it from Aram's destructive nature. Eventually the Spirit's became curious of the outer reaches of existence. Yggdrasil's roots began to be used to transport the Spirits to the outer realms of Positive and Negative Energy, and after prolonged exposure to these energies changed their natures, the first **celestials** and **fiends** were born.

Aram found themself bored razing the outer realms, which had a morphic nature to it that did not lend well to the euphoric feeling they got from destroying Aumaan's material creations. As more and more spirits spread out to the outer realms, transforming into celestials and fiends, Aram began to corrupt them, fueling non-stop war across the Realms. While Aram could not travel to Aumaan's Inner Realms, the many corrupted spirits could pass freely via the roots of Yggdrasil, eventually spreading this "First War" to Genesis. The war raged for generations and began to corrupt even the most innocent denizens of the world. Soon many spirits fled to the outer reaches of Genesis for safety, but all-out chaos and war had already warped and weakened the World Tree's natural defenses. By the time Aumaan had returned from their own godly realm, they found Aram within a smoking crater, amidst the scattered remains of Yggdrasil.

The two fought, with Aram severely weakened from expending his power to destroy the massive world tree. Once Aumaan had subdued the Elder God of Chaos, they grew the tree **Fal'Drassil** from the remains of the World Tree and infused it with godly energy, turning it into a prison for Aram. Aumaan hid this prison, locked away behind a seal created by the combined power of the four Primordial Titans. With the barrier gone around the inner realms, the power of the All-Spirit was let loose upon the outer Realms, spreading life to all corners of existence. Aumaan returned to their once prosperous creation, with Yggdrasil gone and Genesis scattered into rubble. They fashioned the remains of Genesis into the Vale of Spirits, but Aumaan could not bring themselves to try and recreate their beloved world, so they instead left this task to Solux and Eosa, younger Gods who they felt could shape this realm into a place befitting their vision.

## **The Prime Material**

As the planet Eos came to form out of the dust, so did Sol, the Sun at the center of the Prime Material Realm, as it eventually came to be known. The gods pulled up mountains and filled oceans, filling the land, sea, and sky with life. As the mortal races of man began to populate the lands, many other Gods began to take shape, Gods of War, Fertility, and Fear. Roving clans built villages, and those villages grew into cities, and eventually, those cities became empires. These eras in the Pre-Historical Age are shrouded in mystery, and every culture across Eos has its own story as to what happened during it.

Our stories take place 20,000 years after the end of the Prehistorical Age, in the Age of Discovery. In the current year, 1394 A.D., no major nation is engaged in all-out war, though political tensions roil underneath the surface, with acts of aggression happening on smaller scales across the world. This age in history has been marked by taking the knowledge and relics of the past and using them to innovate and combine the disciplines of magic and the natural sciences.

Colloquially referred to as “Magitech,” these innovations have brought electricity to homes, allowed instant communication across distances with ease, as well as revolutionizing transit with the invention of auto-carriages. These technologies have thrived in the developed urban parts of the world, in large part thanks to the efforts of organizations such as the GraxAlthor Corporation, the Stormgrip Institute, and the Magisterium of Astramorn.

Of course, the comforts of the modern era are not available to all on Planet Eos. Over half the worlds sentient population lives outside of urban centers where many of these wondrous conveniences are not quite as readily available. Many people living in these outer lying towns and villages still often have to rely on the help of mercenaries and other sword-and-sorcery types, as the threats of the wilderness turn away from the cities and towards them. In response to these needs, organizations such as The Wynnford Eagles have innovated on-demand mercenary services that allow nearby mercenaries to be remotely called in for work, making it possible for adventurers to earn a comfortable living off of regular jobs.

## History of Eos



## Age of Discovery- 1AD - 1394AD (Present)

An Age marked by advancements in both magic and engineering, and an end to the constant global war of the prior age. The beginning of the age also saw most of the world adopt a new calendar system, called the Cyrillian Calendar. Cyrillos Kah'zar created the calendar system to incorporate elements of the Elvish, Dwarven, Human and Gnomish calendars used in prior ages.

With the founding of GraxAlthor in 1211AD, industrialization began to spread, first on the island, and then to Southern Uldura and Emladrés. Though even as the 15<sup>th</sup> century approaches there are still parts of the word too hostile to tame and settle. Scattered dungeons and caves still teem with giant rats and undead, while bandits and cutthroats roam the roads above looking for their next victims.

Urban life on the other hand has seen a massive rush in popularity. More people than ever live in city centers or nearby towns, looking to escape many of the dangers of a world steeped in otherworldly magic and secrets. Brevos remains the largest metropolis in the world, though Tanil'i City isn't far off, and is far more densely populated as part of an island nation. Many of these cities enjoy electricity, modern plumbing, and housing affordable enough for the common family. Of course urban life is not perfect, with the poorest workers often without these comforts, though guilds and workers unions have seen a recent spike in membership in response to this.

