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Angels of Iron

Angels of Iron

Gulrig Clanless

Species

Dwarves

Life

Born 554 AGW Died 843 AGW (289 years old)

Eyes - Brown

Hair - Brown Beard (balding)

Height - 4'2"

Weight - 147lbs

Personal history

High Priest Brawnbeard was High Priest of Prathia for eighteen years, after the sudden passing of the previous high priest. Though he was very dedicated to fulfilling his duties as High Priest, he did little to hide his distaste of those not committed to the Angels of Iron. It was his personal hand that has escalated the rooting out of smaller cults, unaffiliated with the Angels. In 843, Gulrig was killed by Darren Brawnbeard during the funeral of Joi Douglas. The body was returned to Kharnedur, resurrected, put on trial and then entombed forever within the walls of the fortress for his crimes against the Brawnbeard family.

Angels of Iron

Jurita Daemon

Life

Born 820 AGW Died 841 AGW 21 years old

Birthplace Daemon Keep_

Place of Death Duskview_

Parents Lord Idris Daemon and (Unknown)

Siblings Aurora (Half-Sister)

Gender Female

Eyes Dark Brown, almost black

Hair Black

Skin Tone/Pigmentation Brown

Height 5'10"

Known Languages Jurita spoke Common, Elven, Dwarven, and Halfling.

Title Redfeather Jurita

Personal history

Jurita was brought under the wings of the Seraph early on. She was born to a wealthy family who sought for her to become a priest to boost their family's reputation. She was brought up in the training temple outside Harwood Citadel_ and her teachers rushed her through her studies, at the behest of her human mother's coin purse. Burdened by the pressures being placed on her, when the time came for her to take her oath, she devoted herself to The Pilgrim_. She spent a year within Harwood Citadel before setting out on her first pilgrimage.

Sexuality

The exploration of one's sexuality, especially as a devotee of The Pilgrim_, is often encouraged. Though she is mostly focused on her pilgrimage and her duties, she is not one to overlook new experiences.

Education

All of Jurita's education took place within the training temple. There she learned math, science, reading, writing, poetry and other arts, as well as fighting skills.

Employment

Jurita worked for a year as a Priest in Harwood Citadel. There her duties mostly involved taking care of those who had very little as well as performing certain rites during temple services.

Angels of Iron

Sibilla Gryemonti

Life

Born 758 AGW Died 850 AGW (92 years old)

Eyes Dark Brown

Hair Blonde

Skin Tone/Pigmentation Pale White

Height 5'

Weight 95lbs

Known Languages Common, Dwarvish, Elvish, Halfling, Gnomish, Selkie.

Title Archbishop Sibilla Gryemonti

General Physical Condition

Thanks to a nasty fall as a teenager Sibilla suffered from a disfigured hip that caused her much pain and gave her a significant limp.

Special abilities

Sibilla was a divine spell caster with the full power of the Seraph behind her.

Apparel & Accessories

Sibilla was always wearing the red white and gold robe of the Archbishop whenever there is the remotest chance she could be in the public eye.

Personal history

Sibilla was born only just before the Accords of Manoa and does not have any proper memories from before that peace. Her parents were both members of the Children of the Prophet and so she grew up in one of their monasteries. When she was very young, only just starting her apprenticeship as a tailor, she had an unfortunate accident falling down a set of stairs which permanently disfigured her hips. Resolute to not let that stop her from living her life she worked twice as hard at her apprenticeship finishing her time there intent on working her way to the position of High Priest and, eventually, Archbishop.

Her time as a Priest was mostly spent within [Harwood Citadel](#). She participated in ceremonies and blessings. She learned divine magic and cemented herself as a cornerstone of the Children of the Prophet. She was named spiritual leader of the Temple of the Prophet in Harwood Citadel a year

before [The Seraph](#) 's appearance and for this reason was one of the few present to lay eyes on the Seraph and hear her voice. Her presence at that event made her part of the elite group and fast tracked her way to the position of High Priest. Three short years later the Archbishop at the time named her his successor. Sibilla doubled her efforts to spread the word of the Seraph as Archbishop Inheritor.

In the year 821 the Archbishop passed away and Sibilla was bestowed the title in a very public ceremony. Since then she has made it her goal to put a shrine to the Seraph in every city, town, and backwater hamlet in Ovenica. She has especially been struggling with Gravewood_ province due to the Calder Family and the Order of the Silver Mind_ refusing to allow her religious ideologies to permanently settle on their land.

Sibilla died in the years following the deaths of Lord Idris Daemon and Gulrig Clanless. The revelation about the Seraph and the Prophet sent her into a deep depression for the last years of her life. She became cloistered and rarely spoke to anyone outside of close friends. When she passed in 850 AGW, she left no successor, and there has been no one in the position of Archbishop since.

Deities

Deities

The Mother

Aetheria

When the Universe was still in Chaos, The Mother created the other Deities. When the world shattered, The Mother gave her body to heal the Material Plane. The mother is more often worshiped as a concept than as a traditional god making her a symbol of the life-giving and nurturing aspects of the universe, emphasizing the interconnectedness of all living things and the importance of caring for the world she created.

When the schemes of the Seraph were nullified, and the two pieces of The Mother were returned to her the world began to heal itself until, on August 1st 1051, a group of adventurers took on the Seraph a final time and destroyed her. During the fight however, The Mother was also destroyed and her presence vanished from Ovenica forever.

