
The Tear of Magic

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The Tear of Magic is a repository of fairy magic. It is not the source of the fairies magic, it is however a concentrated dose of fairy magic. If consumed it can grant some semblance of fairy magic, if a non-fairy player consumes the Tear of Magic they should immediately go find a DM. Almost all fairies keep a tear of magic on their persons for emergencies. As such the fae guard their Tears of Magic jealously.

Loremasters

“Intelligence without ambition is a bird without wings.”

– Salvador Dali

Monsters have thrived on this continent of Astyria for as long as the two suns have been flying about the sky. Epic battles have been fought with rivers of blood staining the ground. No two species formed alliances, in the beginning. As time ticked on, monsters began seeing the similarities they held and started bonding based on those similarities. Factions of monsters have developed from those with similar interests. Two organizations have made their mark on the land as the two oldest factions; though their age is where their similarities end. One of the two societies are the Power Society, a hardy group of battle-torn warriors who have fought their way to immense control over Astyria, both in politics and in brute force. The other society is the Loremasters Guild, a scholarly group of intellectuals who have found a niche as the single most reliable source of information as well as being a unit responsible for nearly all technological advances for the monster world. The Power Society is run by the up and coming visionary known as Ruby. The Loremasters Guild is run by the aristocratic and fastidious Count.

You are a proud, faithful member of the Loremasters Guild. You spend hours poring over books, searching for the elusive secrets of the universe. The Guild encourages only the most dedicated scholars to join; members only increase rank when they are publically witnessed as being martyrs for their research. Many view the members, of the Loremasters Guild, as stuffy, dusty, weaklings but that could be farther from the truth. In fact, the current leader of the Guild is the fastidious Count who rules the Guild with an iron fist. No research is important or groundbreaking enough for the leader's approval. Though the current leader is strict and arrogant, he isn't there to be liked—something that he knows very well. You joined because you truly appreciated the combined force of intellectual energy created by the Guild. You know that it takes a lot more than just physical power to ascend to the zenith of mortal living—an achievement you believe rests on the power of knowledge as well as the power of might. The Loremasters Guild rules more of Astyria than the commonwealth believe because without the technology constantly being improved by the Guild, everyone's lives would suffer. The other main organization of the land, the Power Society, is full of brutes who hold massive influence over the government and the main population of Astyria. They like to believe they are secretive and elite. At least the Loremasters Guild understands that the importance of the group's existence is to further the cause of future generations, not forcing ridiculous tests onto its potential new members.

Goals

- Acquire as much information about everything forever!
- Keep the Loremasters Guild intact and dignified.
- Gain new members with great knowledge.

Members of the Guild attending this event.

- Count Wilhelm Von Dorburt: The vampire leader of the Guild. He is not very likeable, but the Guild has certainly risen in power since he took over.
- Tunmal Underbite: A sassy goblin with secrets.
- Sphinx: No one in the Loremasters Guild is sure whether or not Sphinx is actually a member as no one has been able to decipher his answer when asked.

Power Society

“A truly strong person does not need the approval of others any more than a lion needs the approval of sheep.”

– Vernon Howard

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The Society encourages its members to become as strong as possible. There is no discrimination as long as you can hold your own in a one on one battle. For obvious reasons, no weaklings are allowed to join; those members who work to gain presence in politics are still chosen by their physical prowess as well as mental. Each potential new member must pass a trial to prove their strength before the induction ritual into the Society. You and the strongest of your ancestors have always been members; you passed your trial with flying colors! The values of the Society are manifold, but you appreciate that the direction the Society has taken over the last fifty years has moved towards a more secret influence than in the past. You find the politics, while absolutely not your mug of ale, necessary for lasting power. The Loremasters Guild doesn't seem as if they have any real presence in Astyria because they mostly just shut themselves in the great Astyrian Library and ignore the world. You imagine every Loremasters member must never see the sun because they are always sitting bent over tomes. The Power Society doesn't mean as much to you as it did to your father, but you still participate fully in whatever tasks Ruby asks of you. You are a reliable member; you willingly use your strength to further the Society's goals for future generations. . Once a member commits to joining, there is no abandoning the Society. This society is run by a hierarchy system: New members are “Minions” Intermediate members are “Fledglings,” Longtime members are “Warriors”, Officers are “Generals” and the leader is known as the “Master”. Currently, the Master is Ruby who has fought many battles to protect his title. Many believe Ruby will take the Power Society to heights of influence unforeseen!