The continent of Uldura has also seen much activity in the past few decades, with the founding of a Federation between it's free cities and a crisis known as "The Day of Sundered Skies," the people of Uldura have had no cause for boredom. Unfortunately it seems crisis looms over the continent once again as Aeloria, a state of hostile Drow upon the surface, grow in power each day. Powered by the mysterious Black Moon of Aram, these men have formed an army known as the Sons of Aram, who wander the hills of Uldura, kidnapping young women and sowing discord where ever they can. The leader of the Federated States, Thorillius Greatsoul, has pledged to use the power of the F.S.U. to protect his citizens, though still there are more and more reports of women going missing each day now.

## Events

The Two of Hearts ~ 7/24/1394

The Grand Opening of the Mournstar Hollow Red Lobster ~ 7/23/1394

The Vrinn Academy's Inaugural Ball ~ 7/22/1394

Daddy revealed, Tabitha Xoffi murdered ~ 7/22/1394

The Sons of Aram invade Breakwater City ~ 7/21/1394

Advent in Malach! - 7/15/1394

Destroying Daddy's Demi-glaze ~ 7/11/1394

Kris Pringle's Daddyhunt & St. Gaabi's Day ~ 7/9/1394

Balthazar's Insignia returned - 7/6/1394

"The Dragon's Son" - 7/5/1394

Breakwater Heist - 7/4/1394

Tabitha, Preston, & October arrive in Naumford - 7/3/1394

Mewnice meets Sumira, "The Copycat" - 7/2/1394

**Mewnice, Paul, & Florence join the Monster Bros. - 7/2/1394**

Kamako'iki Blossom Festival Incident - 6/27/1394

**Rollo, K'ron, and Suplex Meet, Elix disintegrated - 6/17/1394**

**K'ron, Suplex, and Keira save Ash - 6/10/1394**

**Mewnice & Ash vs. The Sons of Aram - 6/8/1394**

Tabitha, Preston, & October meet Skokum & the Archfey - 5/27/1394

**Tabitha, Preston, & October Meet (Gaabi too!) - 4/20/1394**

Paul leaves the Isles of Silvaros for Uldura - 1/12/1394

Rollo meets October in Redhill - 10/31/1393

Paul & Florence meet Vix Sunweaver - 7/2/1393

**Paul & Florence meet/castrate an exhibitionist - 5/24/1393**

**Rollo meets The God Slayers - 5/15/1392**

## **The God Slayers Return - 4/21/1392**

The Founding of the Federated States of Uldura - 10/18/1382

The Sundered Skies Crisis - 10/18/1381

Anorien & Pavash Sunweaver's cliffside wedding - 10/10/1379

The Fall of the Elemental Cults - 5/20/1378

## **The Womford Eagles Meet - 7/14/1377**

### **The God Slayers Meet - 4/20/1374**

High Chief Staek Urgrak is violently usurped - 4/28/1354

GraxAlthor Founded - 2/19/1211

Rollo and Jarric's Accident - 1/30/1153

The 2<sup>nd</sup> Fall of Rama ~ 775

The Seclusion of An'draath - 717

## **Births**

### **Player Characters**

Suplex Hammerthorn (b. 1381)

October Tengu, Bepis (b. 1374)

Gert Uraqqa, Prupnyen Meyer (b. 1370)

Florence Greenfaith (b. 1366)

Paul Dragonson (b. 1362)

Mewnice Whiskerly (b. 1359)

Ux Swiftleaf (b. 1356)

Grak Greenfaith (b. 1354)

Baxia Uldana, Fornax Frosthärdt (b. 1352)

Bacon Urgrak (b. 1349)

Preston Caviar (b. 1345)

Kaz Stormgrip (b. 1342)

Do Cinderhair (b. 1336)

Anorien Sunweaver, Rollo Vrinn (b. 1145)

Tabitha Xilton (b. 1142)

K'ron Wyzlee (b. 840)

### **Non-Player Characters**

Persephone Urgrak (b. 1378)

Kris Pringle, Sumira "The Copycat", Elyria Sunweaver (b. 1375)

November Tengu (b. 1374)

Scalene Jessica Triplicon-Ungrak (b. 1373)

Scraps Urgrak (b. 1371)

Charlie Urgrak (b. 1369)

Pompadour Urgrak (b. 1368)

Amelia Urgrak (b. 1366)

Frank Urgrak (b. 1364)

Vixander Sunweaver (b. 1364)

Pavash Sunweaver (b. 1348)

Gaabi (b. 1348 - d. 1370)

Langston & Luther Cod (b. 1342)

Stæk Urgrak (b. 1329 - d. 1354)

Elisabeth Lobos (b. 1328 - d. 1354)

Shu Cinderhair (b. 1216)

Jakob Rosselind-Frosthärdt/Jarric Vrinn (b. 1145)

Boyzon Xoffi (b. 1146)

Ganymede Grax (b. 975)

Thalma Xilton (b. 878 - d. 1393)

Io Grax (b. 395)

Kol "Daddy" Rassa/Rassil Kala (b. 158)

### **Age of Warring States: -2100AWS ~ 1AD**

An Age marked by constant war and battle between the Ozzite kingdoms of Elves

and Dwarves, with large revolutions occurring within Human and Orc societies. This Age also marks the ascension of human kingdoms to superpower status across the world.