Deities

The Champion

Syglei

The Champion is a beacon to those who fight battles, whatever the battle might be. The Champion leads the charge and his followers know that no matter how dark the path, they are never alone.

Deities

The Healer

Kein

The Healer is the only Deity that is believed by many to have spent most of their time on the material plane. She is widely depicted with forest and/or plant related imagery though her reach goes far beyond simply the natural world.

Deities

The Scholar

Ystr

The Scholar venerates the search for knowledge and understanding above all things. They are the most abstract of the deities, and their followers can be found under many banners.

Deities

The Pilgrim

Arbandr

The Pilgrim leads people through all walks of life, and is also charged with guiding them through the afterlife. Though more often suited to those who live nomadic lifestyles and those who have yet to find themselves.

Deities

The Betrayed

Glo Terberis

The Betrayer threw the universe into chaos and only with the sacrifice of The Mother was the world saved from tearing itself apart. Those who turn to the betrayer for help do so often for power that would not be given to them by any good and sane being. ■

Glo Terberis, once thought to be a creature of darkness, now serves as divine proof of the corruption of The Seraph. Tricked into a war with his siblings and mother and then shackled beneath the earth. The Betrayed is a deity of forgiveness and a beacon for those who have been wronged or feel like outsiders.

Deities

The Seraph

Life Born - ??? BGW Died - 1051 AGW

Eyes Gold

Hair Bald

Skin Tone/Pigmentation Dark Brown

Height 6'3"

Gomir

The Seraph is one of two mortals to survive the journey to The Tome of the Gods. She came to the people of Ovenica many years after The Prophet and granted them new wisdom into the minds of the gods. At least that is the story the Angels of Iron continue to maintain. When The Shield of Basin_ returned from The Silver Islands_, they brought two individuals with them who they claimed were the Seraph and the Prophet (Lumir).

After the War for Stonehill, the Angels of Iron claimed that the Seraph continued to exist and lived within the city of Harwood Citadel. Though they do not allow anyone to meet with her directly, outside of the Divine Chosen and High Ranking Clergy, they claim that all they have done recently has been because of the word of the Seraph. Many outside Prathia doubt these claims, but the people of Prathia are devout and most believe it with every fiber of their being.

In the year 1051 these claims were proved true when a party of adventurers who went by Guardians of the Lost engaged her directly while she made a final attempt to achieve divinity by killing The Mother. Though she was unsuccessful in ascending, The Mother was still slain, and the effects of this began spreading across Ovenica.

Deities

Deknarg the Cold

Summer was getting tired of winter's reign and decided he would do something about it. Shortly after winter had gone to bed and was snoring loudly, Summer summoned a dragon from the far north to lie down in front of Winter's home. Summer fed the dragon and by the time Winter was ready to get up the dragon was so big it blocked her front door and she was trapped.

Without Winter to take over, Summer bathed the land in sunlight until the grass burned, rivers dried up, and all living things were dying from the heat.

Deknarg saw all that was happening and decided he had had enough. Deknarg took up his spear and approached Winter's home. The dragon saw him coming and tried to stand and fight, but Summer had fed the dragon so much that it could barely move. Realizing it could not fight, the dragon fled from Deknarg who chased it into a cave. At long last, Winter was able to emerge and push summer back, but Deknarg realized he could not let the dragon leave the cave ever again. He placed himself at the mouth of the cavern and sat down with his back to the world. There, as Winter brought snow and cold and healing back to the land, Deknarg sat until his bones froze, and his heart stopped beating. There he sits still, lest the dragon ever try to escape the cave.

Divine Domains

Deknarg governs over the domains of Death, Protection, and Winter.

Holidays

The week after the winter solstice is dedicated to Deknarg the Cold, and dedicated Anakim will spend dangerous amounts of time seeing who can last the longest in freezing temperatures before engaging in enormous feasts that can last several days.

Drorkol the Behemoth

Every Anakim knows the lands to the north are filled with dragons. They know because in the old world the dragons would fly south once a year to trade with the Anakim. It was a good relationship until a young dragon named Abazu decided simply trading with the Anakim wasn't enough. He rallied the dragons together and the next time the dragons came they came as an army. The dragon army ravaged the Anak, killing or enslaving all in their wake and taking all the Anak riches.

When the dragon army reached the Bottomless Basin, which then had no name as was little more than a pond, one Anakim stood in their way. Drorkol stood at the edge of the water. The leader of the dragons, Abazu, was impressed by this small Anak's courage and approached him. Drorkol challenged Abazu to a contest of height. If Drorkol was taller, Abazu would have to take his army back to the north and never return. The dragons laughed at the boy and Abazu agreed, for Abazu was the largest of all the dragons in his army, even for his age.

However, when Drorkol turned his back to Abazu to test their heights Drorkol began to grow. He grew until he was as tall as Abazu and still continued to get taller. The dragons watched in terror as Drorkol continued to grow until his ears scraped the sky and his shoulders disappeared into the clouds. Loathe to lose, Abazu ordered his dragon army to attack. Drorkol swatted at the dragons like flies, smashing hundreds with fists the size of a mountain. Drorkol's right foot sank into the ground creating the Bottomless Basin and his left foot broke the earth creating Dawn Tide's Lake.

