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The Shrine of Insanity > Roleplaying > **Ethereal Dawn Information**

Posted by: Rob January 30, 2003 12:36 am

Information on Ethereal Dawn

This is basically the same General Info thread that we had in the old forum. It's for story discussion, character biographies, as well as write-ups of history, maps of places, pictures of locations and people, just about anything related to the story. Hopefully it will be helpful for anyone who wants to start contributing to the story. Hopefully.

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Firstly, the rules:

- 1) Your perspective is important. You can write about other peoples' characters as they interact or encounter your own, you can decide what other peoples' characters may say or do. As long as you don't take them too far out of context (for example: somebody invents a good wizard who likes to help people; you sending them on a murderous rampage for no reason would be rather silly).
- 2) You can't kill off somebody else's main character(s). That wouldn't be fair. You can attack them and nearly kill them, but killing them would effectively take them out of the story and would be rather irritating.
- 3) This is a fantasy setting of the swords+sorcery type. No miniguns or lightsabres please.
- 4) Your character isn't invincible or a god. You can't destroy the world with just a thought. You can certainly be a powerful character, but not a god.
- 5) Be creative! (pause for collective groan from audience)

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The story is more-or-less your average fantasy setting, no modern technology of any kind. There are plenty of villains scheming against each other and the world in general, and a handful of heroes on their road to a destiny they know little about.

Standard fantasy fare in other words.

Three months have passed since the events of the first part of the story. There is conflict in the southern lands, as the lizard men (Mord-Soth) of the north march on the undead-controlled cities of the south. A small human resistance movement to the south-west of the southern continent (Paelarhame) is struggling to survive the hardships of the war. The humans of the northern continent (Exverdan) want nothing to do with them. It seems that they are all alone.

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Some pointers for creating a character:

IMPORTANT: When creating a character, if you want them classed as an 'important' character give them a biography in this thread. 'Important' status means that the character cannot be killed off by anyone else adding to the story. I would suggest not to add too many 'important' characters though, as the story would end up filled with them and nobody would ever die.

For an idea of the biography-type to use, just copy the following:

Important Character Biography – (insert character's name here)

Name:

Age:

Gender:

Race:

Class: (optional)

Height:

Weight:

Hair Colour:

Eye Colour:

Distinguishing features:

Combat abilities:

Background:

And that's all you need.

Take note that there are already plenty of characters in the story. Feel free to introduce one or two, but please don't go further. I'm afraid much of the world has already been strenuously invented, so you're going to have to make your character fit in to the world rather than the other way around.

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Now some stuff that should help with creating a character (or two).

Here is a list of the races that currently exist in the story and a bit of information about them. If you really want to though you can add in a race not already in the list, though please only do this if none of the ones that currently exist suits your fancy.

Human – I'm sure you all know what these are. Generally live for 80-100 years, and the dominant race in the world. Common in Paelarhame and Exverdan (the two main continents).

Lifespan: 80-100 years (age of adulthood – 18 years)

Elf – Pointy-eared fellows, not very common, but there are a few around. Usually live for 800-1000 years, and this applies to the rate they mature at as well. (ie 10 year old human = 100 year old elf, pretty much). Made their home on the unmapped continent of Evermeet long ago.

Lifespan: 800-1000 years (age of adulthood – 180 years)

Halfling – Like humans but around half the height, and quite rare. The only known community of halflings in the world is Riverglen on the southern continent. They live for around the same length of time as humans too.

Lifespan: 80-100 years (age of adulthood – 18 years)

Angel - Celestial beings, angels originated in the upper planes (an area separate from the normal world, which is known as the 'Prime World'). They resemble humans, but with flowing feathered white wings.

Lifespan: 200-300 years (age of adulthood – 6 years)

Deva – Celestial beings, devas come in all different shapes and sizes. They are typically less intelligent than angels, and often serve under them.

Lifespan: 30-40 years (age of adulthood – 6 years)

Devil - Demonic beings, devils originated in the lower planes (an area separate from the normal world, which is known as the 'Prime World'). They resemble humans, but with flowing feathered black wings.

Lifespan: 200-300 years (age of adulthood – 6 years)

Demon – Demonic beings, demons come in all different shapes and sizes. They are typically less intelligent than devils, and often serve under them.

Lifespan: 30-40 years (age of adulthood – 6 years)

Minotaur – the half-man half-cow beings of greek mythology have found their way into the story, though no minotaurs have actually made an appearance yet. They make their home on the far northern continent, which is unmapped territory.

Lifespan: unknown number of years (age of adulthood – unknown)

Equien – similar to minotaurs, except half-man half-horse. So far Steed is the only equien in the story. They make their home on the far northern continent, which is unmapped territory.

Lifespan: unknown number of years (age of adulthood – unknown)

Kzinti – similar to minotaurs, except half-man half-cat. So far Birak is the only kzinti in the story. They make their home on the far northern continent, which is unmapped territory.

Lifespan: unknown number of years (age of adulthood – unknown)

Aven – similar to minotaurs, except half-man half-bird. So far the only Aven in the story is Nishoba, and she is only half-aven as it is. They make their home within the wastelands of the eastern continent that are often referred to as the Blasted Lands.

Lifespan: males: 10 years, females: 150 years (age of adulthood – unknown)

Orc – similar to minotaurs, except half-man half-pig. So far no orcs have been

encountered in the story. They make their home in the Mountain Deeps, a subterranean area located below the surface of the world.

Lifespan: 60-70 years (age of adulthood – 14 years)

Dwarf - short, stocky fellows, the dwarves are social beings by nature, fond of farming and drinking. They make their home in the Mountain Deeps, and are at war with the orcs and the drow.

Lifespan: 120-140 years (age of adulthood - 20 years)

Drow - dark elves, twisted versions of their surface-dwelling comrades. Their society is based on power and slavery, and they are often evil to the core. They also make their home in the Mountain Deeps.

Lifespan: 800-900 years (age of adulthood – 160 years)

Keman - subterranean humans, found only in the Mountain Deeps. They are a reclusive, shy people, who seldom fight or engage in conflict. They are typically shorter than their cousins the humans, with a soft, silky fur covering their entire body (varying in colour between kemans). Their foreheads are slightly less pronounced, their teeth sharper, and their lower jaw juts forward ever-so-slightly. They are excellent runners, and can see in the dark thanks to their strangely evolved eyesight.

Lifespan: 80-90 years (age of adulthood - 16 years)

Dragon – I'm sure you know what dragons are like. Big, scaled, winged, reptilian beasts. Dragons have a special innate magic within them, though its effects are largely a mystery. Dragons have the ability to alter their form, to appear as creatures of the 'lesser' races. It is unknown if any dragons still live in the world today, though it is rumoured that some have been sighted in Exverdan recently.

Lifespan: unknown number of years (age of adulthood – unknown)

Mord-Soth – these creatures make their home in the northern areas of Exverdan. They are civilised and intelligent, though an evil streak seems to run through their being. They are often confused with demons/devils. Sometimes called lizard-men.

Lifespan: unknown number of years (age of adulthood – unknown)

And that I believe covers all of the important races (though I may have inadvertently left one or two out).

One final point about creating a character: if you want to throw them into the action, then it would be best to introduce their presence on one of the two main continents: Paelarhame (the southern continent) or Exverdan (the north-western continent). And if you wish to create a villain, bear in mind that there are at least 10+ floating around already. They almost outnumber the 'heroes'. Not that that's a bad thing.

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Anyway I hope this information is enough to help get anyone started who wants to begin adding to the story. If anyone has any questions, feel free to post them in

this thread. I will add more information to this thread at a later date, regarding some of the history of places and people in the story, as well as a list of the important characters in the story (if someone else doesn't beat me to it, that is).

If anyone bothered to read this, thanks for your time. Hope to see you join the fantasy.

Posted by: vecki January 30, 2003 10:39 am

Macros, 'Modern Story' should probably have it's own info thread 😊 . It could get confusing having the two stories being discussed in the one thread. 😊

EDIT: ok, I think this post can be safely deleted 😊

Posted by: Macros January 30, 2003 11:07 am

Fair enough. I'll cut that and chuck it in Modern Story. Thanks 😊

Posted by: Rob January 31, 2003 12:22 am

OT: The Mountain Deeps thread will indeed be continuing within the Ethereal Dawn main thread. For anyone who wants to continue, anyway. If you don't the rest of us will have to take over control of your characters....better if you keep posting. 😊 Well I can try.

This post should also hopefully provide enough information for anyone who wants to introduce a character to the Mountain Deeps. Hey, you never know.

Anyway here's a recap of what has happened so far:

Three months have passed since the events of the War of the Mountain Deeps. Much has happened in this time. 'Much' being a relative term.

The orkish people went to war with the dwarves....and lost. The dwarves were far more prepared than the orcs were, having received advanced warning of the impending attack, and the result was a massacre. The surviving orcs were mostly imprisoned, though a few managed to make it back home. Hargon fir Karga, the council-appointed leader of the orcs, was one of the few that made it back. He has attempted to rally his people for another attack, but everyone is against it. Most fear a counter-attack by the dwarves. Or worse, an attack from the Drow. And so they attended to their defences of Uldarrath instead, waiting for what they perceived to be inevitable defeat. Their mysterious ally, the man known as Simon, had disappeared without trace, and the help he spoke of never arrived.

The dwarves have no intention of launching a counterattack though. They are content with their current lifestyle, and do not wish to suffer the atrocities of war.

The orcs they captured are being held in the deepest dungeons of their city, Grave Miender.

The Drow are not so meek. They have been preparing for a full-scale invasion for the past 3 months, and their ships have nearly completed their voyage across the underground sea (the Crael Sea). The orb of Unix (the underground 'sun', really just a magical orb that mimics the day-night cycle) has guided them well, and they are nearly ready to land on the dwarf-controlled western shores.

Meanwhile the man known as Simon has turned out to be none other than the forgotten god Marius, whom is currently gathering together a party of select individuals, in order to undertake a perilous mission....

The orc Ulug-Halkur has disappeared into a long-forgotten cavern, and has not emerged for 3 months....

The dwarf Ironfist Woodheart made his way to the coast, where in disguise he made some living as a shipwright. Not an ideal job, but better than the army life. And it helped further his ideas of escape. Across the sea....there must be salvation there. Somewhere.

Zarvail the Illithid has made his way across the sea on a ship separate from the Drow fleet. He accompanied Marius and a mysterious woman known as Lemadia, and they landed only two days ago. Before he left the Drow city of Syraenix he kept his side of the bargain, teaching the Drow some elements of Psionics. Those who were able to learn, anyhow. The Drow allowed him to travel with Marius, but it is unknown why.

The vampires Laith and Drath also travel with Marius. It is unknown why the Drow allowed them to leave their prisons.

Virilyn sil Gulrag is currently a prisoner of the dwarves. She is forced to submit to fairly brutal interrogations, but luckily for her the dwarves don't believe in torture. Much torture anyhow. Her stay has not been entirely unpleasant, as the dwarves are not truly harsh masters. She longs for escape, but no opportunity has arisen.

Rabick Taeryn was captured by the orcs, and forced to work in the rice farms as a slave. Around two weeks ago he managed to escape with a small group of orkish slaves. The guards were alerted by a traitor to the escape plan however, and all of the escapees save Rab were either recaptured or killed. He has fled north-east, eventually coming upon the ocean and the dwarven coastal outposts, who received him with mixed feelings. He discovered that one of his friends was taken to the prison in Grave Miender, but he does not know which one. Rab can only assume the worst for Jonah and Garret.

And finally, Marius has been travelling with a group of very unusual companions, numbering elves, illithid, vampires, and even a human. The identities of some of these individuals are known, but the others currently remain a mystery.

Posted by: SirLankyIII January 31, 2003 10:22 am

The World of Zere
user posted image

This one just shows the basic layout of the world and the three known continents, there are two other continents that are unknown of to 95% of the worlds population. Also beneath the Morthras sea lies the remains on the super continent Gamedia that once connected all the current continents as one.

