

Librarium

A CircleGuardian guild

www.circleguardians.se

Express Description of Librarium

Full Guild Story will follow further down this document

Librarium is the temple of the Sin'Dorei, it is a sacred order which possesses great magical powers, wealth, wisdom and lore. Followers of the Librarium say that they ward a secret source of magic, stronger than any other source. The Librarium have many followers almost like a religion would have iRL, believing in their path and teachings. But very few are selected and given the honour to -serve- (being part of the guild). Being the temple, Librarium has its role in politics. Many of the Sin'Dorei leaders back the Librarium with gold and guardsmen, also being strong believers in the Librarium teachings and path. This gives the temple Librarium an important voice. They are usually referred to as: "Templars" or "Librarists".

Librarium's path and goal

Few know what the Librarium does except those who serve. But it is common knowledge that the Librarium believes we live as mere shadows of our true potential. The templars of Librarium believes we are a wounded kin, poisoned with addiction to magics. This addiction is seen as an illness and a sign of that we live as "slaves" to it. True power comes only when you are the master instead of a slave - being in full control and balance with your powers and the sources you draw from to use your abilities.

Librarium believes in a higher state in their evolution and that their teachings will lead to "completion". When a templar speak of completion - they refer to this balance and control. That you become a master instead of a slave.

"Reaching completion means opening your eyes, seeing truths and the world as it is. When in full balance and control, true power is yours. Being a slave means lack of control no matter thy experience or skill. Being a master means choosing and stating your own affection upon the world. A master always prevails over a slave. You only reach true knowledge when reading with open eyes. A master has open eyes, a slave is chained and is doomed to walk with eyes closed for eternity."/> Librarium Code of Honour

This completion will lead to enlightenment and more power. Rumour say that Librarists tends to rites, ceremonies, wizardry research, warding their magical source, investigating lore and acquiring magical artifacts. All for enhancing their source.

The Librarium Source

The Librarium templars have warded their source for long, even old Librarist elders argue of how long exactly. The source is seen, by templars, as the "core" of what could lead to the completion, Librarium speaks and preaches about. Librarium believes their source is the strongest source which has ever existed, equal to the old powerful sunwell. If their source is understood in depth and detail then its powers could be used and energies drawn from, without addiction as a price. This is why the Librarists ward and research their source with fierce determination. All Librarist efforts has a connection with either understanding, enhancing or utilising their source.

"One day we shall be stronger than ever. Fate wanted us to be great, it is not enough to walk

as a shadow of what we were meant to be. The Librarium templars are those who shall see to that we reach our potential. We shall be on top of our evolution and reach what fate had in its embrace for us. It is not enough to be good when you can be great. We bring the future." /Librarium Code of Honour

OOC'ish comment on the express description and guild story

This guild was made with Knights templars iRL as inspiration source. One should regard the Librarium templars a little like a religion. Some believe in our source and our teachings, and some don't. Some support us even though they don't believe because religion has an important part in politics and some don't. Some believe us to be charlatans. As a guild we are not interested to say that our stories here are true and should be embraced by everyone. We more rather want it to be read like this: "This is what the Librarium templars believe in - what about you?" - Therefore as said, regard us believers, like a religion. We believe in our source, we believe in completion, we believe our source is the way to this completion and we believe in a higher state in our development.

What CircleGuardians and Librarium want from you!

When it comes to Roleplaying, we are a community known as CircleGuardians, we stand for quality before quantity. We want our members to truly enjoy roleplaying being made with effort and care. Delicacy is wanted here. In CircleGuardians we live by: "Always in Character" - That means always tending to your character persona, not acting OOC all of a sudden and claiming you weren't IC. Our motto is: "If you are online, then you are In Character". Always honour the immersion!

Except RP-skills, we also want our members to be nice and openminded. We value a mature and friendly atmosphere. Dramaqueens and emo's will find other guilds.

The Story of the order Librarium

How it all started...

A long time ago, when Azeroth was young, there was another source of magic, an alternative to Arcane. It had immense power. No living being could direct such a strong source at the time; spells would always end badly or even harm the caster himself. Many were the researchers who made it their destiny in trying to tame this brutal but powerful source of magic. The years passed and eventually some of the wisest scholars made progress, they tamed the wild brute side of this source. The results were grand at first. Wielding this new source made the caster close to invincible; such was the force of its powers. Spells of old came out twice as strong.