Despite his large size, the dragon army was overwhelming. Seeing that his end was at hand, Drorkol threw himself down on the dragon army. The dragons were scattered and Drorkol perished upon the earth, his body forming the mountains which guard the Anakim and other peoples from the monsters in the north. Since Drorkol's sacrifice the dragons have never again threatened war with the Anakim.

Divine Domains

Drorkol the Behemoth governs the domains of Wealth and Law.

Political

Political

Catherine Fouquet

Species Elves

Year of Birth 1011 AGW (40 Years old)

Eyes Grey

Hair Long, Raven Black

Skin Tone/Pigmentation Pale White

Height 6'7"

Weight 200 lbs

Title King Catherine Fouquet

Catherine was elected to the position of King by a majority vote. At only twenty years of age, she was the youngest leader of Kurleigh in history. While many grumble about her age, especially by Elven standards, none doubt her competency as one of the leading members of the Fouquet family.

Political

Rune

Species Korhoma

Year of Birth 280 AGW 771 Years old

Pronouns Any

Skin Tone/Pigmentation Bronze Metal

Height 6'5"

Weight 290 lbs

Personal history

Rune came to consciousness in one of the chambers of the Halls of Hudrinn, where so many Kohorma come into being. They made their way east eventually landing in Bacre Keep, when it was only just beginning to be built. For hundreds of years, Rune stayed in the city helping and working in many different jobs. While his kind were mostly unknown at that point he was able to prove himself over many years and became a household name in Bacre Keep.

Before the previous ruler passed away he decided to give Rune charge of the Keep. Rune took on the duty seriously and for the last fifty years has been working non stop to lift up Bacre Keep in the eyes of the other holds.

Political

Seren Douglas

Year of Birth

1000 AGW 51 Years old

Family The Douglas Family

Parents Edoli Douglas and Reiner Douglas

Eyes Light Brown

Hair Black, Curly

Skin Tone/Pigmentation Light Brown

Height 5'9"

Weight 140lbs

Seren Douglas had the weight of her family on her shoulders. After her great-great-grandmother, Manoa Douglas passed, and her mother and father stepped down, she took up the crown with her twin brother Soren.

Political

Manoa Douglas

Life

741 AGW 1003 AGW 262 years old

Family The Douglas Family

Children Devyn Douglas

Gender Female

Eyes Light Brown

Hair Black, Curly

Skin Tone/Pigmentation Ebony

Height 5'6"

Known Languages Manoa spoke Common, Elvish, Halfling, and Dwarven. Thanks to her political upbringing she also has a very basic understanding of Gnomish, Giant and Draconic.

Ruled Locations Harwood Citadel

Related Historical Events

- 763 AGW
The Accords of Manoa

Physical Description

Apparel & Accessories

Manoa leans deeply into her elven heritage and likes to wear lots of jewelry in her hair. For political, or otherwise social events, she often puts on traditional elven face paints.

Mental characteristics

Personal history

Manoa was born to a human mother during the peak of the border Skirmishes. Her father, an elf named Elren, returned to the Faewild shortly after her birth, leaving Manoa and her mother Kyra alone. Kyra was the personal seamstress for the Douglas family. She, along with a small selection of others she employed, made and repaired clothing for the ruling family. Because of this, Moana got to grow up within the walls of Harwood Citadel. It was during these early years that Moana first

met Joi Douglas. Whenever Kyra was fitting one of the Douglas Ladies for a dress the two girls would play with dolls or chase each other around the skirts of their mothers.

Joi was next in line to take leadership of Harwood Citadel and began her lessons in politics at ten years old. With the permission of Joi's father, Soren Douglas, Manoa took the lessons alongside Joi. Manoa and Joi's friendship had become a rather permanent fixture in the Douglas household, and as the two girls grew up their bond only strengthened.

At eighteen, the girls were married. Shortly after, Manoa brought forward an idea for a treaty to bring the border skirmishes to a halt. Lord Douglas read it over and, after some revision, agreed to the terms. Together, Manoa and Joi spent some time travelling around Ovenica to the leaders of each Hold and personally inviting them to a meeting to discuss plans for peace. To the surprise of many, all the hold leaders showed up. Manoa and Joi lay out their plans and for the next two years the discussion turned from what the treaty contained to how to implement it. On twenty third day of the fourth month, in the year 766 AGW the final signatures were signed on the treaty. For the next thirty years Manoa and Joi worked tirelessly with the leaders of the other four holds until concrete border lines were drawn and skirmishes ceased entirely. During this time Soren Douglas passed away quietly and Joi took her father's place as ruler of Prathia hold, with Manoa by her side.

For forty five years Manoa and Joi ruled a peaceful hold. Together they increased trade with their neighboring holds and began making plans for the expansion of Harwood Citadel. But a dark shadow stretched over Prathia hold. With rumors of Undead circulating between the towns and Joi's advanced age Manoa is prepared herself for whatever terrible thing is about to begin.

Accomplishments & Achievements

Manoa, and her wife Joi, successfully stopped the border skirmishes in Ovenica. Though it was a long process it has ultimately made Ovenica a much safer place to live.

Religious Views

Manoa was a devout follower of The Mother.

Political

Malok Calder

Life

813 AGW 912 AGW 99 years old

Circumstances of Death

Malok died a year before the War for Stonehill ended, believing everything he had worked for had been destroyed.