The Blasted Lands
user posted image

The Blasted Lands are basically just a wasteland. There is only one major City, anything else is just an outpost. The city is New Avalon, a twisted parody of the old city ruled by undead. **Note: New Avalon was obliterated before the new forums went up**

In the far south east of the continent are the Langhorn Peaks, home of the Aven people, this is the only area the Undead don't have control over.

The Entire western area of the Continent is protected by the Astral Gate fortress, a great wall of china style fort that is in place to stop unwanted intruders and invasion forces.

The City of the Orb, Home of the Aven people has been added to the map, the Aven are at constant war with Lor Graets Zombie army

Posted by: SirLankyIII January 31, 2003 10:26 am

Paelarhame
user posted image

The continent of Paelarhame is split up into 3 areas, Forthax, Sunire and the Valley of Dreams.

Forthax City and Sunire City are the capitals of thier respective Areas.

The Valley of Dreams is seperated from the rest of the continent by the Ingohl mountains. It has no capital and only one minor city, that being

Riverglen, the home of the Hobbits/halflings. The western area of the valley is littered with the Ruins of Avalon **Note: Hadar has began to transform this into a twisted form of its former self .**

Kezhar has been added to the map of Paelarhame, its information can be found on page 2 in one of Vec's posts.

Exverdan
user posted image

Split into two area, Garhearn and Urranmar.

Garhearn is covered almost entirely in forests and fields where as Urannmar is mostly desert.

The North of Urannmar is ruled by the Mord-Soth and the South by Humans. Garhearn is ruled totally by humans.

The Canyon of Avarmore

Zemkolis is the Mord-Soth Capital and Valamor is the Human capital of Urannmar

Posted by: Macros January 31, 2003 04:04 pm

Ah, so old Rab is still kicking. That's nice to hear 😊
I wonder if his journey through the ancient mines affected him 😊

Posted by: Rob February 05, 2003 12:24 am

A new 'important' character. Well, not an incredibly important character, but one I don't really want killed off. I'm trying not to introduce too many more new characters....some of mine need to be killed off I reckon. Which may happen quite soon.

Important Character Biography – the Xalicon

Name: Xalicon

Age: Unknown, but no more than 1000 years old

Gender: None

Race: Metallic Demon Construct

Height: 7'0"

Weight: 100kg

Hair Colour: None

Eye Colour: White, glowing softly

Distinguishing features: None

Combat abilities: The creature's fingers end in extremely sharp, narrow blades. It moves at lightning speed, and can seem to disappear from view quite easily. It has very limited control over reality, able to alter reality ever-so-slightly when it needs to. This can be used to move from one location to another instantaneously, though only works over short distances.

Background: After the Rising (the group of 4 mages comprising Lor Graet, Duck, Malcab and Lhoden) located the mysterious power known as the Source, the Gods were concerned, thinking that these humans could cause untold damage to the world. Their worries were unfounded though, as one of the mages (Duck) was an agent of the Goddess Mystra, and the Light Well (the machine that drew the power from the Source) was soon sealed, to prevent future generations from using its power to further their own greedy ends. Or so the Gods hoped.

To make certain, they broke the connection between the Light Well and the Source, thus preventing the humans from accessing the Source again, even if the seal on the machine were to be lifted. It would of course be possible to reconnect

the too....the Gods did not wish to destroy access to such a thing as the Source. But this left open the possibility that the humans would find the cavern housing the Source, and reconnect the Light Well to the Source. What the Gods needed, was a Guardian.

A creature that could protect the cavern from all intruders, slaying any who would seek the power of the Source. Loyal to the God who created it, the creature would defend its charge to the death. Which, if the creature were powerful enough, would be never.

But argument broke out amongst the Gods. They could not decide which God should have the task of creating the creature. Especially since the creature would be loyal to the God who created it. So the Gods decided that each would make a creature, and the creatures would battle to the death for the honour of becoming Guardian of the Source.

The creature devised by Hades was known as the Xalicon. Seven feet tall and boasting razor-sharp blades which extended from its hands, as well as lightning-fast reflexes and even some limited control over reality. It proved to be the most powerful of the creatures. By a long, long way.

Far too powerful, the Gods realized. Even Hades was willing to admit that he had made a mistake in creating such a creature. It was a killing machine, nothing more. Mindless, yet intelligent, it could defeat even the most heavily armoured foes with ease. The Gods sealed the creature within the cavern, and let it be. They no longer had any control over it, but it was trapped regardless. Doomed to an eternity of protecting the Source, until somebody came along who could vanquish it. Which seems exceedingly unlikely.

The Xalicon is nothing more than a seven-foot-tall metallic skeleton, covered by a large black cloak. Its eye sockets possess a dull white glow, which flares to life during battle. Its claws can slice through armour as easily as through paper, but blood does not stain them. The creature is ruthless, and will never show mercy.

Posted by: SirLankyIII February 05, 2003 07:29 pm

Finnaly got some info up on Brackis 😊

Name: Brackis

Age: unknown, as old as the gods themselves

Gender: male (for simplicities sack)

Race: Demon spectre

Height: n/a

Weight: n/a

Hair Colour: n/a

Eye Colour: n/a

Distinguishing features: Demon Spectres have no physical apperance in the mortal realm.

Combat abilities: Possession, essence absorption, summon minions

Background

Brackis is a Demon Spectre a completely invisible entity that can only exist in the

planes of the gods, infact they can only exist in the plane of Hades, The Demon Plane and home of the God Hades.

Brackis was in fact once Hades chosen, a being that represents thier god in the mortal realm, though Brackis spent more time in the demon plane than the mortal realm. For reasons undisclosed to the other gods Brackis was banished from the demon plane and to the very edge of reality, leaving Hades without a chosen one till this day.

For centuries he stayed their plotting his revenge against Hades and waiting for a suitable host to make an apperance in the mortal realm. When the Equine Steed summoned his hidden demonic power in the battle against Jenehal and Lythos he left himself open to demonic possession and Brackis took his oppotunity to take a host, not only did he tak control of a powerful warrior but also a warrior in control of demonic power.

Though still not ready to return to Hades, Brackis is using the essence of inhabitants of the mortal realm to fuel his power and with the ability to summon powerful demons from his very flesh, Brackis is a deadly foe.

Posted by: Rob February 05, 2003 10:23 pm

A map of the Mountain Deeps. (gotta love MSPaint)

user posted image

Some information on some of the places:

Uldarrath - the orkish capital city

Grave Miender - the dwarven capital city. Also the largest city in the Mountain Deeps

Syraenix - the drow capital city

Tygorh Island - sole home of the kemans (deep humans)

Ruins of Uranshi - Uranshi was the city of the illithid, but it was all but destroyed around 100 years ago. Rebuilding commenced less than a month ago

The Forgotten Caverns - rumoured to be the location of the Source (the mythical pool of light that is supposedly the source of all life on this world). It has not been explored in nearly 500 years, and nobody who has entered in search of the Source has ever returned

Posted by: Rob February 06, 2003 11:04 pm

Finally. Here is a list of all 'important' characters in the story. Characters classified as important can only be killed off if the character's creator allows it. Otherwise they are off-limits. All other characters are fair game.

Each character's biography also contains the name of the person who created the character, to (hopefully) keep things clear.

(This is basically a carbon copy of Duck's post in the old information thread, so don't be surprised if you notice me referring to myself in the third person. Though in case you were wondering, I'm still a self-important git)

=====

Rob, the protagonist

Name: Rife Wilkins

Age: 22

Gender: Male

Race: Human

Height: 6'1"

Weight: 64kg

Hair Colour: Dark Brown

Eye Colour: Green

Distinguishing features: None really.

Combat abilities: Skilled with longbow and spear. Can hunt and trap animals and people with great skill. Can move without being detected quite easily. No magic prowess.

Background: Rife Wilkins was born in a small village and spent much of his childhood hunting and trapping animals in the wilderness surrounding his home. More intelligent than the other villagers, he was often dissatisfied with village life and spent much of his time alone in the forests. On his 19th birthday he headed to Forthax city and enlisted with the city's armed forces. He saw this as a chance for a more exciting lifestyle, and was more than happy to sign up. He had spent much of his youth practising archery, and so spent the next year training as a longbowman, specializing in combat with longbow and spear. His exceptional tracking skills soon became evident to those in command, and he was given special training as a Tracker. His skills at hunting animals were transferred to human quarry, and he was taught methods of interrogation and forward-thinking. He soon became a master Tracker, able to hunt down anyone and question them more efficiently than any predecessor. His masters were certainly impressed. He has for the last 6 months up to the present day hunted down over 40 different people for various reasons. Sometimes they were a criminal who needed to be imprisoned, sometimes they were just someone who knew valuable information. Whatever the case Rife has always done his job well. He still tends to spend most of his time by himself, and often appears to be brooding about something.

Pandora, although has kinda been hijacked, unassuming barmaid with hidden powers

Name: Arora Riley

Age: 18

race: half human half unknown

gender: female

Height: 5' 5'

weight: 120lbs

hair: long auburn hair

eye color: green

features: A slightly turned up nose, and a mole on her left palm

combat skills: none really, she is clumsy with most weapons but skilled with her small dagger, has some magic, but she is unsure of it and doesn't know her own powers

Background: Arora is the bastard child of a bar wench who died giving birth leaving the question of who her father is unanswered. Raised By her grandfather in his tavern, the blue frog, she knew a life of simple joys and hard work. It is evident that she has some magical powers but her grandfather fears magic and refuses to let her use it. She desperately wants to find her father and know who and what she is. She works as her mother did in the tavern, but she hopes someday to go off on a journey of self discovery(she's a bit of a romantic) and find where she truly belongs.

Sitting Duck, Rife's first companion of the story, his party only knew this form.

Name: "Duck", short for something that no one knows

Age: Ancient

Gender: Male

Race: Moon Elf

Height: 5ft 3in

Weight: 52kg

Hair Colour: Black

Eye Colour: Blue with Golden flecks

Distinguishing features: pointed elven ears, extremely pale skin

Combat abilities: You name it. However mainly fights with an enchanted Long Bow, or ancestral Moonblade (longsword).

History:

A former Elven Tomb Guard. A job reserved for the elite soldiers of the ancient elven armies. Before this was a Bladesinger in the Elven King's Personal Bodyguard, resulting in him being highly trained in almost all weaponry and magic. Also last surviving heir to a Noble bloodline within the Elven Civilisation resulting in him being the wielder of an ancestral elven Moonblade, that has been imbued with many powers, majority of which are unknown even to its owner. Has for some reason joined the local watch.

Vecki, the lady Sorceress of Sunire, former lives and an attachment to Hadar

Name: Sorceress Vecaryi, or "Vec" for short

Age: 23 (born 23041) + numerous past lives

Race/Gender: Human Female

Height: 5' 6"

Hair: Black

Eyes: brilliant green

Distinguishing feature: has a small star shaped birthmark on her right shoulder.

Combat abilities: mainly relies on magic, however does have some ability with throwing implements

History:

Vec was born to a fisherman and his wife in the tiny fishing village of Durand. At the age of 13, King Micah, Queen Maryet and their personal mage, Hekmherr, visited the town on a state tour. Vec had been as excited as all the village girls to catch a glimpse of the royals, particularly Hekmherr, as he had been rumoured to

be particularly handsome. As the royal party passed through the town, Vec felt Hekmherr's eyes pass over her, and she was silently summoned to meet with him after the parade.

He told her that she had the potential to become the finest Sorceress in the past 1000 years. Vec did not believe him, but was in awe of his power, and so agreed to go with him to the capital for training. Her parents were sorry to see her go, but they believed her future would be far better than if she stayed in Durand.

Her training should have taken more than 10 years, but she learnt so quickly that Hekmherr investigated, and found that in numerous past lives, she had been a Sorceress, and was now drawing on her old knowledge in her current training. (she often suffers flashbacks to these past lives).

In her final year of training, Hekmherr was killed by an evil mage, the name of whom was never discovered. Vec has spent the past six years attempting to track him down, and take revenge for the death of her mentor, and finest friend.