With the assassination of Queen Alouette Sylvaris at the hand of Dwarven assassins at the end of the last age, this era began in the midst all-out war.

### Events

The Signing of the Treaty of Brevos ~ -60

Secession of Brevos from Estellian Empire ~ -186

End of the 3<sup>rd</sup> Dwarvo-Sylvan War ~ -430

The Liberation of Urgron ~ -500

Battle of Zelph ~ -810

The Urgrazi Rebellion Begins ~ -830

Battle of And'orza ~ -1440

Start of the 3<sup>rd</sup> Dwarvo-Sylvan War ~ -2100

Founding of Asrelia, later known as Liliin ~ ???

Abyssal Gate rips open in Northern Ozzia ~ ???

### Births

Sahlman Urgrak (b. -421)

Zul'thar Stormgrip (b. -760)

Ka'rannis Zonas Duskthorn (b. -1674 - d. -1440)

## **Age of Elders: -8000AE ~ -2101AE**

An Age marked by the height of imperial power held by the Elvish and Dwarven kingdoms of Ozzia, when their influence was strong across all of Eos. And while some Godtouched still roamed the Prime Material, most of those left alive had at this point

gone into deep hiding for their own protection.

With the 1st war between Dwarves and Elves ending towards the beginning of this Age, the two Kingdoms began a long process of reconstruction across the continent of Ozzia, which had seen the worst damage from the crises of the prior Ages. Despite their historical distaste for one another, the two superpowers eventually banded together in this effort. After a few millennia of hard work Eos seemed almost back to normal, with the humans eventually building an Empire of their own across the southern coastline of Ozzia.

But for many, a sense of normalcy never returned. Soon the Dwarvish Clans turned to slave labor to fuel their reconstruction efforts. The Orcish tribes of western Ozzia were first tricked, then forced into slave labor. The Giant-folk were soon subjugated as well, their uncanny size and strength being used to build some of the most impressive feats in Dwarvish architectural history. Soon this practice bled over to the clans in Northern Uldura, meaning a majority of the world's Orcish population was under some form of enslavement during this and much of the next age.

Beneath the surface though, a whole different world was beginning to take shape. The Drow descendants of Carnera founded the Gothic Dominion centered in Issigoth, a capital city for all society in the Underdark. Run by the Drow Matriarchy, it quickly became known as a harsh and unforgiving society, befitting its place underground. As a common enemy to both Dwarves and their cousin Elves on the surface, this Age saw concentrated efforts by the Sylvari Monarchy and the Clans to exterminate the Dominion.

## Events

The Assassination of Lady Alouette Sunweaver Sylvaris ~ -2110

End of the 2<sup>nd</sup> Dwarvo-Sylvan War ~ -2395

Start of the 2<sup>nd</sup> Dwarvo-Sylvan War ~ -2450

Founding of Breakwater ~ -2730

The Dwarves of Dam Lodir seal off the northern tunnel systems ~ -3050

Founding of Icthyadelphia ~ -3160

Extinction of the Ulduri Wood Elves ~ -3200  
Founding of the Estellian Empire ~ -3600  
The Ulduri Wood Elves and Dwarves attempt to purge the Drow of Issigoth ~ -4750  
The Schism of Emladrés and the Feywoods ~ -5100  
Mass Enslavement of Orcs & Giants by the Dwarvish Clans ~ -5400  
Founding of the Gothic Dominion ~ -6300  
Dwarves begin colonization of Uldura, Dam Lodir Founded ~ -6500  
End of the 1<sup>st</sup> Dwarvo-Sylvan War ~ -7600

### Births

Tamarindt Xilton (b. ~ -6200)

## Age of Ancients: -20,000AA ~ -8001AA

An age shrouded in mystery, with almost no surviving written records. Said to have been the dawn of the days of mortal kingdoms run by Elves, Dwarves, Humans and Orcs. Many of the surviving records from this time in history were destroyed during the Age of Warring States. Though several millenia later, up to this point in world history Elves and Dwarves were some the few reliable sources of historical records.