Gender Male

Eyes White

Skin Tone/Pigmentation Dark Grey

Height 7'6"

Weight 297lbs

Aligned Organization Order of the Silver Mind

Personal history

Malok was born to Kanamahl Calder_'s youngest brother. He grew up as the rest of his family did, training with the monks and learning the rites and traditions of the Silver Mind, however when he was a teen he decided to leave the monastery. While not unheard of, it was certainly not something that happened often. Though he insisted that he would one day return, he was still urged by his friends to stay. Unmoved in his decision he left on his 16th birthday and spent the following 12 years traveling around Ovenica.

In 843 AGW Malok returned. Many were happy to see him, but some muttered to themselves in quiet corners about the circumstances of his return. With Malok's uncle getting old, and the monastery in need of a new Grandmaster, Malok's arrival puts him in the perfect position to take on the role. Malok was quick to prove his worthiness within the Order and attained the title of Master after only a few short months of testing. He had kept up his studies and training while abroad and was a match for even some of the masters already within the Monastery.

Political

Kanamahl Calder

Life

760 AGW 850 AGW 90 years old

Circumstances of Death

Kanamahl died in private with only Malok Calder nearby.

Gender Male

Eyes White

Skin Tone/Pigmentation Light Grey

Height 7'9"

Weight 350lbs

Aligned Organization Order of the Silver Mind

Personal history

Kanamahl was born a few years before the Manoa Accords and both his parents were present at their signing. Since then the weight of that decision has rested on his shoulders. Many of the citizens of Gravewood province had not agreed with the accords and having to deal with the fallout of his parents decision made Kanamahl a hard leader who rules with an iron fist.

As all Calders do, Kanamahl dedicated his life to the Order of the Silver Mind and has known no other life. As the oldest child of his family it was his responsibility to take responsibility of the order after the passing of his parents.

Despite Kanamahl's advanced age, his mind remained sharp and for the years leading up to his death he was on the lookout for the next to take responsibility of the order. Kanamahl's three children did not turn out as promising as he had hoped and he was entertaining the idea of a non-Calder take over as Grandmaster for the first time.

Political

Torren Mountainbreaker

Species Dwarves

Life

591 AGW 899 AGW 308 years old

Pronouns He/Him

Eyes Black

Height 4'7"

Weight 310lbs

Torren was king of Kurleigh_ from the year 839 until the day of his death in 899.

Personal history

Torren Mountainbreaker was born with a great deal of responsibility already on his shoulders. Descended from the last Dwarven Emperors, dwarves of Kurleigh castle looked to his family for guidance. Many even treated them with reverence. They were, of course, no longer the rulers of Kurleigh. The empire had been abandoned ever since the dwarves emerged to find Ovenica being parcelled up. Regardless, the Mountainbreaker name held honour and the family intended to uphold that honour. Torren himself believed in his family's duty to Kurleigh and spent his early years in several schools, taking his time to learn what he could. When he came of age in the year 641 he began to enter politics. His birthright as nobility allowed him an easy route to power, and he happily took it. However, perhaps to the surprise of many, Torren was a dwarf of the people. He strove to enact change and build up laws that helped the people of Kurleigh. He especially worked hard to end the border skirmishes plaguing Ovenica and by the time Manoa Douglas arrived with her idea to unite the provinces in peace, his was one of the first political signatures on the accords.

Shortly after the signing of the accords, Torren was voted in by the people of Kurleigh as Lord Mayor, and he was a beloved politician until his death in 899 AGW.

Political

Rolmir Palesteel

Conditions Inferna Sanguinem

Previously Held Ranks & Titles Headmaster

Life

800 AGW 930 AGW 130 years old

Eyes Deep Red

Hair Blond, Shoulder Length

Skin Tone/Pigmentation Red

Height 5'4"

Weight 120lbs

Founded Settlements Palesteel Academy

Personal history

Born the youngest son of the then current Baron of Palesteel Castle, Rolmir was never going to be in line for rule and was able to focus his time on his own interests. When he was 12 he discovered a love for magic and dove headfirst into the study of the arcane. Over the next few years he gained a few friends also interested and proficient in magic. When he was 18 he discovered beneath his parent's castle the halls belonging to The League of the Eye. Elated with the find he revived the old organization with his friends. The new League quickly became a resource to many who did not wish to use The Angels of Iron. Before long, Rolmir and his friends found themselves weighed down with gold and accepting others into their circle. It was better than Rolmir ever could have imagined and he was loving every second of it.

Ultimately Rolmir connected with the adventuring party known as The Shield of Basin and fell in love with the druid Lydia. The two of them spent

Political

The Tunnel King

Current Status

Resting on a giant hoard of gold and valuables.

Current Location Undercity

Pronouns They/Them

Eyes Brown

Hair Brown

Skin Tone/Pigmentation Tanned, Soft

Height 6'4"

Weight 220lbs

Founded Settlements Undercity

Ruled Locations Undercity

Titles Your Majesty The Tunnel King (a.k.a. Sir)

Personal history

The Tunnel King built the community known as The Tunnel Kings. It is widely believed that His Majesty has actually been several people playing the role of The Tunnel King. Unfortunately no one has ever properly attempted to figure out the truth, or at least anyone that has has vanished under mysterious circumstances.

The Tunnel King built their small empire as a place to live for those who did not wish to partake in the lawful society of Kurleigh Castle. It is not a criminal empire, or so they say, but it is certainly a valued location for those who wish to do business unseen.