Dr Monty (Noodle), the Half Breed lizard man

Name: Azek

Age: 43

Race: Human/Mord-Soth - a "Half-Bred"

Gender: Male

Height: 5'7"

Hair: Yellow, with a slight green tinge

Eyes: Left side - bright blue, Right side - slanted and orange

Distinguishing features: A long scar running down the right side of his cheek. A crescent moon shape imprinted on his back.

Combat Abilities: Has abilities from both sides of his heritage. From his human part, the ability to handle weapons, broadswords, throwing knives, the usual sort of thing. From his Mord-Soth heritage, the ability to change colour to match the background - can become invisible at night. Can handle some Mord-Soth weapons, eg. the Snake Dagger.

History:

Born in an incestuous union between Human and the lizard like Mord-Soth, Azek was abandoned by his Mord-Soth mother and her clan in a small village on the borders of Uranmar, the Mord-Soth homeland. Growing up in a relatively normal life by his beloved human step-parents, the old man Zin and his wife, Ekeziah, Azek was safe from those who would do him harm - Other Mord-Soth and the Humans of Arromar. Being the only Half-Bred born in half a millennium, the villagers held him in awe and fear, until, when he was but 11, the local troublemaker, Eroid Hamnocker, a secret agent of the Collective - a group of men dedicated to hunting down all those who used magic, in particular Mord-Soth discovered his secret and fled to the nearest outpost of the Collective, where he reported his suspicions and findings about Azek. On a fateful day later that week, an armed force of Collective warriors stormed the village, burning down houses and killing villagers. Azek's step-mother, Ekeziah was among those who died. Fleeing with Zin, Azek vowed vengeance against the Collective and vowed his life to hunting them down. Living out in the Forest with his father, Zin, until he was 25, Azek trained to come to grips with both sides of his heritage. When he deemed himself ready to enter the life of vengeance, a group of Mord-Soth, led by the

Sorcerer Morath Ghar, a High Mage of Urannmar, attacked his forest home and brutally murdered his step-father. Azek was too late to stop them. For years afterward, he continued his pursuit of the Mord-Soth and the Collective, winning and losing many battles, until the Blood Wars started.

Stuff_123321, Rife's partner in working for the now-gone Forthax Government

Name: Xarkartat Charintason

Age: 173

Race: Elven, paternal grandfather being human.

Gender: Male

Height: 5'0"

Hair: Jet black.

Eyes: Emerald green, with a faint luminescence. This can be stopped when Xarkartat wishes not to be seen.

Distinguishing features: a faint circular rune just above his hairline, unknown where from, or what it means.

Combat Abilities: Extreme mastery of all melee weapons, good with bows. Has a goodly amount of magical ability, but has not trained this... yet.

History: Xarkartat was born to a half-elven father and an elven mother, both who lived in the forests around Forthax. Both parents were caught with wanderlust, and were killed in whilst on an adventure. Raised by his maternal grandparents, he soon got sick of life in the forest where everything reminded him of his dead parents. It is unknown how he knew about his parent's death, but it is suspected that the rune has something to do with it. He moved into Forthax city on his 50th birthday and couldn't find employment because of his heratage. Finally he turned to the city's armed forces. They weren't keen on him until they saw his natural mastery of the blade, and magical skills. Being elven, he doesn't take kindly to being ordered around. He was soon specially trained as a spy and tracker, where he met Rife. He's typically sent on espionage missions which have a high possibility of confrontation, due to his excelent skill with the blade.

SirLankyIII, the former protector of Avalon

The horse man comes in later although he arrived with Lanky

Name: SirLankyIII

Profession: Paladin

Race: Human

Age: Eternal, about 1200 years old

Sex: Male

Height: 6'3"

History: Given Immortality to eternally protect the Kingdom of Avalon, he was given the title of Grand Master Paladin after the sudden tragic Death of Xander Graticus the previous Grand Master Paladin.

SirLankyIII, the grumpy old hobbit with a power greed-streak a mile wide

Bio

Name: Craf

Race: Halfling

Class: Rogue

Age: 75

Height: 3'6"

Hair: Fair Brown
Eyes: Baby Blue

Background: Craf is Old and very bitter, he began his life in a small hobbit village somewhere in the centre of the southern continent, or at least he thinks that where it is he hasn't been there for some time. Craf left his home at the age of 12 to become a thief, he quickly changed to that of a Rogue when he found he had no weapon skills.

After 40 years of thievery and battling ogres and trolls for thier treasures Craf settled down an built a house in the hills. He remained thier until he was diturbed by the Humanoid Horse Steed.

SirLankyIII, he'd been a busy bastard. The first bad guy, the lich head of The Rising

Name: Malcab
Race: Undead
Class: Lich
Height: Unknown
Age: Unknown

Backgorund: The Undead Lich Malcab began life millenia ago as a powerful Mage in the city of Avalon who wished to defy death, and in doing so have eternity to learn the secrets of the universe and become the most powerful mage ever. In his search for immortality he created a stone called the prison of souls, this stone required the souls of the living to power it. At the age of 98 he is close to death but only has 3/4 of teh souls he requires so instead of letting himself slip from this world Malcab absorbed the souls from the stone.

The result of absorbing the souls within the stone was Lichdom and entrance into the ranks of the Undead. Malcab was for sometime unimpressed with his new form until he found that he could now simply absorb the souls of the living by touching the area of thier chest that contained thier heart.

His new form was unsettling to the people so he fled the continent surfacing many years later in Exverdan. For an untold number of years Malcab wandered Exverdan stealing the souls of its inhabitants until he crossed the path of the Grand Master Paladin Xander Graticus.

Upon attempting to steal Xander's soul, Malcab's energy was drained to the point of near death. The Holy energies of the Paladin had protected him from Malcab's touch as well as destroying most of the Lich's presence in the world.

Xander found that as weak as Malcab had become he was still not able to kill him. For this reason Malcab wsa imprisoned within the Cathedral of the Moon Sisters an order of Female Paladins. The order has all but died out over the millenia and the wards and Holy Magicks that imprisoned Malcab have weakened allowing him to gain power.

Shortly after he was imprisoned priests discovered that if the Prison of Souls was destroyed Malcab could be killed, Xander took stone with him to Avalon but was killed on the way back. The Stone was given to the New Grand Master Paladin, Sir Lanky III who was entrusted with its protection from evil and ultimatly it would be his Job to destroy it.

Rob, the evil parade continues. With this dark terror

Name: Hadar Sirius

Age: 25

Gender: Male

Race: Genome (appears to be an elf, albeit an unusually tall one)

Height: 6'2"

Weight: 58kg

Hair Colour: White (also below shoulder length)

Eye Colour: Grey

Distinguishing features: Very pale skin and slightly unusual clothing.

Combat abilities: Wields pure magic as easily as normal men may breathe. Being a genome he feels very little emotion or pain, which helps him in combat. He has mastered a defensive style of sword fighting with his blade Ischias, which is a darksteel blade only slightly smaller than the average longsword. His style of fighting with this weapon looks clumsy, but is extremely effective at blocking attacks. The blade is enchanted and when sheathed shrinks to the size of a dagger. He also battles with two magical blades which can only be summoned when outdoors. These two blades are slightly curved and resemble katanas.

Background: Hadar was created by the great mage Lor Graet after many failed experiments to create the perfect creature. The mage had previously experimented on humans and elves intensely in an attempt to make them more powerful and more intelligent. Every such experiment had met with disaster, usually destroying the subject in the process. The mage had finally decided to create a being from scratch, and devoted years to such an end. And eventually he did succeed with his plan. He forged a body from pure magical energy, fusing it with a spirit from the spirit realm known as Acturus – the second most powerful spirit Lor Graet could transfer from the spirit realm (also known as the 'otherworld') to the mortal realm (also known as the 'prime world') and safely contain with magic. The fusing of the spirit to the magic which made up Hadar's body had caused a spark within the body as the two different types of energy fought each other for control. The energies lashed out against each other, unaware of the growing sentience within the body as the spark became larger. Finally the body opened its eyes and the energies became one – and the creature of magic known as Hadar Sirius was born.

Hadar spent all of his 'life' learning to control his command over magic. He also devoted much time to physical combat – eventually forging himself a weapon from darksteel that he named Ischias. Much of his training was at the Necromancer School which Lor Graet operates along with his colleague Lhoden. On his proving day (which usually occurs shortly after the aspiring necromancer's 20th birthday, though there were exceptions), he entered the arena of the Final Trial and faced off against the most promising necromancer the school had to offer. The Final Trial normally involves an all-out fight until one of the fighters surrenders, though deaths are not rare either. Hadar's opponent was a proud young man named Yaer'Vohr who refused to give in, and Yaer'Vohr was slain after a disappointingly short battle. Hadar was not raised to the rank of necromancer, however, as his outside training had involved all kinds of magic. He was a sorcerer, and the most powerful one Lor Graet had ever encountered, with power rivalling that of the great mage himself.

Since his graduation Hadar spent a couple of years further refining his combat abilities. For the last few years he served as Lor Graet's main operative. During this time he sought the strange magical stone known as the 'Prison of Souls', an

artifact which contains the great Lich Malcab, who millennia ago was a personal friend of Lor Graet – and an equal in terms of power. Hadar has recently received a new mission, though his old task still remains a priority.

Lor Graet never told Hadar of his origins. Hadar does not realize that he is a genome – he believes himself to be the son of a now-dead elven mage. Hadar is a cold individual, who knows no remorse nor pity. Lor Graet is exceedingly pleased with his Angel of Death.

Sitting Duck, the wandering Ranger, now protector of Arora

Name: Ashen Daleswood

Race: Human, just a normal one.

Class: Ranger

Weaponry: plain longsword and bow, two daggers Left & Right containing magical stones that are kept in his boots.

Appearance: A dust coated, forest green cloak and cowl hide most of his features and clothing but has long dark hair and a lot of stubble on his face.

Spends most of his time travelling the wilderness and has a major hatred of orcs.

sinisterlookingsock, the physical tank warrior of the cat men

Biraak Kahn

Race: Kzinti (I can't remember the exact name)| cat/human mixture

Age: 35

Height: 7'2"

Abilities: Excellent fighter. Can dual wield with even the heaviest weapon without any emcumberance.

He was raised in the far north ice lands. He is an excellent fighter but was thrown out of his clan for his... actions which he is rather despondent over. He keeps to himself and rarely talks letting his weapon do the talking. He is loyal and a steadfast guard as well as a friend. He spends most of his time in the city guarding people or just waiting in taverns.

SirLankyIII brings in the young supposedly orphaned dragon girl

Katha Bio

Race: Half-Dragon

Age: 16

Eyes: Fire Red

Skin: Light Red

Hair: Dark Red

Weapon of choice: Dragon Form (Red Dragon)

Background: Born of a human mother of unknown name and age and the Red Dragon Laxar. Laxar disappeared after her birth the same day he mother died, Katha was raised in an orphanage and recieved her father's wealth that he left for her when she turned 13. Upon leaving the orphanage at 13 she has matured much faster than children her own age and has learn't much in the way of Dragon and Human lore and politics.

At the age of 14 she made her first transformation into a dragon killing 2 people from confusion. Since then she has learn't to control the transformation and its power, she has not attempted to harm any living vreature in cold blood and uses the form for protection staying in human form most of the time.

Rob continues the parade of evil with the second member of The Rising

Name: Lor Graet

Age: Ancient

Gender: Male

Race: Human

Height: 6'3"

Weight: 85kg

Hair Colour: None

Eye Colour: Brown

Distinguishing Features: Appears to be around 50 years of age. Is a giant of a man, and is much more physically fit than he appears to be.

Combat Abilities: An ancient mage with a vast amount of arcane knowledge at his disposal. Wields all magic with great skill, but specializes in summoning and creating. Is also very strong and fights with a high level of proficiency in melee combat with a massive two-handed warsword. Has the advantage of being constantly underestimated by powerful foes, and can cause weak foes to cower in fear at his size.

Background: Little is known of The Rising and the events which brought about the coming together of the four and caused their inevitable separation. More may come to light in the future.

Vecki introduced the keeper of knowledge at the Library of Knassi. Its our very own Ophie

Lanna Mesalia

Age 154 (born 22910)

Height: 5'1"

Race: Human/Elf

Hair: Shoulder length brown

Eyes: Brown

Combat Abilities: None, is a scholar, but still has the elven speed to avoid injury. Only magical ability is to sense others with magical skill.