The wizard Titherin was happy with the results and proposed to the academy of wizards, that he would research this source further. His ambition was to found a special academy for the most talented wizards only, helping them fulfilling their potential. Problems arose when the king and champion Lurith, was sceptical and careful. He saw danger where others saw possibilities. Lurith refused to grant Titherin a chance to make his new academy; instead he ordered Titherin to educate five mages of his own choice. The wizard Titherin realised the politics behind. Would he make an academy of powerful wizards, they would be a force to be reckoned with and become powerful allies to whatever faction they would be loyal to. Titherin, wanting to enforce his ideas so very strongly, fell for king Luriths call and accepted five mages as his apprentices chosen by king Lurith. The five mages were grim and hungry for power, as the training went on it became ever so apparent. One of the mages failed his studies. Despite being told to not call for stronger powers than he was ready for - he died trying. He burnt down an entire village doing so. Another apprentice met darkness and depression, the force was too strong for him to handle. He became a victim of addiction to such a degree he did not feel whole unless he allowed the magic to flow through him. The great force of the source took control over him. Eventually, Titherin had to kill him to protect the lands from his insanity. The third apprentice was consumed of the powers of the source, one day he didn't wake up, he was stuck in a coma. The source eventually took his soul and he became an undead. He was locked away never to be seen again.

The fourth apprentice named Leila was a fierce and talented wizard. She learnt quickly and was very talented when it came to the control of her powers. Titherin was impressed with her and it was apparent she was to become his main student. She progressed much faster than Titherin had expected of her. The fifth apprentice named Jina was jealous of Leila. She did not like that Leila was faster than herself and held in higher regard. Jina poisoned Leila one night in belief this would make her Titherin's favored student. She was wrong. Instead, Leila stood alive the very next night. Apparently her powers had come so strong that her nerve system had reacted to the poison and made her active spells become passive. Leila became a shadow of her former self, an avenger seeking punishment to what had tried to take her life. She found Jina and killed her easily before the eyes of Titherin. Titherin promised to let Leila away without telling the king of her deed in exchange to end her training. He said he could not train someone with such hate and lack of discipline. Leila was not happy with Titherin's suggestion for an arrangement so she attacked him. Titherin stood victorious.

As Titherin was dying, his best and most trusted two friends met with him; Yizu and Lunu. He had told them his secrets and trained them in the ways of this new source. All in secret to not anger the king. Titherin told Lunu and Yizu that they needed to bring his discoveries further, but they should do so in secrecy. It was too dangerous to continue this experiment like this. Apprentices needed to be chosen on suitability. Lunu and Yizu accepted.

The birth of Seneschal

Seneschal was formed. It became a temple dedicated to researching and protecting the secrets of their discovered powerful source of magic from the public. Seneschal was operating behind closed doors for long, the king and orders of the world had no idea what the temple were up to or what they were doing. The only official information released was that the Seneschal had a gathering of powerful wizards. Few were accepted, very and even fewer were let in on the core of the Seneschal research. Only the most trusted gained specific knowledge and even them, only loose fragments of the truth.

One day, the king found out what Seneschal really was. He was angered and blasted a full attack on the Seneschal temple with the purpose to destroy everything but the research which he wanted brought to his castle. The attack was a horrific scene of torture and pain, the army of the king was huge. Despite the enormous force, the temple stood strong, such was their magical ability. But it did not last long before the war machine had made ruins of the fine chapel and academy. Members and knights of the Seneschal fled. Many were killed, many disappeared.

One day, Zhîlîan Windfury appeared in Silvermoon, a young Sin'Dorei but loyal to Seneschal since long. Once again would Seneschal appear. She was called to come forth by a collection of old Seneschal wizards, having worked in the hidden for over 1000 years. The wizards had hidden the secrets of Seneschal for all these years. Many thought it was destroyed but it was intact. Over these 1000 years, some had started to believe the Seneschal and this powerful source of magic was a myth. As Zhîlîan returned to Silvermoon, she was appointed Conscience of the Seneschal. The Conscience was the appointed leader, serving the Code of Seneschal directly under the wise wizards in charge of the Seneschal research.

The wizards had made new discoveries, which was why the time was right for Seneschal to once more take its rightful place. It was proven that the power source itself wasn't more addictive than Arcane. The strength required a certain aptitude and ability to handle magic however. This was why so many wizards had failed to understand their source. Clearly, the choice of who to involve with the source was not an easy one.

"Some cast magic out of will, some become mighty wizards out of sheer knowledge and having learnt control. But there is a difference with our source. You can not choose it, it chooses you. Either you are allowed to harness it or you're not."

Seneschal – becoming a home of faith

These discoveries made Seneschaliers believe that the true form of Arcane, their source, was a gift from gods. It was meant to be used by some and some not. It was a gift to those who were regarded worthy. Seneschaliers came more religious after this discovery. They truly became "The temple" for Sin'Dorei. Seneschal started to believe there was a second state in your progression. There was a higher meaning with life and existence, a higher cause. Seneschal believed that understanding their source in full and mastering its essence, would grant you "completion". Completion was the word Seneschaliers used when referring to what they should be and would become when truly mastering their source. You would become a stronger being, one with your surroundings. Being complete meant fulfilling your potential and embracing your destiny. Seneschal regarded this as a gift from the gods – to be allowed entry into their domains. No longer should you be a mere shadow of your potential, you would become what you were meant to be.