Goals

- Acquire as much power and glory as possible!
- Keep the Power Society on top of every snivelling weakling.
- Gain new members with great power!

Members of the Society attending this event.

- Ruby: The fearless draconic leader of the Society. He is very aggressive. He is considered a visionary for advancing the Society's values.
- Gulfim Rozghar: A minotaur whose family has been solid loyal members since the founding of the Society. His communication skills may be similar to that of a child, but no one can deny the strategic military genius he has brought to the Society and his own people.

The Continent of Astyria

You live on this beautiful continent known as Astyria. The land mass is immense and holds several rich biomes, such as swamps, mountains, plains, and an abundance of coast. Humans have long lived freely on this continent, mostly gathering around the coasts. Since the beginning of Astyria's existence, creatures with various racial variations have ruled their own areas of the continent; humans have been left to fend for themselves. Such has been the way since the beginning of the oldest memory; the known species have been: the proud minotaurs, the noble dragons, the manipulative demons, the gloomy liches, the pretentious vampires, the hardy Ogres, the flighty Djinni, the mischievous fae, the riddling Sphinx, the slow-moving ents, the slithering basilisks, the aggressive Trolls, the crafty goblins. There was also a proud species known as manticores who were the first to go when the humans started to fight back. The humans have only just recently started to have an impact on monster survival with their recent technological leap—the gun!

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A Brief Reminder of Astyria Lore (This reminds you of your days listening to your papa on rainy nights.)

Dragons-Big, scary, flying lizards that breathe magical fire. The older they are, the more powerful and invincible they are. There is a legendary sword called the Sword of Ice that has been known to slay the strongest of dragons, but there is no historical documentation of its existence.

Ents-These are tall, tree humanoids. It moves slowly and is known for being passive. They regenerate when being killed unless they are slain with magical fire.

Trolls-These hulking humanoid creatures are often mistaken for rocks when they are sleeping. They regenerate unless they are being slain with magical fire.

Liches-These are undead mages. Liches are created when a necromancer decides to exploit his/her soul for power. A lich cannot be killed unless his/her phylactery, which holds the lich's soul, has been destroyed.

Vampires- These are undead. Once human, a vampire is created from the bite of another vampire. Vampires are tricky as sometimes they can come back from death.

Goblins- These small humanoids who are looked down upon by their fellow monsters for their weakness, but are brutally cunning are often ridiculed for being weak. They don't often try to rise up the totem pole, but occasionally they do.

Fae- Small, mercurial, mischievous, humanoid creatures who take delight in trickery. The fae are known for shapeshifting. They use their abilities to deflect attacks and manipulate humans into their traps.

The Sphinx- The Sphinx is a creature beyond time. It is not indestructible, but the mental prowess and attacks of the Sphinx are legendary.

Minotaurs- Minotaurs, giant humanoid bulls with penchants for violence, are known for being zealous in battle. Their communication skills are shoddy at best. Their military strategy shows surprising intelligence.

Basilisks- Basilisks, snakelike creatures, use their powerful ability to turn other creatures to stone. Humans have been trapped by this. Enemies of the basilik—even monsters—are turned to stone.

Djinni- The djinni, spirits who often grant wishes and have great magical power, are known to blink to safety when they are in danger of being killed. They can grant wishes only once a day.

Ogre- These brutes are known for being dimwitted and smelly. Suggestable and stubborn, commonalities are unpredictable. Ogres have been everything from priests to cobblers, but never kings.

Demon- Demons are spirits from the abyss who take great joy in collecting items of great value. They make deals whenever possible and can teleport. Few trust them, but some are charismatic. They always have information.