Distinguishing features: None. Would not be noticed in a crowd of three.

Has spent her entire life in the Library of Knassi (Knassi: a library somewhere in the north of Sunire - has never been properly mapped as it is not located within a city, also, is difficult to find as it seems to move depending on the need). Lanna has studied all history of all races, and has knowledge many think lost forever. Lanna is decidedly neutral in all outerworldly events. Would provide the same information to Hadar or Lor Graet as anyone on the side of 'good' (believing that 'good' and 'evil' are matters of perspective, she chose long ago not to judge anyone's character).

SirLankyIII gives us the new and improved Craf

Craf Bio Update

Race: Undead Human
Class: Fighter/Sorcerer
Height: 6'5"
Weight: 95 kg
Skin: Grey
Hair: None
Eyes: Black
Special Abilites: Polymorph (Rock Golem), Teleportation, elemental spells, death magicks

Rob gave us he who brought life to Hadar

Name: Acturus
Age: 31, at time of death
Gender: Male
Race: Elf/Devil (Half elf, half devil)
Height: 6'2"
Weight: 70kg
Hair Colour: Silver (also below shoulder length)
Eye Colour: Green/Blue (a mix of the two colours). In the heat of battle his eyes glow a bright blood red.
Distinguishing features: Strange hair colour, and the colour of his eyes in battle is most unusual. Otherwise he more-or-less resembles an elf.
Combat abilities: Fights with two dark blades. These weapons resemble katanas. The metal they are made from is black in colour (darksteel). Is also a highly skilled mage, specialising in demonic magics as well as elven magics.

Background: Acturus was the son of the Lord of Darkness. He was a skilled fighter and ruthless general, and helped to lead the armies of his father during the bloody conflict long ago – in the time when the Lord of Darkness ruled supreme. Towards the end of the wars, Acturus was slain by an unknown assassin. He remains a hated individual in elven history, as the man who slew Queen Amnestria.

Sitting Duck, brings us the elf in his true form. The heroes mentor, because every hero needs an older and wiser guide. Theres even a theory by Joseph Campbell on the Heroes Journey that states that.

Name: Duck
Race: Human
Gender: Male
Age: Long forgotten
Height: around 5'8"

First amongst the Chosen of the Goddess of Magic Duck is one of the most powerful magic users ever to walk the face of the world. However since the fall of the Elven Empire he has attempted to avoid getting directly involved in conflicts. Instead preferring to come up with elaborate schemes to avoid widespread carnage.

Duck is a natural storyteller and normally a witty, clever and very charming man. He can also be imperious, grave, and terrible and furthermore is a consummate actor. He can portray himself as a trickster, a stern father figure, a bumbling fool or any other stereotype he wishes to assume, depending on what he wants to

accomplish and what reaction he wishes to elicit from those around him.

He is also a ladies man, think Sean Connery's James Bond.

Noodle brings us the dark knight. No, not Batman

Name: Sir Arran Hagrís

Age: Unknown

Race: Human (currently Undead)

Gender: Male (well, once was)

Eye colour: -

Height: 6'7"

Distinguishing features: Black armour that protects him from most attacks, including magical. Can paralyze certain victims with his magic and attack with the speed of a wraith. Likes to make his adversary underestimate him.

Background: Sir Arran Hagrís was born to one of the Five Great Families in the height of Avalon's reign. Even at a early age he possessed remarkable fighting skills, receiving the admiration of his teachers and even the brief attention of the boy's idol, Sir Lanky III. He quickly became one of the top students in Knight School, intelligent, charismatic and a great fighter. When he was but 18, he was initiated into the Knighthood, much to the joy of his parents and mentors. His lifelong ambition was to fight alongside his hero, Lanky, and he tried his hardest to gain the legendary knight's attention. His true test came years later, when the Grand Paladin, Xander Graticus picked out a few loyal knights to accompany him to defeat Malcab. Arran was delighted that he was one of those who were chosen, but his victory turned to dust when he learnt that Lanky was staying behind, filling in for the Grand Paladin's duties. The long journey into bitterness and anger began.

The battle against the Lich Lord was long and costly and in his eagerness to do battle, Hagrís almost killed himself and two others. After Malcab was imprisoned, Grand Paladin Xander reprimanded Hagrís sternly, concerned now that Hagrís' arrogance and bravado were leading him down paths that no Knight should tread. Already he could see the clouds of darkness around the Knight. Hagrís' second mistake occurred when the party was ambushed by bandits. During the battle, in which the Grand Paladin was mortally wounded, Hagrís came into possession of the Lich's stone, and in it, he could hear the voice of one who would eventually become his Master. At that point, when Xander was struck down, half a dozen of the bandits fled and Hagrís, eager for bloodshed pursued. After he tracked him down and slew all of them, without mercy, he came back and saw the dying Master Paladin begging his men to retrieve the Lich's stone and take it back to Avalon, to be kept in Lanky's care, the new Grand Paladin. When Xander's gaze turned in Hagrís' direction, the Master saw the stone in his hand and the blood covered sword in his other. While the other knights were searching for the stone, Hagrís came up to Xander and presented the stone, mockingly.

"I will give this to Lanky," Hagrís said, a queer gleam in his eye. And Xander knew that this warrior, was no longer a true Knight of Avalon.

"I...beg...the gods that they have...mercy on you, Hagrís," the Master gasped. "For what you have...done...and for what...you are about...to do..."

Hagrís, looking cold, raised his sword and drove it through the Master's chest, killing him instantly. From that point on, he was a creature of evil, although the others didn't know until the very end of Avalon when Hagrís attempted to destroy Lanky but was killed in turn. His soul was banished by the Grand Paladin, to the

Prison, where Malcab lay. There, for centuries, he stayed, gathering his strength, hating Lanky for being who he is, coldly plotting to return one day and claim Avalon for his own. He was the Blade of Malcab, the Sword of Vengeance...and his hatred knew no bounds.

Rob gives us the halfling historian

Name: Hamish O'Hara

Age: 62

Gender: Male

Race: Halfling/Hobbit

Height: 3'6"

Weight: 31kg

Hair Colour: Red-Brown

Eye Colour: Brown

Distinguishing features: Has a beard. No other distinguishing features.

Combat abilities: Wields some illusionary magics, but tends to use these predominantly for impressing halfling children at various Riverglen celebrations.

Handy with a small dagger as well. Has not fought in years.

Background: Hamish is the younger half-brother of the hobbit Craf (same mother, different fathers). When he was young he left Riverglen to find adventure with some friends, but what he ended up finding wasn't quite as pleasant as he had expected. Of the five Hobbits who had decided to travel through the Shark Teeth Tunnel to the north of the continent, only himself and Clyde Fortesque survived. He returned to Riverglen with his childhood dreams shattered. Since then he has lived a reasonably quiet life, studying his innate magical ability at the Riverglen library and using his talents in his storytelling and fireworks displays at the various celebrations Riverglen holds every year. Is a jovial person, and enjoys nothing more than a quiet read while smoking his pipe.

SirLankyIII also gave us the forgotten one

Name: Steed

Profession: Mage/conjurer/Fighter

Race: Equien

Age: Eternal, exact number of years is unknown

Sex: Male

Height: 7'8"

History: From the Northern Lands of the Kzinti, Steed's people are not well known of but are powerful Holy Warriors and the hated enemy of the Minotaurs. Steed's immortal Tie to Sir Lanky III is unknown but it may be some sort of blood bond or oath they share.

SirLankyIII gives us yet another character, the powerful red dragon

Name: Laxar

Age: 1700

Gender: Male

Race: Red Dragon

Class: N/A

Height: 300 feet (from head to tail in Dragon Form), 6'5" tall (Human Form)

Wing Span: 260 feet (Dragon Form)

Weight: 90 kg (Human Form)
Hair Colour: Red (Human form only)
Eye Colour: Red (always)
Distinguishing features: Bright Red skin in Human form, Armour like scales in Dragon form, remarkably youthful for his age
Combat abilities:

Background: The last known dragon not under Ammortus' control, Laxar disappeared after the birth of his Half-human half- dragon daughter, Katha. In his day Laxar was the most evil of Dragons, but now he is much more solitary and peaceful, only worrying about the world he lives in and what has happened to his daughter.

Rob gives us the biography of the forgotten God

Name: Marius Trevajien
Age: Unknown
Gender: Male
Race: Human
Height: 6'0"
Weight: 65kg
Hair Colour: Brown (also below shoulder length, and very untidy)
Eye Colour: Brown
Distinguishing features: Does not seem to take much care of his appearance. Is always dressed in old brown robes, and often appears to be rather uninterested in anything that is happening - even if it matters greatly to him.
Combat abilities: Is a god. Is immortal as long as he remains on the Prime World. Can shapeshift at will.

It is important to note that Marius' connection to the source is bastardized, and as such he does not wield the same power as the other gods. He is impossible to destroy as long as he remains on the Prime World, and even in a different plane he would be almost impossible to defeat. This is the power the source grants him.

However it grants him very little else. He cannot use its power in the many varied, creative ways the other gods can. Also, his connection to the magical weave has faltered over time, meaning his command over magic is not all that it used to be. As a mage, he would be inferior even to some of the lesser mages of the world in terms of destructive power. His real assets are his defensive power, and his shapeshifting and illusion-type magics.

Background: Since he became a god, Marius has been wandering the Prime World. He is a prisoner to life - he cannot die and he cannot leave the world. For more information on Marius read the (incredibly lengthy) post on gods. His sanity left him long ago, but he has found an understanding of sorts within the madness.

Vecki gives us an updated bio for her character 'Vecaryi'. She's changed a bit since the start of the tale

Character Bio: Swan

Age: Who knows? She doesn't. Besides, hasn't anyone ever told you it's not polite to ask a lady's age?

Gender: Female

Race: Human, but has the appearance of a half elf due to the merging of her appearance between her various incarnations (which does include an elf)

Height: 5'3"

Hair: red curls

Eyes: Slightly narrowed bright green

Distinguishing features: slightly pointed ears owing to her life as Amnestria, a birthmark shaped like a star on her right shoulder, due to her life as Vec.

Combat Abilities: Magic. An equal to Duck.

History:

Chosen by the Goddess Tarin to be the equal of Duck, Swan spent a great deal of time studying her art. The two were chosen to guide the world to its destiny, though both they and the Gods are tightlipped about just what that is.

Duck and Swan became the parents of several children, including Lanna Mesalia (she LIED about her age!), when Sargonnath first emerged on the earth to wreak havoc, trying to have his dragons rule the earth. Duck and Swan hid their children in the district of Knassi, and left them in the care of the then librarian, Dular, and advised the humans, elves, dwarves and halflings in the long war against the dragons. Near its end, Swan was slain by a red dragon.

She was reborn numerous times, into various incarnations, some of whom Duck was able to find, including Amnestria, Xylina, Mirien, Alar and Vecaryi, but Duck was not able to convince her in any case of just who she really was.

It took the goddess Mystra to appear to Vecaryi as she lay dying, to remind her of who she was.

Rob gives us the evil creature who took over Rife's body when he touched the Conflagration Scroll

Name: Lythos Dragmire, also known as the Raven

Age: 48

Gender: Male

Race: Devil

Height: 6'1"

Weight: 76kg

Hair Colour: Black, not quite below shoulder length

Eye Colour: Red, approaching crimson

Distinguishing features: Great black feathered wings stretching out from his back (similar to all other devils).

Combat abilities: Fights skilfully with the spear. Likes to strike from the shadows, and is without mercy. Also possesses a strange mental talent, similar to magic yet not related to the magical weave in any way. Known to some as Psionics.

Background: Lythos was one of three imprisoned within the Conflagration Scroll, for his crimes against the city of Avalon. He was a devious assassin, as well as a master interrogator and torturer. When he was imprisoned 1000 years ago, he along with the other two criminals imprisoned was given the knowledge of how to unlock the 'source', the strange force that is the key to immortality and godhood.