Seneschal – wardens

After this, Seneschaliers made it their task to defend this source from the "unworthy" to use; both for their own sake but also to not anger the gods. Zhîlian was from a rich noble house. She had proved her fierce bravery in battle and been a Seneschalier for years, traveling in secret to find magical items for Seneschal. These items were all considered to be vital when researching their source. In order for research to proceed, many magical artefacts were needed. Thus Seneschaliers often was seen scourging the lands after treasures and scrolls. Many joined Seneschal, some for believing in their source, the gods and in the path of "completion" and some in their personal strive for power.

"It does not matter if you are a wizard, a knight or a commoner. If you master our source, you can become one of the most able craftsmen in whatever you choose to do with your ability and skill." - Zhîlian Windfury

Due to this, the welcoming procedure in Seneschal was always done with a highly special ritual. The ritual had as purpose to see if the source would welcome you, or not.

The war of wills

Three years ago, there was another breakthrough in research. The Seneschal source of magic developed. Not only could you use it to wield your old spells stronger but also it could grant you new spells and powers. It was wisdom of the past, forgotten since long. This came as a surprise to the oldest Seneschal wizards. Zhîlian was also taken by surprise, she noticed that some of her Seneschaliers and herself gained new powers which they had no idea what to make of. This made Seneschal grow in two halves, a warlock gathering Seneschaliers behind him on one side and Zhîlian one the other. The followers of the warlock said that these new gifts were a token from the gods and that Seneschal should join the war effort, teaching others their skills. Zhîlian and her followers disagreed. They believed the gift came alive for having followed the traditions and ways they had done so far. They believed in continuing doing so rather than changing their ways all of a sudden. Seneschal suffered from its internal conflicts. The leading wizards of Seneschal came silent, they did not wish to interfere. Instead they saw to that the source and the secrets of Seneschal were once more hidden away from the public. Seneschal lost their buildings among Silvermoon, the guardsman ship

saw them as dangerous. Some were killed after heavy losses while others disappeared. Rich houses supporting Seneschal payed many gold coins in showing their respect, knowing it had caused dismay. It made things easier. For two years, Seneschaliers were not seen in their normal state. The colors were not seen and their symbols were taken away. Until now...

Game Master Comment: Entering Present Game Time

The birth of a new era - Minds, not muscles

Zhîlian Windfury, who had been in hiding, suddenly appeared in Silvermoon. The oldest of Seneschal wizards awaited her. Zhîlian carried evidence that one of the Magister wizards supported the warlock in the internal conflict which separated Seneschal. He had created the internal conflicts in trying to build his own army and gain control of the Silvermoon. Seneschal had become powerful with their knowledge of magic and thus also feared by many of the noble houses. They had their enemies and their allies. Zhîlian, now stronger than ever, took the Magister wizard's life. After heavy revolt in the halls of Sunfury Spire, the leaders wanted Zhîlian's head for her crime against an old and respected wizard. Zhîlian held up her evidence for her claim; A document that carried the former wizards wish to create havoc in Silvermoon and blame Seneschal. After this, Zhîlian was forgiven and applauded. She was welcome back to the lands of Sin'Dorei, respected and approved of. She was also feared, her powers had grown. Silvermoon was different now. Orders had died and others had risen. Some of them were very uncomfortable with the return of Zhîlian. Few knew of the secrets of the old Seneschal and some believed the existence of their alternative magic source was nonsense. But not even the sceptical could deny the wealth of the old Seneschal or the amount of grand wizards who were loyal to their cause.

Seneschal becoming Librarium

Seneschal meant warding and protecting the source from the world. It was said long ago that the passiveness would change when the time was right. When the control and knowledge of the source had grown, so would the temple. Now was the time. Zhîlian declared that it was time for the temple to enhance the source. It was time for templars to grow with it more actively and to embrace the powers given to them. It was their time now. Seneschal was gone. Long live the Librarium.

CircleGuardian Gaming Policies

Every guild made by CircleGuardians, have the same conduct. Small variations may appear but the ambition and strive for professionalism and immersion is always there. We always have clear beliefs of how we are to enjoy a game together. Please read below:

A - **iRL Priority** - iRL is always most important. In a guild made by CircleGuardians, you will never have to excuse yourself for iRL-events. If you need to leave a roleplaying event and/or a gaming session then you should always feel free to do so as long as you inform the others of the reason for why you have to leave. CircleGuardians care for their members and we believe that iRL is always more important than a computer game.

