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## The Continent of Astyria

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## Loremasters

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*“Intelligence without ambition is a bird without wings.”*

*– Salvador Dali*

The Loremasters Guild is 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. It is in an often deadly rivalry with the Power Society.

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 publicly witnessed as being martyrs for their research. Many view the members of the Loremasters Guild, as stuffy, dusty, weaklings but that could not be farther from the truth. In fact, the current leader of the Guild is the fastidious Count Wilhelm Von Dorburt who rules the Guild with an iron fist. Virtually 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 (im)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. Unlike the Power Society, 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.

Any two members can induct a new member by conducting a one minute ceremony. (*Roleplay accordingly.*)

If there are four or more members in the Loremasters, any two members can eject an existing member by conducting a one minute ceremony *over the target's unconscious (or dead) body.* (*Roleplay accordingly.*)

By virtue of membership in the Loremasters, you gain access to a pool of abilities. These abilities are shared across all Loremasters, including newly inducted members, so be careful with who you add to the society.

### Goals

- Acquire as much information about everything forever!
- Keep the Loremasters Guild intact and dignified.
- Gain new members with great knowledge.
- Embarrass or otherwise weaken the Power Society by whatever means you desire.
- Ensure that whoever is the Supreme Command of the monsters is from the Loremasters (and certainly not from the Power Society).

### Members of the Guild attending this event.

- Count Wilhelm Von Dorburt (John Schwartz): 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 (Noah Sutton-Smolins): A sassy goblin with secrets.
- Nyx (Deanna Abrams): A winter fae who was inducted into the society for providing the group a handful of rare, ancient human wizard books.
- Sphinx (Shi Tuck): No one in the Loremasters Guild is sure whether or not Sphinx is actually a member as no one has been able to decipher her answer when asked.

### Ability Pool

- **Research secret (3 uses per game)** – After conversing with a target for five minutes, you may learn a secret about them or their race.

- **Study ritual (2 uses per game)** – If you are shown the steps of a ritual, you can deduce its purpose and the consequences of completing it.
- **Etherealize (3 uses per game)** – Step lightly into the ethereal plane. You will appear to be a ghost. You can be seen and heard by anyone as usual, but you may only interact with other ethereal characters.
- **Forbidden words (1 use per game)** – Speak the unspeakable words of a long-forgotten ritual. You have only read but never spoken these words before, and have only vague hints as to what effect they might have. But it is clear that they should only be used in moments of desperation and may be especially dangerous to the speaker.



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## 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.

Most fairies carry a Tear with them because it is occasionally useful. It has limited benefit to the fairy themselves (*Fairy characters cannot consume the Tear of Magic - it wouldn't do the fairy any good anyway as the Tear can convey no additional magics to what you have. This is a kludge for game balance.*) but can be traded away for the right favor. Since fairy magic is capable of many unique feats, even among monsters, a Tear is a very valuable commodity indeed and should not be traded away lightly.



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Souls – Souls are a bargaining chip often used by demons. Monsters barter their souls the same way a farmer might barter their favorite livestock — they may loan it in return for a considerable service, but generally with the intention of recovering it in the future (either by trade or by force.) Unless you know otherwise, losing your soul causes no specific loss of abilities or power.



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### 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.

Most fairies carry a Tear with them because it is occasionally useful. It has limited benefit to the fairy themselves (*Fairy characters cannot consume the Tear of Magic - it wouldn't do the fairy any good anyway as the Tear can convey no additional magics to what you have. This is a kludge for game balance.*) but can be traded away for the right favor. Since fairy magic is capable of many unique feats, even among monsters, a Tear is a very valuable commodity indeed and should not be traded away lightly.



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## The Continent of Astyria

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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, and 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!

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.

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## Loremasters

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*“Intelligence without ambition is a bird without wings.”*

*– Salvador Dali*

The Loremasters Guild is 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. It is in an often deadly rivalry with the Power Society.

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 publicly witnessed as being martyrs for their research. Many view the members of the Loremasters Guild, as stuffy, dusty, weaklings but that could not be farther from the truth. In fact, the current leader of the Guild is the fastidious Count Wilhelm Von Dorburt who rules the Guild with an iron fist. Virtually 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 (im)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. Unlike the Power Society, 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.

Any two members can induct a new member by conducting a one minute ceremony. (*Roleplay accordingly.*)

If there are four or more members in the Loremasters, any two members can eject an existing member by conducting a one minute ceremony *over the target's unconscious (or dead) body.* (*Roleplay accordingly.*)

By virtue of membership in the Loremasters, you gain access to a pool of abilities. These abilities are shared across all Loremasters, including newly inducted members, so be careful with who you add to the society.