SirLankyIII gives us yet another character. Will he ever stop? (okay, so I'm just as guilty when it comes to this. So sue me). This time it's the deva who took over Katha's body....only she may be gone for good now

Name: Jenehal

Gender: Female

Age: 24

Race: Fallen Deva

Class: Monk/Mage

Appearance: Human

Height: 5'6"

Weight: 52kg

Hair Colour: Blue

Eye Colour: Blue

Distinguishing features: Flawless skin, brilliant white aura

Combat abilities: Has the hand to hand combat skill of a Dragon, also uses Divine Magic

Background: Banished from the heaven's by Grandium for her crimes against all of Angel and Deva kind. Jenehal found her way to Avalon where she lived for 3 years causing pain and suffering to all that crossed her path. Though she is blind there is no other being in existence that can defeat her in hand to hand combat, except for a Dragon that has polymorphed into a human.

When she was imprisoned 1000 years ago, she along with the other two criminals imprisoned was given the knowledge of how to unlock the 'source', the strange force that is the key to immortality and godhood.

Sinisterlookingsock brings us the infernal, torn between light and darkness

Name: Ravius

Race: Infernal (Half Fiend, Half Diety(Grandium))

Age: Unknown

Gender: Male

Class: Monk

Alignment: Chaotic Neutral

Height: 16ft

Weight: 700lb

Hair Colour: None

Eye Colour: Pure Red

Distinguishing Features: Obviously his most distinguishing features are his black skin, wings and fiend heritage.

Combat Abilities: Punching and Kicking. Ravius is incredibly fast and can land a huge amount of blows in a short time.

Ravius is the offspring of a rather powerful Pit Fiend and the god Grandium (obviously in more young and frivolous days). His life has been a tough one, residing in the outer planes specifically the Nine Hells. Ravius actions are hard to assign to a certain alignment, at one point he was the biggest threat to the Celestial Army and the next moment he was fighting Lolth's minions in the Demonweb Pits. Due to him being the son of Grandium he respects forces of good to point, but the fiend within grows ever more. Because of this he left the outer planes and came to the material plane where now he travels the world fighting

himself.... and whatever he feels he should fight....

=====

And there we go. I'll post the Mountain Deeps characters later.

Posted by: Rob February 06, 2003 11:32 pm

And now for the characters from the Mountain Deeps thread. The two threads have been merged now remember.

And if you no longer wish to keep your character, please let us know. 😊

=====

Rob gives us the half-orkish general, now a prisoner of the dwarves

Name: Virilyn sil Gulrag

Age: 34

Gender: Female

Race: Half-orc (half-unknown)

Height: 6'0"

Weight: 68kg

Hair Colour: Black

Eye Colour: Blue

Distinguishing features: Has slightly pointed ears, unusual for an orc. This is of course explained by the fact that she is not a full-blooded orc, but even among half-orcs this trait is unusual.

Combat abilities: Fantastic melee combat ability. Her preferred weapon is the staff, though she is also adept at wielding swords, axes and hammers. No magical prowess.

Background: Virilyn is the daughter of Gulrag fir Dharkor, the legendary orkish adventurer. Gulrag spent much of his life travelling the surface world, often involved in deeds of great bravery and cunning. It was during his travels that he met Virilyn's mother, though she died shortly after Virilyn was born. Virilyn has no memory of her mother, though it was her mother who named her.

Gulrag raised her as a warrior, and taught her to be fierce and independant, and above all brave. When she was around 20 years of age he disappeared without a trace, and is presumed dead. Since that time she has become a fighter in the defense of the orkish city of Uldarrath, and is now almost as famous amongst the orcs as her father was. She is one of the higher ranking orcs (who go by the title 'erork') in the city, though is given a free reign in her activities for the most part. She is currently looking to bolster the ranks of the orkish armed forces, so that the orcs may stand a fighting chance against the cunning dwarves and the malicious drow.

Interloper brings us the orkish slave

Name: Ulug-Halkur

Age: 28

Gender: Male

Race: Orc

Height: 6'4"

Weight: 140kg

Hair Colour: Bald

Eye Colour: Yellow

Distinguishing features: A large hulking brute Ulug appears at a glance not dissimilar to many Orcish Warlords with his huge muscles and imposing frame.

Combat abilities: Has had no training in the use of weapons, yet handles irrigation tools extremely well...

Background: Little is known of Ulug-Halkur except that he is just another Orcish slave forced to toil with little rest in the rice fields and has been his entire life. He knows nothing of his parents, yet assumes that they would have had a similar life to himself. Has never seen the surface.

Fat offers us the dwarven warrior, now a deserter

Name: Ironfist Woodheart

Age: 40

Gender: Male

Race: Dwarf

Height: 4'3"

Weight: 88kg

Hair Colour: red

Eye Colour: brown

Distinguishing features: Has accumulated numerous scars from past battles with orcs and drow, ones of note are a long gash down the left side of face, that is slightly off colour, and a birthmark in the shape of a star on his right shoulderblade.

Combat abilities: IronFist has been involved in the ongoing tri-war with the drow and orcs for 8 years, over the time he has learnt to master his warhammer, which was instilled with magical powers by his grandfather, a dwarven cleric. IronFist also has knowledge of swords, axes and polearms, however he is not quite as adept in the usage of these.

Background: Ironfist lead an uneventful childhood, up until his 30th birthday (his 'coming of age') at this time, he was given by his father, a warhammer, instilled with supposed magical properties (although the hammer has saved Ironfist his life many times, he fails to this day to find any magical properties about it) he also joined the dwarven army, and has since proven himself as a natural fighter, being amongst the elite of all warriors in the army.

Sinisterlookingsock gives us the one (and only) illithid character

Name: Zarvael

Race: Illithid (Ming Flayer, slightly stronger)

Class: Psion

Age: Unknown (can't find any source on Mind Flayer age)

Gender: Male
Alignment: Neutral Evil
Height: 6'3"
Weight: 120lb
Eye Colour: Dark Blue

Distinguishing Features: A red tatoos on his forehead symbolising to all those of the Deep that he is a diplomat.

Combat Abilities: Hardly proficient with any weapons except knives and daggers. Relies heavily upon his psionic abilities which are immensely powerful as being a diplomat for the Mind Flayers is dangerous.

Zarrael is the diplomat for the Mind Flayers of the Deep. Unfortunately a short time ago the Mind Flayer city of Uranshi, was besieged by Duegars and most of the city was destroyed with only 100 Mind Flayers and Illithids left, Zarrael was one of the only survivors and hates Duegars. He hasn't always been a diplomat though serving as all Mind Flayers do; hunting parties, torturers etc. Even though he appears as a humble diplomat he possess immense psionic powers which rival those of the Paragon Mind Flayers that rule over their city. Besides this he is superb diplomat who is so talented he could probably make a Lich give up his phylactery.

Death's Touch gave us the vampire Laith. Though if he doesn't return this character may lose its important status

Name: Laith
Age: 537
Gender: Male
Race: Human (Vampire)
Class: Fighter
Alignment: Neutral
Height: 6.7ft
Weight: 104kg
Hair Colour: Grey
Eye Colour: Green

Distinguishing features: The last bone of each finger has been removed and replaced with an inch long talon (steel)

Looks very gaunt.

Combat abilities: He is deathly silent, even when running or climbing. He uses his clawed hands and immense strength to crawl across ceilings. Can drain his opponent of life (as a conventional vampire does, i.e. I can't suck your blood) Moves at twice the speed of a normal person. Uses no weapons bar his claws. He regenerates rapidly (a lost limb will grow back in about a month) He can be killed by the following-

Direct sun light, greater magics.

History: Laith was created by the lesser vampire Drath, who now travels around the underdark killing helpless mortals. Laith quickly began to increase in size and strength and soon was fully in control of Drath. Currently he is imprisoned by a rogue band of drow clerics who are preparing for "the storm to come".

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And that concludes the list of Mountain Deeps characters. That was much less painful than the previous post.

Posted by: Rob February 06, 2003 11:39 pm

The Timeline

Here is a timeline covering the war between the elves and the Lord of Darkness, the rise and fall of Avalon, as well as humanity's first encounters with the Mord Soth.

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Current Year: 23064 ER (Elven Calendar), 1294 AR (New Calendar)

ER – Elven Reckoning

AR - Avalon's Rise

18954 – Birth of Amnestria

19201 – Amnestria becomes Queen of the Elves at the age of 247. She became the youngest elven woman to ever take the throne. She becomes the most beloved ruler of the elves in history.

19291 – The Lord of Darkness awakens. It is unknown how this occurred, but it plunged the elven nation into a time of despair. Many lives were lost.

19331 - after 40 years of fighting the Armies of Darkness, both sides seem to be evenly matched. Conflicts are bloody, but neither side gains much of an advantage on the other. Also a child is born to Queen Amnestria. The entire experience is extremely terrifying for her, as she has no idea how she became pregnant. She names the Acturus because of a feeling, and is unsure why. (I should point out that the fact that the child carries demonic blood is not known amongst the elven people, or even to Amnestria. They have no knowledge of the father of the child.)

19336 – The child is kidnapped by agents of the Lord of Darkness during one rainy night. He is taken back to the headquarters of the Lord of Darkness, where he raises the child as his son. Most fitting, as the child is in fact his son. Soon after Duck, a human mage arrives amongst the Elven people to study under the Elven High Mages.

19340 - Queen Amnestria promotes a young promising member of the elite guard, Gaeleron Aumar to be her main advisor in the war. He manages to lead the elves on many successful campaigns against the demons, using extremely imaginative tactics that hadn't occurred to the Elven Generals. During this time the human mage is seen less and less.

19348 - The human mage disappears completely from the Elven Empire. Rumours the Elven court abound that Amnestria has taken Galaeron as a lover.

19357 – Acturus has become one of the generals of the Armies of Darkness. He has become an extraordinary powerful warrior, thanks to his Elven and Demonic heritage. He has learnt to wield both elven and demonic magic, and is a skilled warrior and ruthless tactician.

19358 – Acturus first encounters Amnestria since he disappeared 22 years ago. Now 27 years old, he has no love for the elves and wishes death upon them all. She is horrified in what he has become, and disowns him. She no longer feels anything for him.

19359 – There is a meeting to discuss a possible peace treaty between the two forces. The elven group with the Queen comes to the meeting prepared for an ambush, and they are right. There is a fierce battle, but the demon forces under Acturus slaughter the elven archers and spearmen. Amnestria and Acturus face each other, and the Queen expresses her contempt for the man. Acturus cuts her down, beginning the fall of the great elven nation. In doing so he also incurs the hatred of all the elven people, and his name is forever spoken with contempt amongst the elves from that day on. Galaeron is the only elf to survive the encounter. Days later he leaves the Elven Court grief stricken and disappears as mysteriously as he appeared.

19359 – Queen Amlaruil ascends to the throne and the conflict continues. Without the imaginative leadership of Galaeron the elves fall back on their traditional methods of battle. The Demonic forces once again gain the upper hand in the war.

19362 – Acturus is killed by an unknown assassin just following another battle.

19387 – The elven empire is all but crushed. The Lord of Darkness takes their capital city and executes Queen Amlaruil. The remaining elves flee across the sea to the west, and have never been seen since. Darkness ruled the world after this.

<End of Elven Calendar>

Many years later....

<Beginning of New Calendar>

Year 0 – The city of Avalon is founded. King Crassius Drake I becomes monarch. (Elven Calendar year – 21770)

Year 79 - King Ferdinand Drake I becomes monarch.

Year 150 – King Ferdinand Drake II becomes monarch.

Year 204 – A group of four mages gather in a bid to learn the secrets of immortality. They wished to defy death, and in doing so have eternity to learn the

secrets of the universe and become the most powerful mages ever. They were lead by the eldest of the group Malcab.

Year 211 – King Yserwold Drake I becomes monarch.

Year 239 – Malcab forges a special stone that he believes will allow him to achieve immortality. The downside is that innocent people must be killed and their souls absorbed into the stone for immortality to be achieved. Malcab begins on a series of murders around the city, unbeknownst to the other mages. He does not share the secret of the stone with the others.