The most important event of this era, and possibly of all history is known as "The Divine Cataclysm." After the deaths of Elder Gods Solux and Eosa in the Prehistoric Age, their deific energy washed over the realms. It's said that those nearest to Solux at the time of his death ascended to near-godhood on the spot, their bodies taking on fragments of his boundless power. Eosa instead choose to pass on, giving pieces of her great power to her "Children of Earth," allowing their progenitors and heroes to ascend to their own pantheons. With the revelation that deities like Solux could be killed and the sudden, massive influx of godly power in the world, absolute chaos broke out. Some

of those blessed with the dead deities' power (known as "**Godtouched**") sought to use this power for good, but most immediately turned towards their more despotic instincts. Some used this power to subjugate mortals, while others sought to consolidate their power by slaying the other Godtouched and siphoning away their energy.

This world, still reeling from the Light's Demise, found itself once again on the verge of destruction. The countless super-powered Godtouched raged across Eos, destroying everything in their path and killing countless mortals. The most powerful amongst them became known as Rama, the God of Conquest, Destruction and Rebirth. Having recently ascended to true godhood, Rama raised a following using his powerful aura of domination. This allowed him to turn otherwise unsuspecting people into zealots for his cause.

Aerena could no longer sit idly by while the power once held by her father was squandered by demented man-gods hell bent on destruction. Taking charge, she traveled to the realm of mortals and fought Rama head on. Their battle raged for weeks, tearing across the surface of Eos. Eventually Aerena gained the upper hand, severely wounding Rama. It's said she stripped him of his divine power and set his body adrift through the Astral Expanse. Most of the other Godtouched went into hiding after that for fear of the Sun Goddess's retribution, though a few managed to escape her wrath and achieve true apotheosis.

This Age also saw many other momentous occasions and events, such as the founding of the original four High Houses of the Sylvari Monarchy and the subsequent war between them and the Dwarvish Clans, later known as the 1<sup>st</sup> Dwarvo-Sylvan War. The free city of Tyr, located in central Oqari also vanished at the end of this age, leaving only a crater in its absence.

### Events

The City of Tyr disappears, leaving behind a massive crater ~ -8200

The Start of the 1<sup>st</sup> Dwarvo-Sylvan War ~ -11,300

Founding of the Sylvari Monarchy ~ -12,000

The Apotheosis of Sundarhi, Ivind, Vyrza, Ei'tri & Or'zith

The 1<sup>st</sup> Fall of Rama

The rise of Indra and the fall of Ashura

The Divine Cataclysm

### Births

An'zor Sunweaver, Vespernia Galaeri (b. ~ -14,300)

Aurora Valaeren Sylvaris, Ly'allia Lunaria (b. ~ -14,400)

## Pre-Historic Age: Beginning of Time ~ -20,001PH

As it's name implies, this age came before the time of recorded history, with most of the events within it described mostly through religious texts. Because of this, many of these events are subject to quite a large amount of interpretation, depending on who you ask.

The most defining event of this or any age was the death of the Elder God of Light, Solux, the Infinite Aurora. Since the time of Genesis it was said that Solux carried within him a rapturous love for the Elder Goddess of Worlds, Eosa, the Earth Mother. When Solux learned that Eosa was passing on her power and choosing to die like a mortal, he rushed from the outer realms to the Prime Material. His brilliant radiance was too strong to get close to Eos without potentially incinerating millions, but he did not care. Rushing ever closer towards the planet in hopes of saving his love, Solux's light began to roast the surface of Eos. It was in his hurry that he did not see the flash of black before him until it was too late. It was Exus the God of Shadows, his son, with his sword *The Night's Edge* driven straight through Solux's heart. Tasked eons ago to live in abject exile upon the moon Exo as a guardian for his father's beloved Eosa, in his own mind Exus had merely honored his sworn duty.

As Solux died, his godly power released in massive waves that rippled through the inner realms, with a good amount raining down on Ozzia and Oqari,

which had been facing Solux as Exus killed him. In that same moment, the sun went completely dark, lasting only moments before Aerena finally made it to the Prime Material. She reignited the sun, and then saw what her brother Exus had done to their father. The two were awash in their father's residual power, and in a moment of fury, Aerena banished Exus to the Vale of Spirits. It is said that the Light's Demise, as it came to be known, caused unimaginable death and chaos within Eos's ecosystem, despite only lasting mere moments.

Seeing the strife that lie ahead of mortalkind, Ovos the Allseer gifted them with the knowledge of Arcane magic. Over the next several generations, with only their willpower and arcane might, mortals were able to slowly rebuild their world after it's near destruction.

### Events

Ovos gifts the knowledge of magic to mortals

The Apotheosis of Yema, Waio, Yz'mar, Broqq, Ymir, Kerriq, & Zorko

The Ascension of Aerena, the Banishing of Exus

The Death of Solux, The Light's Demise

The Passing of Eosa

## Age of Genesis: ???? ~ ????

### Events

Destruction of Yggdrasil the World Tree

War between Celestials and Fiends

Ain Soph splits into Aumaan & Aram