B - **Online Time** - CircleGuardians never punish our members for low online time. However, for practical matters, it is always good to converse with the guild master/officers about how often you intend on being online already when you apply to join a specific guild. It is also considered as well-mannered to inform a guild master/officer if you intend on being offline for a longer period.

C - **Guild Activity** - As said in "A" and "B", CircleGuardians do not punish a low online time. However - we wish to ensure our members that CircleGuardians always strive to make active guilds. Therefore, guild masters/officers have the authority to kick a member that has been offline for 30 days without telling the guild master/officer about the reason for why.

D - **Online Actions** - CircleGuardians does not control what you do with your online time. It is up to you yourself if you want to casual roleplay, participate in events or enjoy the game as you come online. [All meetings and roleplaying in our official guilds must build upon every single player's interest and desire to be PART of what we are doing here.](#) However, if you are rarely online, rarely socialise and rarely show an interest to be active at the community forums or with others Ingame then your long term commitment will be questioned. We want members who are committed, dedicated and show interest to be part of what we are doing.

E - **Alt Character Policy** - CircleGuardians make active guilds and we welcome you to join us with your main characters. [Only if you have your main character with us, your alt characters are welcome.](#) We welcome every alt character you may have if you are a regular member since we embrace the time we have together and want us to spend as much time as possible together online Ingame and at this community, the CircleGuardians.

F - **Levelling and Game Progression** - CircleGuardians will **not** aid you with power levelling your characters. As said before; we expect you to have a high level of maturity and thus also be able to take responsibility of your own game play. The mature player should realise that everyone has a desire to do their own things Ingame. In CircleGuardians we have the ambition to enjoy games together on equal terms.

G - **Roleplaying Activity** - In CircleGuardians we differentiate the terms of [Role Playing Quality](#) and [Role Playing Activity](#). By role playing quality, it is sheer skill and delicacy. By role playing activity it is more a definition of how much of your online time you dedicate to roleplaying. In CircleGuardians we go by the motto: "[Always In Character](#)" and therefore we

believe that our members always roleplay. Be it a dungeon crawl, a raid, a battle in a scenario, a role playing event; our members shall always mind their character persona, follow the CircleGuardian roleplaying conduct and honour the immersion. However, it is up to anyone how they want to use their online time. If a player wants to participate in casual roleplaying only 10% of his/her online time that is totally fine. If a player enjoy casual role playing 90% of his/her online time, that is totally fine too. In CircleGuardians we respect the wishes and the wants for our members. Some wants to experience the game more than others and care for game and character progression. Some other level far slower than others and enjoy the everyday small talk role playing wise. Both of these profiles of persons are just as much CircleGuardians as the other. What matters is: "[You are always In Character](#)".

H - *Guild Roleplay Structure & Organisation* - Our guilds will always strive to be a source for fantastic RP potential - massive casual roleplay, roleplay storylines, events and more. [However, no CircleGuardian representative will ever serve any member roleplay on a silver plate](#). The maturity and the ability to take own initiatives are important with any member of the CircleGuardians. The CircleGuardians believe it is up to every member in our guilds to aid roleplay progress and to aid storylines. CircleGuardian official representatives will often provide lots of roleplay material, storylines and sometimes perform events. But under no circumstances are they forced to do so. They must be able to enjoy their online time and do what they please, just as any other member in the guild. Every member is part of it and we are all responsible of making roleplay progress. There are no chefs, servants and customers - instead every one of you are chefs, servants and customers all at the same time.

I - *Guild Chat Policy* - The CircleGuardian official guilds does not have a specific policy on the guild chats. The guild masters/officers may choose if the guild chat is In Character or Out Of Character. Since CircleGuardians stand for quality roleplaying and therefore a realistic perspective any In Character Guild Chat needs to be explained as to why communications is possible from miles away.

J - *Membership Length & Ending* - If you are approved as a member and as such allowed to register onto our forums - your membership is for life. As long as you approve of and intend to honour the CircleGuardian official policy about gaming and role playing, you will always remain a member of CircleGuardians. Most importantly, CircleGuardians does not crave any activity in form of you as member having to participate in a specific amount of MMO's or other games with us to keep your membership. However, we want you to always embrace our CircleGuardian efforts and prioritise them & to participate in our official CircleGuardian guilds when you are given an opportunity to do so. The want and the desire to participate in the CircleGuardian activities is what unite us, to experience games together and to always try to stick together as we make worlds come alive. The Caretakers of CircleGuardians grant themselves the right to remove a member if they are considered to not suit our policies and/or philosophies or showing indecent manners and behaviour not deemed to go hand in hand with CircleGuardian values.

Thank you for reading.

Best regards, the Caretakers of CircleGuardians

Any & Razzmatin

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