Year 249 – King Albrecht Drake I becomes monarch.

Year 250 – Sir Lanky is born.

Year 256 – The mages have found nothing, and things are getting desperate for Malcab, who is now 96. Malcab has drawn many souls into the stone, but he doesn't believe he has enough. He is hesitant to use the stone, so keeps up his efforts to collect souls.

Year 258 – Malcab is on his deathbed, with still too few souls collected. It's now or never. He uses the stone when he is alone in his apartment at night, and the next morning finds that the effect of the stone was only partially successful. He has become a Lich. He is a little overwhelmed and frightened at first, but soon realizes the benefits of his new form. Upon stepping out into the city streets (his undead nature hidden beneath a cloak) he found that by touching the area on a person's chest around the heart, he could absorb their soul directly to increase his power and the length of his life. As good as immortality. But his presence quickly caused a disturbance and he fled the city, and even the continent. He surfaced years later in Exverdun, where he began his reign of terror.

Year 260 – The Rising, without Malcab's guidance, enlist the help of some lesser mages in seeking immortality.

Year 271 – The Rising discover the 'source', which they access using a device known as the Light Well. They link themselves to the source, and immortality is theirs. For the next few years Avalon enters its most glorious time. Prosperity and luxury are abundant.

Year 274 – The mage Tulimor burns himself out by trying to draw too much power from the source. A small portion of the city is destroyed, and the magical source is deemed too dangerous by the King. It is ordered that it be sealed. Unbeknownst to the King, however, the 3 remaining members of the Rising keep their link to the source before they begin the sealing. Everyone else linked has their link broken except for the paladin Lanky, who had been travelling the lands surrounding Forthax city at the time - as a part of his paladin training. It is deemed unimportant at the time.

Year 275 – The Light Well and the source are finally sealed. Later that year it is discovered that the scroll used in the sealing has become exceedingly dangerous, and is taken by the few surviving mages that the Rising recruited (in the year 260) into Exverdun. They never return, and the scroll disappears.

Year 276 – King Ferdinand Drake III becomes monarch.

Year 312 – Word gets out that Malcab is laying waste to Exverdan with his undead armies. Grand Master Paladin Xander Graticus is sent with some of his most loyal knights to stop this menace. Master Paladin Lanky III takes his place temporarily.

Year 315 – Malcab is defeated in battle by Xander Graticus, and imprisoned within the Cathedral of the Moon Sisters. The stone in the Lich's possession is found, but it is unknown what to do with it. Xander decides to bring it back to Avalon. On the way back however he is mortally wounded by bandits. He begs his men to take the stone the rest of the way to Avalon and to give it to Sir Lanky. Upon their return Lanky is appointed to the rank of Grand Master Paladin.

Year 330 – The King notices that the mages have been alive for more than 150 years. He deduces that they must have kept their links to the source, and they are publicly exiled. The 3 mages leave the city and never return.

Year 332 – King Crassius Drake II becomes monarch.

Year 388 – Squabbling begins amongst some of the more powerful lords and ladies of the city. There are disputes and murders aplenty as different factions contest the throne of the ailing King.

Year 394 – King Crassius II dies. The government attempts to hold the city together and find a replacement, but with no success. The violence and corruption continues.

Year 397 – Civil War breaks out. People begin to flee the city.

Year 399 – The city no longer has laws. The government tries to hold everything together, but with no success. There is fighting in the streets and many innocent people die.

Year 400 – The government disbands. Avalon is no more. The majority of the citizens have fled, and there is nothing left of the once-grand city worth fighting over.

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Year 400 - Fall of Avalon. The majority of the citizens flee and gather on the shores of the Mothras Sea. The group is torn by dissension. One faction, led by Uran Hagris (brother of the traitorous knight who fell by Lanky's hand) wants to head North, over the sea, where they can find sanctuary. The other faction decide to travel South, to the main continent. The group splits.

Year 402 - After years of searching, the faction led by Hagris discover a suitable place to stay. They name it Uranmar, after their leader.

Year 403 - A settlement is set up on the South shores of Uranmar. It is named Valamoor and over the next few years, it becomes the capital village of the realm.

Year 404 - A group of explorers head North to see what lies there. They never return.

Year 407 - A group of alien lizard like creatures descend upon the South Lands, burning, looting and killing. Many are magic users. To combat this dark magic, Hagrais sets up a Council of Wizards in Valamoor. The conflict between the Mord-Soth and the humans begin.

Year 415 - The Mord-Soth are driven back to the North, where they live, fuming over their apparent defeat. They begin to gather armies of war.

Year 423 - Uran Hagrais, ruler of the South Realm of Uranmar arranges a meeting between him and the ruler of the lizard-people, Zakra Ghar. On the plains of the Sweesward they meet and treachery is done. Ghar's hidden army descends upon the hapless Hagrais and his escort, killing all. Furious, the humans declare war upon the Mord-Soth. Start of the Great Wars.

Year 427 - A darkness descends over the land. The evil Zakra has used his magic to summon the immortal soul of Ammortus, Demon servant of the banished god, Sargonnath to destroy the human intruders of the land. Ammortus has his own plans and flees.

Year 434 - The human armies clash with the Mord-Soth on the battlefield of the Sweesward. Ammortus arrives with an army of demons and the Battle of the Plains begins. At the end, the Mord-Soth are beaten back and Zakra Ghar is slain. Ammortus disappears. The humans, grim but triumphant, return to their land.

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Posted by: Rob February 06, 2003 11:42 pm

This post details the history of the Gods, and how they came to be. This information isn't vital to get you acquainted with the story, but it's here if you want any information on the Gods, or are simply bored.

To make things easier, I've summarised each section as well. Use this key:

* = start of summary

** = end of summary

I've also used italics for these sections. Read between the stars and everything will be a lot easier. 😊

=====

Of Gods and Men

A grand tale passed down amongst the hobbits of Riverglen from generation to generation

Now a written compilation by Master Hamish O'Hara of 3 Crescent Lane, East Riverglen

Free magic potion with every two crates of fireworks purchased! Limited time only

Now little one, you may have on many an occasion gazed up into the open sky and asked yourself, 'What is the meaning of life? And what will happen to me when I die?' Well gather around my smiling friends, and by the time of this tale's end I should hopefully have answered at least one of your questions.

Now where shall we begin? Ah. The Gods. Always a good place to start. Now there are, as is common knowledge, many different gods. But how did these mighty beings achieve such power? Well it all began in the ancient times, when people from all races lived together in peace and harmony, at one with nature and at one with magic. Their home was the glorious super-continent known as Gamedia, which was in fact comprised of the three great continents that exist nowadays, but joined in the middle by a fourth landmass. Anyway it was during this time that there was a gathering of the most powerful of mages from all the races, for a grand discovery had been made.

For you see, my friends, they had discovered the source. A strange pool of unknown energy that lay deep beneath the world's surface. The group of mages spent weeks researching this strange new magical source – and you must remember that while this may not seem like long to us, their magical prowess in the ancient times was far greater than anything even imaginable today – anyhow, they soon discovered the true nature of this 'source'. Source was indeed an apt name for this mysterious pool of magic, for many of the group believed that this was indeed the source from which all life on the planet had sprung. And the mages came to realize that if they gave unto the source a part of themselves, they could become one with the source, and thus one with creation. In other words my friends, godhood would await them. And what kind of person would turn down such an opportunity?

The first to give up a part of himself to the source was Woden, a barbarian prince from the northlands who one day would have become king of nearly one-quarter of the world. He stepped into the soft glowing light of the source and disappeared.

Where did he go to? Why my friends, the place he found himself in was indeed the most magnificent place imaginable. And that's saying quite a bit, since I know what your little imaginations can get up to. So he found himself in another plane – one of the upper planes to be precise – and he was a changed man. He felt different somehow, as if a great fog had been lifted from his mind. He now possessed all the knowledge of the ages – everything that had happened, everything that was now happening, and some clues as to what would happen in the future. His power had also been greatly enhanced, and he now found himself able to perform extraordinary feats of all kinds. Plus he was now immortal, and as long as he remained in his own plane, invulnerable. Not a bad deal there now is it?

Of course godhood isn't all fun and games. Woden now found himself in charge of an entire plane, and an empty one at that. Fortunately he now possessed the ability to travel between planes at will, and proceeded to bring some of his warrior friends back with him into his plane, where they constructed simply wondrous festhalls and villas. His realm is one I would surely love to visit – all day you can sit and eat and drink and talk and shout to your heart's content, and then sleep it all

away in a beautiful feathery bed. But enough daydreaming, for there are many more gods that require description. Not to mention the fact that I forgot to mention the one major disadvantage of godhood – outside your own plane your power wanes to what it was before you achieved godhood. You also lose your invulnerability, and can be killed just like you or me. Of course the immortality and knowledge remain, but the disadvantages are so great that you can understand why the gods seldom leave their own planes. But I must stop rambling and move on to the next god – or should I say goddess.

Her name was Tarin, and she was a beautiful elven girl, oh yes. Not a day over 100, or so I'm told. Her beauty was indescribable – which would explain why nobody can remember what she actually looked like. But that's not important, for she was strong and wise, and more than worthy of a place in one of the upper planes. Now I may have lost you earlier with all my rambling about the wonders of godhood and whatnot, but this is an important point. You see, there are a total of 18 planes – 9 upper planes and 9 lower. The ninth plane in both cases is impossible to reach by anyone – even the gods. It is believed that these two 'extremes' are in fact the raw elements of good and evil, and draw like to like in the way a magnet does. And while I'm at it, yes I do sell magnets. In fact this week they're on special, and...oh dear I'm rambling yet again. So where were we? Oh yes: I'm sure you have already worked out that the upper planes stand for good while the lower stand for evil. Is that clear?

*

So in summary, there are 9 upper planes and 9 lower planes.

The upper planes are good, the lower planes are evil.

**

And as each of the mages stepped into the source, they were given their own plane, based on both what lay in their hearts and the order they stepped through. Since I'm sure you don't want all the fine details, I'll be brief with the following description of which mages ended up where.

Woden stepped through and into the source first, and ended up in the eighth upper plane. Tarin was next, and became ruler of the seventh upper plane. Following Tarin was the devil mage Drex'aal. Now Drex'aal was a malevolent being, to be true. Even speaking his name out loud is enough to draw his pain and suffering. Or at least it would have been were he still alive today. You see, Drex'aal was spending far too much time in the mortal world, and was killed. But more on that some other time, friends.

Drex'aal became god of the eighth of the lower planes. Following him was Hap'Fravius, the equien. Equiens, as you may or may not know, are like minotaurs, only with the features of horses rather than cows. I've always though cows to be rather silly creatures to be frank, but I wouldn't go telling that to a minotaur. He'd slice you in two without thinking twice. And don't ever let one see you with an equien as a companion, as the two species loathe each other.

Anyhow Hap'Fravius became god of the sixth of the upper planes.

Next was Sargonnath the dragon, who became god of the seventh lower plane.

Followed by Mekthrin the minotaur, who had refused to step into the source directly after Hap'Fravius, in case the two somehow ran into each other. He became god of the sixth lower plane.

Then there was Draike the orc. Orcs were common in the east in those days, and who knows if they still are today? Nobody has visited the eastern continent in a long time. Anyway Draike became god of the fifth lower plane.

Next there was Himi the halfling. He was the most light-hearted and cheerful of all the mages, and of course he found himself as god of the fifth upper plane.

The deva god came next. Selniria was her name, and she was pure as the driven snow. A most fitting goddess for the fourth upper plane.

But the next one was truly terrifying. The demon god, who went by the name of Hades. An evil, despicable being – I'm surprised the other mages even let him study with them. God of the fourth lower plane did he become.

Have you heard the name of Grandium, my friends? He was a noble angel he was, oh yes. Much more 'human', if that is a suitable word, than the deva god, but equally kind and compassionate. He became god of the third upper plane, and is one of the more adventurous of the gods. He is not afraid to help those in need in other planes, my friends.

Erythnol. The Mord-Soth. A fearsome creature to behold, with a vicious streak running through the lot of them. I would trust a Mord-Soth slightly more than I'd trust a demon, but even then I'd probably run at first sight. Anyway the Mord-Soth became god of the third lower plane.