It is said, all gold flows through The Tunnel King. This image is visually enforced by the large mound of treasure The Tunnel King uses as a throne. Very little happens within and beneath Kurleigh Castle without The Tunnel King finding out about it. At least, that's what they say.

Political

Norvin Whistle

Species Firbolg

Year of Birth 497 AGW (554 Years old)

Eyes Light Blue, Tired

Hair White, green

Skin Tone/Pigmentation Grey

Height 7'9"

Weight 280lbs

Title Mormaer Norvin Whistle

Personal history

Norvin was born during a tumultuous time in Ovenican history, however due to the nature of Firbolgs to live outside of society he was not aware of much of the conflicts until it was right on his door. His family was forced to flee their home and together they travelled into the north, eventually finding the Coldshore Cliff. While they did not settle immediately, they spent many years living near the town, trading with the Selkie and Dragonborn who lived there. When Norvin's father passed he took the first step in encouraging his family to settle into the town. At the time the towns Mormaer was an Elephant Selkie who was a just ruler and was particularly good at settling arguments. He was getting old however and in a few short years was replaced by a Goliath. While not wholly unkind, the man was selfish and made sure his life, and the lives of his friends, were utmost on his mind while the rest of the town fell by the wayside.

Shortly before the turn of the century, Norvin challenged the Goliath Mormaer for the title and beat him soundly. Since then he has been the Mormaer of Coldshore Cliff and has lead his people to prosperity.

Political

Jirimi MacMillian

Species Human

Year of Birth 824AGW - 887 (63 years old)

Eyes Bright Green

Hair Orange

Skin Tone/Pigmentation White

Height 6'3

Weight 280lbs

Title General Jirimi MacMillian

Jirimi grew up in a small town outside Harwood Citadel with 12 siblings, all older than him. The day he turned 18 (842 AGW) he gathered what little he owned and went to join the Bonehawk Mercenaries. As complete happenstance Alistair, representing The Shield of Basin, was also there that day in order to procure the help of the entire force of the Bonehawk Mercenaries. Instead of joining the business, Jirimi found himself swept off to Fort Basin of Mirefield with Alistair instead. After tagging along with several of the party's adventures, Jirimi eventually gained their favour and a not insignificant position as understudy to Alistair, Steward of Fort Basin, and Apprentice to Aldren Covenlash, General of Fort Basin of Mirefield's forces. The next few years are spent shadowing both figures until finally he took up the Mantle of General from Aldren who decided to step down from direct Military affairs.

For the next few years Jirimi worked hard to gain the trust of the people of Fort Basin of Mirefield and became known for both his kind heart and good looks. Eventually he met a half-elf woman named Arid and the two of them got married a few years later (864 AGW). Almost a decade later in 871 AGW, their daughter Henley is born, but Arid unfortunately dies in childbirth. Jirimi mourns the loss of his wife while basking in the joy of his newborn until, four years later, it is discovered that Henley is carrying a sickness that will kill her before she turns eighteen.

Jirimi was distraught and spent a decade (with the aid of Orpheus, Aurora, and Maria) researching the ailment until one day, a decade later, he handed in his papers as General to Orpheus and set off on his own (885 AGW). No one in Fort Basin heard from Jirimi again for two years until one night he returned, swiftly making his way to his daughters room without speaking to anyone else. Only his daughter emerged; fully healed and with the body of her father who she claimed passed away shortly after he returned, with instructions not to attempt a resurrection (887 AGW).

Jirimi's body was cremated at the request of his daughter and his ashes were entombed in the temple of the gods. Henley would go on to have a daughter (Emberleigh 953OGA) and granddaughter (Florence 1,013OGA) before she and Emberleigh were killed during a random act of violence travelling on the road towards Kurleigh to celebrate Florence's 16th birthday.

Political

Garrus Ordo

Garrus Ordo has been Governor of Alnwick for the past twenty years, re-elected three times.

Born in 997, Governor Ordo moved to Alnwick with his parents at a young age and fell in love with the transient, constantly shifting feel of the settlement immediately.

Since he was first elected, Governor Ordo has grown the town into the powerhouse of trade that it is today. Relations with the Selkie have never been better, and gold flows through the town like the water it float on.

Other

Other

Esther Pasture

Conditions

- Vampirism ("cured")

Year of Birth 838 AGW (213 Years old)

Birthplace Kurleigh Castle

Family The Pasture Family

Children

- Sébastien Moreau
- Thibaud Pasture

Current Residence Pasture Family Manor

Eyes Red or Yellow

Hair Long, Glossy Black

Skin Tone/Pigmentation Pale white

Height 6'3"

Weight 110 lbs

Esther Pasture (born Esther Cordo) was raised in a middle class family in Kurleigh Castle. She lived a mostly unassuming life until she was attacked in an alley while on her way home from a family event. The mugger left her to bleed out but she was found by the previous Matron of the Pasture family, Céleste. Esther was offered the chance at immortality through Vampirism and she accepted. Esther slowly proved herself over the years and became a figurehead in the family before finally having the title of Matron passed to her when Céleste retired to rest her mind in the year 900. Esther quickly began implementing changes, bringing forward new ideas and cementing the family as a cornerstone of Kurleigh.

Since encountering the Guardians of the Lost through direct intervention of The Betrayed, her life has been relatively chaotic. She was killed by the Illithilich terrorizing Kurleigh after the death of The Mother but was revived using pieces of the brain of a Neothelid.