### Goals

- Acquire as much information about everything forever!
- Keep the Loremasters Guild intact and dignified.
- Gain new members with great knowledge.
- Embarrass or otherwise weaken the Power Society by whatever means you desire.
- Ensure that whoever is the Supreme Command of the monsters is from the Loremasters (and certainly not from the Power Society).

### Members of the Guild attending this event.

- Count Wilhelm Von Dorburt (John Schwartz): 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 (Noah Sutton-Smolins): A sassy goblin with secrets.
- Nyx (Deanna Abrams): A winter fae who was inducted into the society for providing the group a handful of rare, ancient human wizard books.
- Sphinx (Shi Tuck): No one in the Loremasters Guild is sure whether or not Sphinx is actually a member as no one has been able to decipher her answer when asked.

### Ability Pool

- **Research secret (3 uses per game)** – After conversing with a target for five minutes, you may learn a secret about them or their race.

- **Study ritual (2 uses per game)** – If you are shown the steps of a ritual, you can deduce its purpose and the consequences of completing it.
- **Etherealize (3 uses per game)** – Step lightly into the ethereal plane. You will appear to be a ghost. You can be seen and heard by anyone as usual, but you may only interact with other ethereal characters.
- **Forbidden words (1 use per game)** – Speak the unspeakable words of a long-forgotten ritual. You have only read but never spoken these words before, and have only vague hints as to what effect they might have. But it is clear that they should only be used in moments of desperation and may be especially dangerous to the speaker.

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## The Continent of Astyria

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## Power Society

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

*– Vernon Howard*

The Power Society is 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 Power Society is run by the up and coming visionary known as Ruby. It is in a lifelong rivalry with the Loremasters Society.

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. 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!

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### Goals

- Acquire as much power and glory as possible!
- Keep the Power Society on top of every sniveling weakling.
- Gain new members with great power!
- Embarrass or otherwise weaken the Loremasters Society by whatever means you desire.
- Ensure that whoever is the Supreme Command of the monster army is from the Power Society (and certainly not from the pathetic Loremasters).

### Members of the Society attending this event.

- Ruby (Amanda Stowers): The fearless draconic leader of the Society. She is very aggressive. She 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.
- Xavier Fizzgig (Song Wang): A sorcerous undead who has slaughtered any who dares to stand in his way.

### Ability Pool

- **Reveal Cowards (2 uses per game)** – Use on a target character to discover the exact and truthful status of their army, instead

of whatever the scouts report.

- **The Scent of Treasure (2 uses per game)** – Receive a hint from the GM about the location of a specific treasure you are searching for. You may not receive the hint immediately. May be used at most once per character.
- **Glory (3 uses per game)** – If you knock another player unconscious without direct assistance from any other character, gain +5CR for the next 30 minutes. This ability can only be used once per character.
- **Revenant (1 use per game)** – If you would die and you were killed by foes that outnumbered you, instead go “not here” and find a GM. Your corpse is still on the ground and you will appear to be dead, but you will rise up again in five minutes. Note that if two members die simultaneously, the GM will choose who survives randomly.

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- **Glory (3 uses per game)** – If you knock another player unconscious without direct assistance from any other character, gain +5CR for the next 30 minutes. This ability can only be used once per character.
- **Revenant (1 use per game)** – If you would die and you were killed by foes that outnumbered you, instead go “not here” and find a GM. Your corpse is still on the ground and you will appear to be dead, but you will rise up again in five minutes. Note that if two members die simultaneously, the GM will choose who survives randomly.

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## 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.

Most fairies carry a Tear with them because it is occasionally useful. It has limited benefit to the fairy themselves (*Fairy characters cannot consume the Tear of Magic - it wouldn't do the fairy any good anyway as the Tear can convey no additional magics to what you have. This is a kludge for game balance.*) but can be traded away for the right favor. Since fairy magic is capable of many unique feats, even among monsters, a Tear is a very valuable commodity indeed and should not be traded away lightly.





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Ogre – These brutes are known for being dimwitted and smelly. Suggestible but 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.

Souls – Souls are a bargaining chip often used by demons. Monsters barter their souls the same way a farmer might barter their favorite livestock — they may loan it in return for a considerable service, but generally with the intention of recovering it in the future (either by trade or by force.) Unless you know otherwise, losing your soul causes no specific loss of abilities or power.