Have you heard of the Mord-Aegin? The aquatic cousins of the deceitful Mord-Soth. Well, Lothain was a talented magic wielder, and quickly grew accustomed to her role as goddess of the second upper plane

Of course not all the mages were kindly, benevolent, or even tolerant people. Celia was by all accounts a cruel, remorseless woman, and the young Drow took well to her new place as the Goddess of Malice and Cruelty in the second lower plane.

Another humanoid mage, by the name of Byrne, became the god of the first (and last remaining) of the lower planes. The man was a keman – otherwise known as 'deep human' – and he was not truly an evil being, but eventually he was taken by corruption and paranoia and became a most fitting god for his plane.

The final of the upper planes – the first upper plane – became the home of the elven goddess Mystra. Mystra was an elven queen, and already ruled thousands of acres of land. She was easily one of the most talented of the mages, if not the most talented. And at last the planes were full.

I should also point out that each of the gods became god of their own special niche – something they had excelled at in life.

*

So let's go over that again, in brief. The gods of the planes:

Upper planes

- 1st – Mystra, the elven goddess of magic*
- 2nd – Lothain, the Mord-Aegin goddess of hope*
- 3rd – Grandium, the angel god of honour*
- 4th – Selniria, the deva goddess of justice*
- 5th - Himi, the halfling god of festivities*
- 6th – Hap'Fravius, the equien god of courage*
- 7th – Tarin, the elven goddess of wisdom*
- 8th – Woden, the human god of light and strength*

Lower planes

- 1st - Byrne, the keman god of war*
- 2nd - Celia, the drow goddess of hatred*
- 3rd - Erythnol, the Mord-Soth god of betrayal*
- 4th - Hades, the demon god of suffering and pain*
- 5th - Draike, the orc god of rage and anger*
- 6th - Mekthrin, the minotaur god of fear*
- 7th – Sargonnath, the dragon god of destruction*
- 8th – Drex'aal, the devil god of darkness and death*

I should stress that while many races have but one god originating from their race of people, this does not mean that the race as a whole worships that god. For example, the kzinti do not worship Kjord, for he stands for greed. The kzinti people do not.

And always remember that when a god leaves their home plane, they lose their invulnerability and much of their godly power until they return. A god in a foreign plane is as vulnerable to death as you or me.

But what's that you say? I've forgotten somebody? Oh yes, how silly of me. There were still two mages who remained - the unicorn known as Unix and the human known as Marius. Well their fate was not so glorious, as you are about to find out.

After Mystra had stepped into the source and taken her place as goddess of the first upper plane, Unix stepped through. Alas for the poor unicorn, there were no longer any remaining planes for him to become god of. Consequently he ended up absorbing a great amount of power in the same way the other gods did, but he had no plane of his own to contain it. The force of the energy ended up overwhelming his mental defences and seconds later he lay dead on the ground before Marius. Now Marius was a kind and caring human, and he bent down and used his magic to probe into Unix's mind and body, to try to understand what had happened.

What occurred next was unexpected. The essence of the source that had entered Unix's body and soul before his demise travelled along the tendrils of magic Marius was weaving and went straight into the human's own body and mind. Marius was hit with a force like a giant hammer, and was knocked unconscious.

When he came to he was a different person, there was no doubt about that. As he had not entered the source, he had not given over a part of himself to it. So the god essence, once settled within his body, instead destroyed a part of his being. No longer the man he once was, and with no plane to call his own, Marius walked away from the source and has not been seen since.

*

So to summarise, the last of the two mages who sought godhood:

Unix, the dead unicorn god who never was

Marius, the forgotten human god of entropy and decay

But my friends, I have not yet answered your question. I have said precious little of the afterlife. I will keep this part as brief as possible, for I have taken up far too much of your time already.

The universe where you and I live is known as the Prime World, and is sometimes also referred to as the Mortal Realm. The nine upper planes exist somewhere both above and outside the Prime World, and the lower planes exist both below and outside. Simple, correct?

But where, you ask, do our spirits go when we die? Well outside of our universe, beyond the boundaries, there exists a limbo of sorts. This 'limbo' is eternal, and is commonly referred to as the 'Otherworld' or the 'Spirit Realm'. When we die, our souls go to the Otherworld, to reside there for eternity. Or near enough anyway.

Now remember when I talked of the 9th upper plane and the 9th lower plane? The two inaccessible planes that act almost like magnets? Well when you die, if you have performed a sufficient amount of good or evil deeds, you may be drawn out of the Otherworld and into one of the upper or lower planes. The amount of good or evil deeds you performed will directly affect the strength of the 'pull' of the 9th planes.

Now most souls end up in the Otherworld forever. But if you manage to live a mainly good life, you could find yourself after death in perhaps the 1st or 2nd of the upper planes. And if you lived a life devoted to doing good, and never did wrong, then upon death you may end up in the 6th or 7th of the upper planes. The reverse is of course true for the lower planes.

And I wrap up this tale with one final comment. Reincarnation. You have heard of this process, no doubt? Well the way it works, sometimes a soul from the Otherworld or one of the upper or lower planes will have a very similar spiritual 'signature' to a soul that has just been born. And in the same way that the 9th planes draw souls from the Otherworld, the 'dead soul' will be drawn back into the Prime World and into the body of the newly-born infant. The dead soul will forever reside in the back of the person's mind, and could prove either helpful or a hindrance. The process is extraordinarily rare you see, so little is known.

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And so I conclude my tale. If you have any further inquiries, don't hesitate to pay me a visit. I have many ancient tomes of wisdom and lore available for purchase. Thank you for your time in hearing out my rambling tale, and may the light bless you deeply.

Posted by: Rob February 10, 2003 03:10 pm

War personified:

Important Character Biography – Kravin

Name: Jorn Kravin

Age: Ancient

Gender: Male

Race: Human

Height: 6'5"

Weight: 92kg

Hair Colour: Dark brown/red

Eye Colour: Brown

Distinguishing features: None

Combat abilities: Unmatched in melee combat prowess. Can wield all kinds of weapons with extraordinary skill, and in combat fights with carefully-controlled fury. He moves fast, preferring to act on impulse, and is very strong. As a tactician and general he is second to none, having had millennia of experience leading men to war. Unlike most Chosen, his magical ability suffers at the expense of his fighting prowess....but this is not to say that he lacks magical ability. His talent with such arts is more dormant, serving to enhance his combat strength and fortitude. His magic is focused inwards, not outwards.

As a Chosen his talent is a high spell resistance. While most men would be incinerated by a magical fireball, Kravin can walk through such an explosion unscathed. Magical barriers prove little hindrance, and magical traps have virtually no effect.

Background: Jorn Kravin is the sole Chosen of Byrne, the God of War. Massive and imposing in frame, he is very intimidating in both appearance and manner. He sometimes seems nigh-invulnerable on the field of battle, and unlike most leaders he is often seen in the midst of conflict, fending off blows and cutting down his opponents.

His main task in the Prime World was to sow the seeds of war. And judging by the current state of the world, he has done a remarkable job. As with other Chosen, Kravin often assumes different identities and allies himself with different factions, in order to further his God's cause. That cause being war.

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Posted by: Rob February 11, 2003 12:45 am

Weapon Information: Faellon Diorn

translation: Ethereal Dawn

Faellon Diorn was, upon the time of its making, considered to be the finest example of craftsmanship ever. A hybrid of metallurgy and thaumaturgy, the weapon blends the strength of the extremely rare metal known as duskaille with the strongest magic the elven people could produce.

The result was a weapon that would alter its form depending on the wielder, to best suit the hand that held it. Most often it has taken the appearance of a sword, though throughout history it has also been a battleaxe, a halberd, a spear, a warhammer, and even a dagger (though not for very long). Its blade is so sharp that it is rumoured to be able to cut through anything....from the toughest hide to the thickest armour, even through heavy stonework. It is unbreakable, by physical or magical means.

Through history, a handful of its wielders have attempted to shape the weapon themselves; into one they believed more suitable perhaps, or maybe simply because they were bored. But none succeeded. If such a thing were possible, the knowledge of the method died with the creator of the weapon.

The weapon is currently in the possession of Jorn Kravin, the Chosen of Byrne. It resembles a longsword, though he only wields it in the most dangerous of battles.

Posted by: SirLankyIII February 11, 2003 01:20 pm

First things first, Brackis' bio has been modified a little.

Next thing Katha's bio update, Due to Craff lending her some of his magic to fully unlock her Dragon powers she has under gone a slight change, maturing to that of a young adult dragon instead of an adolescent dragon. Therefore her human appearance has changed a little as well.

Age: Now appears to be approx 25 years

Race: Half-Dragon

Height: 5'10" (i never stated a height in the first bio tho i always assumed she would be about 5'6")

Hair Colour: Dark Red, shoulder length

Eye Colour: Fire Red

Combat abilities: Poly Morph (Dragon, wing span approx 100 metres)

And Finally Xander's gear, the weapon and armour Lanky carries

Crafted for Xander Graticus by the black smith Halst Brannin for the mission to Exverdun to defeat Malcab. After Xander's funeral the Paladins of Avalon decided to lock his armour and sword away in a secret weapons chamber hidden in the shark tooth tunnels that only they knew about.

The Sword, known as Xander's Light and is a Bastard sword, not quite a great sword but larger than a long sword and can be wielded with one or two hands. The blade can be illuminated with holy light that blinds all unholy entities.

The suit of armour, Xander's Wall, a set of full plate armour that is as strong as dragon hide but as light as leather armour. The armour itself has no visual enchantments to speak of and what it is made of is unknown.

Posted by: Rob February 14, 2003 12:36 am

Well now that Rife is finally back in the story, it's time for an update to his biography. About bloody time. 😊

Updated Character Biography – Rife

Name: Rife Wilkins

Age: 23

Gender: Male

Race: Human (though with some Devil traits)

Height: 6'1"

Weight: 71kg

Hair Colour: Dark Brown, almost black

Eye Colour: Piercing Green

Distinguishing features: None that are noticeable.

Combat abilities: Master of the spear – few beings alive could rival him with this weapon. Also possesses great skill with the bow. Mediocre prowess with all other weapons. Limited psionic abilities. Reality control.

Background: Having merged with Lythos, Rife is no longer the person he once was. He is still a quiet individual, often preferring solitude to company. But there is a darker streak running through him now, impossible to ignore. He doesn't entirely understand what exactly has happened to him, but is prepared to face anything. Whatever needs to be done, will be done. He won't allow Fate to control him any longer.

user posted image

Posted by: vecki February 14, 2003 10:05 pm

Character Bio: Nerith

Age: A grand total of 3 days since her 'birth'

Gender: Female

Race: Cloned Human, but has the appearance of a half elf

Height: 5'3"

Hair: red curls

Eyes: Slightly narrowed bright green

Distinguishing feature: Same as Swan: has a small star shaped birthmark on her right shoulder, and slightly pointed ears.

Combat abilities: Magic, which is about as strong as Swan's, but not practiced. Is just beginning to develop her strength. Carries a small knife with which to kill herself if she fails in her mission.

Background:

After the encounter between Lor Graet and Swan which left New Avalon in ruins, Graet took a few strands of hair which he had surreptitiously pulled from her head during their physical struggle, and used them to create a perfect clone of Swan. His intent being for her to completely undermine the alliance at Adacia, discover the location of the Elven homeland, and kill Malcab.

Completely loyal to Graet, she will do anything he asks. At the right moment, she fully expects him to tell her to die, or to kill herself, and she intends to comply immediately.

While she resembles Swan physically, and can pull off a remarkable impersonation, Nerith has a very different attitude to her. Where Swan is casual, Nerith is intense. She does not share Swan's sense of humour, although is familiar with it, to complete her disguise. And Nerith is more... sensual, than Swan, although this may be something like a girl just beginning to experiment with such things.

Posted by: Rob February 27, 2003 08:18 pm

Just thought I'd mention that once I regain internet access for my own PC you're going to be subjected to the longest post ever. Maybe that sentence should be divided for added impact. And boldened too.