Other

Aurora

Year of Birth 507 AGW 544 Years old

Circumstances of Birth

Ancient Annie was a daughter of a human and another Night Hag.

Parents Lord Idris Daemon / Unknown

Siblings Jurita Daemon (Half-Sister)

Eyes Grey

Hair Shoulder Length, Black

Skin Tone/Pigmentation Pale White

Height 5' (8'6")

Weight 120lbs

Personal history

Ancient Annie was born to a Night Hag mother and a young human soldier by the name of Dayton Daemon. She was given to Dayton's mother and kept under her care. On the cusp of her thirteenth birthday, Annie's mother returned. She forced the heinous Night Hag procreation ritual upon her and, though the transformation took, much of Annie's mind remained human. She resented her mother and her new form though over time she found it impossible to live in a world that saw her as a monster, and so she allowed the monster to take over. She settled into the role well, and found a small group of nomads wandering around the swamp in the center of Ovenica. She followed them for centuries and, when they finally settled a small area, she too built a house warded from the world, and called it home. She has been living in Basin ever since, leeching off the minor misfortunes of the townspeople, though never doing any proper harm.

When the adventurers (eventually known as The Shield of Basin) came to her asking for help, a semblance of her humanity was reignited. Over the course of many interactions she grew to trust this strange group and eventually would go on to marry one of them, Orpheus, and go to live with him in the settlement he and his group built, Fort Basin of Mirefield.

Since then, she has been ruling Fort Basin with Orpheus, and the two of them have created a place of safety for anyone willing to put in the effort to help their fellow mortal (or otherwise).

Other

Bem

Life

7 AGW 53 AGW 46 years old

Eyes Black

Skin Tone/Pigmentation Green/Brown

Height 5'5"

Weight 420lbs

Founded Settlements Palesteel Academy

Personal history

Born only a few short years after the gods war, Bem saw personally the aftereffects of the war. However Bem had a curious mind and, wanting to learn of the history of the land, set off on his own before he even came of age.

He met up with a elven wizard who taught him spells and magic. Bem caught on quickly and within a few short years discovered his aptitude for magic. He spent his life in the company of a small group of adventurers. With the world so young there were so many things to be seen. He spoke with dragons, dined with vampires and even, it is to be believed, discovered the location of the slumbering terrasque. He kept notes on all his adventures, writing down every minute detail. He filled many journals, all of which are missing, or destroyed.

In the end he vanished, and is assumed dead at this point, though no one knows for sure. The pages of his journals are prized among scholars, religious leaders, and adventurers alike, and finding one could mean a valuable treasure, a hoard of treasure, or a knife in your back.

Other

Divis

Divis (a.k.a. The Lord Beneath)

An ancient creature, potentially the last of his kind. Divis is known to reside at the bottom of the ocean near Stonehill, but contacting the creature can prove difficult. Divis is known to be benevolent and even helpful at times. Unlike other powerful beings mortals might seek out for help Divis rarely asks for anything in return and, more surprisingly perhaps, very rarely interferes in mortal lives.

Other

Maria Dengra

Year of Birth

813 AGW 238 Years old

Parents Emir Dengra**Eyes** Brown**Hair** Long, White**Skin Tone/Pigmentation** Tanned, White**Height** 6'1'**Weight** 160lbs

Personal history

Maria was born to her mother Clara and her father Emir Dengra in the middle of a storm. Clara believed that this was The Mother's way of telling them that Maria was destined for great things. However, as the years went on it seemed that Maria was growing up as any child would. Her ears were a little more pointy than her friends, and she was much taller than her father but other than that she seemed to take more from her human genes than her Firbolg ones.

In the end it wasn't until recently that things began to escalate in Maria's life. Her partner Mayda was kidnapped by an Aboleth, and for some time Maria had given up hope of ever seeing her again until a party of adventurers (eventually known as The Shield of Basin) came through town and rescued Mayda, though not unharmed. Mayda has succumbed to the Aboleth's curse and was forced to stay in water or risk death. However, with the help of the Night Hag Ancient Annie (Aurora) Maria was able to save Mayda by giving Annie the original colour of her hair, a brilliant blonde.

Some weeks later, when the adventurers returned she showed interest in the teachings one of them was discussing. She asked to be taught of the Mother and shown how to worship.

In the month the adventurers were gone Maria meditated and prayed, reaching out for guidance she was surprised when she was answered. The Mother promised her that she would watch over Maria and her town. She gave Maria some of her power, and began to teach her to cast spells.

Other

Radulos Deathbloom

Life

808 AGW 842 AGW 34 years old

Circumstances of Death

In an attempt to become more powerful Radulos turned himself into a lich, and was ultimately slain (but not destroyed) by the Beacons of Sunlight.

Eyes Green

Hair Brown

Skin Tone/Pigmentation Pale

Height 5'4"

Weight 150lbs

Druid turned Necromancer, Radulos was grateful for a safe place to perform his grotesque experiments combining plants with undead creatures and his loyalty to Lord Idris Daemon was unmatched. Thanks to the frequent use of the Clone spell, Radulos also enjoyed outings into dangerous places to find the best corpses and rarest plants.

Personal history

Radulos was born into the Circle of Druids who follow the calling of the Twilight Realm, and are devoted to The Mother. While he grew up with the ideals of the Druids drilled into his head, he was filled with burning curiosity with the undead. His circle, dedicated to the destruction of all undead creatures, would not entertain his curiosities when he brought them up and what friends he did have soon left him.

When he was eighteen he discovered an amulet while cleaning out a cursed graveyard and hid it from his teachers. Through it he began to learn of the magic he craved, and he twisted it to his will. He created his first undead a few months later. He was discovered, and banished for this crime.

Other

Ragden Greybane

Species Dwarves

Life

764 BGW 385 BGW 379 years old

Pronouns She/Her

Eyes Brown

Hair Floor length braids

Height 4'2"

Weight 240lbs

Personal history

Little is known about Ragden Greybane before she entered the public eye. Most believe that she came from nothing. Just an average dwarf. However, her legacy lives on as potentially the greatest mason Dwarves have ever seen. During the gods war, The Dwarven Empire was dealing with incursions of fiendish creatures on all fronts. It was a bloody conflict which saw the deaths of many dwarves and other races. As the war began to near its end (though none knew when that end would come) the Emperor of Kurleigh decided that he wanted more protection for his glorious city and commissioned a great gate to be built. With many of its people out fighting in the war, it fell on a simple dwarf mason who was relatively unknown at the time. This dwarf was Ragden Greybane. Over several years she worked tirelessly to create the Emperors gate. It was, as designed, hundreds of segments of overlapping stone and metal which sat at the cavernous mouth of Kurleigh. If the need arose, the segments could be released and the gate would cascade down, sealing city.

It was a monumental creation. The Emperor was pleased and granted Greybane a noble title, hiring her on as his personal family's mason. Greybane went on to refurbish several of the upper levels of Kurleigh, as well as personally designing several lower levels before the world shattered.

Other

The Myth of the Ember Knight

Date of First Recording

2000 - 1000 BGW

Date of Setting

8000 - 5000 BGW

Summary

During the gods war, the Eastern portion of Ovenica was ruled by an evil king. With the mountains and Briarborn Wood to the North, and the Allanora Sea to the West, it was virtually impossible to mount a successful attack on his lands. For centuries the King ruled, bloated with power and greed until a noble knight, now known only as The Ember Knight, bravely made their way past the kings defences and face him in single combat. During that battle the knight called upon The Champion to bless them and holy fire wreathed their sword. With a final blow the evil king was stuck down and a prophecy escaping as his final breath: that he would return. Even with the lands now freed from the evil king's terror, the Ember Knight was restless. Their mind became consumed with the prophecy and they spent every waking moment looking into ways to keep the evil king from returning. Eventually the Ember Knight passed and was laid to rest alongside their holy sword: the Emberblade.

Other

Ryscag

Life Born ??? Died 843 AGW

Height 18'9"

Ryscag was a Nerra with grandiose hopes of conquering lands and the people within them. He had undertaken a feat not seen before by Nerra, and taken control of the skeleton of a Lesser Giant. In addition to his extreme size, Ryscag was a powerful spellcaster and on several occasions gave The Shield of Basin a run for their money.

Ultimately, after summoning an army of Devils to aid him in conquering Fort Basin of Mirefield, Ryscag was destroyed at the hands of The Shield of Basin and his army of Devils routed back to the Hells they came from.

Other

Carston Juhl

Conditions Inferna Sanguinem

Currently Held Titles Headmaster

Year of Birth

1003 AGW 48 Years old

Eyes Black

Hair Black

Skin Tone/Pigmentation Green

Height 5'9"

Ruled Locations Palesteel Academy

Personal history

Carston grew up in Palesteel Castle and quickly became an apprentice under the League of the Eye. His sharp mind quickly propelled him past his peers and he became a favourite among the League's leadership. After the previous head of the organization stepped down in 1048, it took only a year before Carston had the full support of the League and was given the title of Headmaster in 1049.

Other

Ulric Covenlash

Life 758 AGW 860 AGW 102 years old

Eyes Light Blue

Hair Shoulder Length, Brown with hints of grey

Height 5'8"

Weight 160lbs

Ulric Covenlash was the last ruler of The Silent Assembly. He vanished suddenly (and is presumed dead) in the year 860AGW. Shortly after that The Silent Assembly fell apart. As with most things the Assembly did, these events are completely shrouded in mystery and known to very few. To most, Ulric was simply another noble who vanished during the years preceding the War for Stonehill.

Other

Egrain Oveth Iago

Species Goliath

Conditions Draco Puer

Year of Birth 1010 AGW 41 Years old

Gender Male

Skin Tone/Pigmentation Dark Grey with Black Traditional Tattoos

Height 7'9"

Weight 359lbs

Aligned Organization Followers of the Beacon

Personal history

Egrain was raised by his mother Ellice after the death of his father Alex. His mother was a priest of The Children of Divinity and spent the rest of her time working for an Artisan's guild. She, along with Egrain's two siblings Timor and Aline, still live in their home city: Kurleigh.

From a young age Egrain loved participating in traditional Goliath sport and culture while Timor followed his mother into Priesthood and Aline left to live by herself in the wilderness when she was of age.

Despite his competency in sport, Egrain had few friends and spent most of his evenings alone. He began seeking out more dangerous entertainment and competition, eventually falling in with an underground fighting ring. Eventually he was caught and jailed. Sentenced to five years aboard a prison ship on Titan's Rest, he served his time quietly and, upon release, considered himself a changed man. He swore an oath to leave his old life behind. He discovered The Followers of the Beacon and relished the opportunity to prove himself anew.

After several years of hard work, Egrain is now counted among the most experienced in the organization and has come into his own as its leader.

Other

Florence MacMillian

Species Half-elf

Year of Birth 1,013 OGA (38 years old)

Eyes Blue

Hair Blonde

Skin Tone/Pigmentation White

Height 5'2"

Weight 178lbs

Title Courier

Florence MacMillian was born to Emberleigh MacMillian, granddaughter of Jirimi MacMillian of Fort Basin of Mirefield. After the death of her Mother and Grandmother on the road, Florence worked with Orpheus to get her established in the new Frontier lands south of Titans Rest. She was able to acquire a job working for the Coldharbour postal service and spends much of her time now travelling around the Frontier delivering parcels, mail, and all sorts of things, happy to have carved out a life for herself.

Other

Prakash

Species Rakshasa

Life

Born 4893 BGW (5,944 years old)

Eyes Gold

Hair Tiger Stripes

Height 6'2"

Weight 180lbs

Prakash the Rakshasa was originally born on the material plane and inhabited what is now the lands far to the east of Ovenica. He spent his time, as most Rakshasa do, following his betters and learning from their deceptive skills. During the gods war, Prakash make a small name for himself as an assassin within the hells. As his name and confidence grew, so however did his pride and soon he began to think he was unstoppable.

Prakash made for himself a rapier by the name of Thorn. Thorn was a beautiful weapon with a Mourningsteel blade, a hilt of silver and gold set with rubies and sapphires and other precious gemstones. He spent years learning to forge so that he could make the weapon himself and shortly after it was created, he brought it with him to kill the devil Begaan.

Prakash claims he was set up. That the assassination attempt was intended to get him put down for good. Others claim Prakash was never a very good assassin and this was merely his good luck catching up with him. Whatever it was Prakash was caught. As punishment for the crime of being caught during an assassination attempt, Begaan had Prakash sealed within the blade and shattered it, spreading it's pieces across Ovenica where it would take centuries before a small Kenku, by the name of Wilphose, stumbled upon it.

Wilphose was enamored with the blade and spent much time and effort locating the pieces and having it reforged. During this time he and Prakash formed an unlikely bond. They became so close during this time that when the blade was finished and Prakash was released, he decided to stay with Wilphose at Fort Basin of Mirefield for the foreseeable future.

When Wilphose died (for the last time), Prakash vanished from Fort Basin of Mirefield, and the denizens have neither seen nor heard from him since.

Other

Nicolas

Species Human (Aberrant)

Year of Birth 1028 OGA (23 Years old)

Eyes Blue

Hair Tidy, Autumn Brown

Height 6'2"

Weight 220lbs

Nicolas grew up under the tutelage of his father, a Cleanser of Prathia, who was killed during a freak avalanche in the Brimraine Mountains that cost the lives of 22 Cleansers. Nicolas looked up to his father more than anything and had also been in training to be a Cleanser. His father's death fueled the fire and saw him join the forces of Prathia early, becoming a Cleanser a full year ahead of his fellow trainees.

The influence of The Hands of God twisted Nicolas, and while he regularly maintains his humanlike appearance, he is anything but. A grotesque creature living within the Cleanser armour like a shell.

Other

Kande Omenah

Species Human (Numen Anima)

Ethnicity Afe

Life 779 AGW - 892 AGW (113 years old)

Eyes Grey

Hair Bald

Skin Tone/Pigmentation Dark Brown

Height 5'6"

Weight 160lbs

Title Speaker Kande Omenah

Identifying Characteristics

Kande's eyes glow bright light at all times, and holding his gaze for too long can become painful.

Personal history

As all Speakers, Kande was chosen as a child to be the next Speaker. When he came of age he put the sign of The Speaker on his mask and spent all day sitting with the last Speaker, listening to stories and memorizing them. He did nothing else for thirty nine years. When he was fifty two his Speaker passed and he burned his mask and accepted his new role. Since then he worked tirelessly to keep their traditions, and population, alive. He began to take drastic measures which included inviting outsiders to join their tribe and take on the traditions of their people. This came under some fire as it is a major change from the norm, however the belief that his choices are coming directly from the gods keeps anyone from saying too much in protest.

Other

Ko Omenah

Species Human (Inferna Sanguinem)

Ethnicity Afe

Life 1000 OGA (51 years old)

Eyes Black

Hair Bald

Skin Tone/Pigmentation Black with thick red bands

Height 5'

Weight 110lbs

Title Speaker Ko Omenah

Pronouns they/them

Ko was born to the granddaughter of the Great Kande Omenah. Shortly after their birth, Ko was taken in by a different family when their mother was excommunicated from the tribe for becoming Vervloek. Ko was watched from a very young age due to their mother's misstep and their heritage. At age three, when they began developing their skin pigments and small, exterior fangs, it was declared by the current speaker that Ko was a sign from Afe himself and would be immediately considered for the role of speaker.

As Ko grew, so did their influence on the people around them. Ko was naturally charismatic and even during their Speaker Acolyte ceremony, many guessed which student would be the one to be "chosen" when Ko (who was supposed to remain anonymous) would do a small happy wiggle whenever a different student "lost" the battle of wits.

Ko's speaker passed away in 1049 OGA and they have since been working hard to maintain his teachings while dealing with the recent flow of people to the Frontier.