Longest. Post. Ever.

On second thought, that was a bit of a waste of time, but no matter. I'm just itching to post. It's currently seven pages long and will probably continue to grow the longer I am deprived of the ability to post it.

Oh and this is the last call for people who introduced characters to the Mountain Deeps thread. If you don't continue to write about them soon (think of it as re-activating your account, as it were) they'll lose their important status. Which is certain death.

I don't like to do this but I hate having so many characters around that aren't doing anything. If you want to continue with your character(s) but aren't sure where to begin feel free to let me know, and we can work on it. I'm not going to go around breaking the rules like this if anyone objects, of course. Democracy ain't dead yet.

Ciao. 

Posted by: Macros February 27, 2003 11:11 pm

I'd love to know where this Dwarven Kingdom is in relation to the current story line (the main ones) and also what the relations are between the Dwarves and the local

aces.

Posted by: Rob February 28, 2003 11:09 am

Well unfortunately the map of the Mountain Deeps is gone (thanks to the closing down of free image hosting sites), but I'll do my best to explain it.

In case some of you didn't realise the Mountain Deeps are an underground area. This area exists below the surface of the main world. The dwarven kingdom lies to the north of these lands, with the orkish kingdom lying to the south. In between are vast, empty plains. Also to the east there is an underground sea, with the drow kingdom lying on the other side of this veritable ocean.

The dwarves are perhaps the most peaceful of the three main races that exist in the Deeps. They will fight if they need to, but would prefer to just get along with others and enjoy life. They have formed a strong alliance with the kemans (deep humans) whom are on the brink of extinction.

They are currently at war with the orcs and the drow. They recently defeated the orcs in a major battle, and are now resting, licking their wounds as it were. Meanwhile a fleet of drow warships are quickly approaching the dwarf-controlled coastline, ready for war.

To the north-west of the dwarf city there is a passage to the surface. This passage emerges at the Cathedral of the Moon Sisters in Exverdan. Few know of the existence of this passage however.

I hope this helps somehow.

Edit: Oh and the mega-mega-post has grown into a mega-mega-mega-post. It's currently ten pages long and still growing....I estimate that it will be twelve pages long by the time I've finished. I'm even scaring myself now.

Another Edit: The map is back (on the first page). It should be pretty useful if you need to work out where things are.

Posted by: Rob February 28, 2003 03:54 pm

Artifact Information: The Soulcage

The Soulcage is quite similar to the Prison of Souls in many ways. It was created upon the death of the empath Talia, when her lover Rivalis professed his love for her moments before slipping a dagger into her stomach. The conflicting emotions within a being so in-tune with the spirit world - coupled with such a violent death - were all it took to issue out a torrent of spiritual suffering, wrath, and power. All of which Rivalis promptly harnessed using his magic, forming from the anguish and torment a small green gemstone, barely larger than a raindrop.

The Soulcage is in fact Talia's tormented soul. Rivalis now wears it on a silver chain around his neck. Like the Prison of Souls, the Soulcage can be used to

assimilate souls. But while the Prison of Souls is used to absorb the souls of the still-living, the Soulcage can only absorb the souls of the recently-departed. And immense focus and concentration is required to do this.

It would be unwise to attempt to interfere if the Soulcage is currently being used. If you were to touch the person using the artifact you would be killed.

Posted by: Rob February 28, 2003 03:54 pm

Important Character Biography – Rivalis

Name: Rivalis

Age: 30

Gender: Male

Race: Keman (Lich)

Height: 6'0"

Weight: 55kg

Hair Colour: Light Brown (Keman form)

Eye Colour: Pale Gold (Keman form), Silver/Green (Lich form). When invoking the power of the Soulcage as a Lich his eyes turn from silver to green – the same colour as the Soulcage.

Distinguishing features: Undead

Combat abilities: Immense skill over various forms of magic: illusions, summoning, necromancy, and the powers of the elements. Able to adopt his former guise – that of a keman – at will. His undead nature is very difficult to detect.

Background: Rivalis spent years searching for a suitable soul with which to work his plans. He found just that in the form of the human empath Talia, whom he promptly seduced. He spent some time waiting for an appropriate opportunity – when her nerves would be shaken, her mind confused and disoriented – before killing her and incorporating her very essence into his dark experiment.

Now he has received the gift (or curse) of lichdom – and immortality is his reward. His second goal is to travel to the surface world and confront the recently-awoken lich Malcab. Rivalis intends to take the place of the older lich, and will use any means necessary to achieve his goal.

Posted by: Macros February 28, 2003 07:08 pm

So where is Grave Miender?

Posted by: Rob February 28, 2003 09:20 pm

Well it's a little difficult to say where it is exactly....it's the dwarven capital city and it's inland. It's the largest city in the Deeps as well. It's kind of central to the

dwarven kingdom....though maybe a little further north than most of the villages. I hope that's what you wanted to know.

Posted by: SirLankyIII March 02, 2003 07:50 pm

Weapon Bio: The Draconis Devourer

A Double Bladed sword of unknown origin, measuring in at 11 feet long the Draconis Devourer is enourmas, anyone who saw such a weapon would be led to believe that noone of any race not human, elf, equine none of them would be able to hold it, but, if one was to pick the weapon up their body would recieve a boost to all its systems. Thier Strength would increase 100 fold, as would thier speed, agility, stamina, and intelligence. They would become a veritable god, nothing would beable to stand in thier way, but there was one fault with the weapon, whoever had created the weapon made it in such a way that it hungered for the souls of dragons and it transfered this hunger to the user. Nothing the user could do would stop them from continuing the weapons search for souls and after it devoured a soul it hungered a more powerful dragon's soul. Unfortunetly the user could not put the weapon down once they picked it up, only in death could they be free from its control.

It's last bearer was Franig Grabis, a powerful human warrior, it was at his hands that 90% of the dragon race was annihilated and devoured by the sword. He was eventually killed when he and the Draconis confronted the Red Dragon Laxar, upon his death the sword appeared to die. It was Laxar that took the weapon and hid it high in the peaks of the lost northern isle of beasts, the home of the Minotaurian, Equine and Kzinti races. With the help of elven enchanters the island was hidden from sight from all races except Dragon, equine, kzinti and minotaur. Wards were erected to stop anyone from teleporting to the peak.

It was eventually buried by ice and snow was forgotten to all but the oldest mages.

Posted by: Rob March 03, 2003 05:30 pm

OT: A spot of trivia. 'Hadar' and 'Sirius' are both First Magnitude stars – meaning that they are both particularly bright stars. Another name for Hadar is 'Agena'.

And I always misspell Arcturus. I prefer 'Acturus'. Deal with it. 😊

Creature Information: Agena (Mist Wraith)

The Agena are the very first creation of the sorcerer Hadar Sirius. Neither living nor undead, these creatures exist outside of the natural flow of time. However, they exist very much in space – and so cannot teleport or use abilities of that nature.

They exist solely to consume, and consume they will. They cannot be killed – but without a host body they cannot fight. In their ethereal form they travel the world, searching for suitable hosts. Once they find someone or something that they deem

worthy, a battle for the host's physical form ensues. Unless the host is already dead – in which case there can be no struggle. But the forms of the still-living are generally stronger than the forms of the dead.

A creature that has been taken over by a Mist Wraith can still be 'killed'. Or rather, the body can be so badly damaged that the wraith finds it impossible to regenerate (minor injuries will regenerate rather rapidly, even during battle). In which case the wraith is forced to leave the host body.

It is unknown if there is a way to destroy these creatures. Presumably there is – certainly a responsible mage would have ensured thus. But could Hadar be called responsible?

Usually upon entering the host body the wraith will warp it to suit its own unique, destructive tastes. Occasionally a wraith will keep the same form as the original host's, but this is rare.

So far only six Mist Wraiths exist. They cannot reproduce, but age has no effect on them. Presumably if they lose the battle to control a host's body they could potentially be defeated....but once again, nobody knows for certain.

The wraiths are unable to take over the bodies of the undead. An undead creature no longer has a place for a soul – magic fills this void instead, animating the creature and holding it together. The wraiths are also completely loyal in their duties, answering only to Hadar, Lor Graet, and the death knight Sir Hagris.

Posted by: aNGeL March 09, 2003 01:49 am

Important Character Biography – (Azariel Mohavea)

Name: Azariel Mohavea

Age: 21

Gender: Female

Race: Angel

Height: 1.65 m

Weight: 58 kg

Hair Colour: Black

Eye Colour: Emerald Green

Distinguishing features: Wings (although concealed when she was little. By her parents). Tattoo on her right ankle that says 'freedom'. Very, very long hair.

Combat abilities: Magic. Learned basic magic from an old slave woman who was with her all the time she was in captivity. Has magical abilities herself but doesn't know.

Background:

Azariel is an young angel who was orphaned when she was a little angel. She and her parents went to the prime world. Her parents ignored the rules and regulations honored by all angels everywhere which stated that they must not Journey to the Prime world. Because the were braking the rules they wove a disguising magic around them which conceals there wings, so that no one would suspect who they were.

While on there vacation her parents were killed when they were sleeping by bandits who set out to rob them. While going through the little obsessions that Azariel' s parents had with them. They found the little Azariel sleeping. The bandits decided too take the little angel with them and sell her on the slave market in Garhearn. They figured that they would get a good price for her and they did. The little girl was sold to The noble family Galatea.

There she does grows up cooking and cleaning for this family and finds out that she is very talented as a storyteller. While growing up she meets an old woman who learns her some magic which was amplified by her own magic which she has deep within.

As she grows older the masters get rougher on her and Azariel decides that she can't stand it anymore. She thinks of a plan and escapes from The house of Galatea. Unfortunately her Master who she fled from are quick to pursue. And won't stop at anything to get her back.

Posted by: Macros March 15, 2003 01:38 am

Name: Kyros

Age: 29

Gender: Male

Race: Human

Height: 5' 11"

Weight: 75 kg

Hair Colour: Dark Brown

Eye Colour: Brown

Distinguishing features: He's so unassuming that you'd hardly notice him in a crowd, and that's the most distinguishing thing about him.

Combat abilities: He has trained in the use of most kinds of weapons but he never willingly uses a two handed weapon or a shield. Kyros isn't an exceptional fighter, but he does has a surprising amount of skill with one handed blades of all sizes compared other thieves (a tribute to his often rough and violent past)

Background: Kyros was born poor and grew up poor. He also would have died poor at the ripe old age of 20 if he didn't have the incredible innate ability to move unseen and unheard. Life in Garhearn was never easy for the poor, and young men like Kyros found themselves either ending up as poor smiths (if they were lucky) or petty thieves and pickpockets... or slaves. Kyros was no exception in his early years, and found himself to be one of the many downtrodden citizens under the rule of the now dead King Rohan. He earned his living by stealing peoples purses and valuables, spying on nobles and delivering packages for the much better off Thief Lords, a job he detested dearly.

Kyros was never really loved by his family. His being born in such turbulent time put a great burden on his already impoverished family. This added burden caused a great strain on the family and Kyros found himself forced out of the house (of his own will) at a young age. Growing up on the streets for some 15 years caused Kyros to become strongly independant, a trait which caused considerable problems for him.

Thief Lords and corrupt nobles wished to enlist him permanently, to lay claim to the thief prodigy for their own uses. No matter the rewards Kyros refused. He did not wish to be held down by backstabbing, treacherous fools who would kill him as soon as pay him (such was the ways of the streets). The Lords however thought nothing of his opinions and decided that if they could not have him, noone would. Each Thief Lord was at war with every other Thief Lords faction and most had grown so paranoid that they believed Kyros would be snapped up by some other enterprising Lord. Kyros has been hiding from their/assassins from several different factions for weeks now.

It's been a long time coming but now the choice has had to be made. It's time to leave.

Not before taking a little souvenir though. Garhearn owed him that much.

Posted by: sinisterlookingsock March 16, 2003 08:07 pm

New Ravius Bio (yes he's changed quite a bit)

Ravius – The Infernal of Celestial Light

Race: Infernal

Age: Unknown

Gender: Male

Class: Monk

Alignment: Lawful Good

Height: 16ft

Weight: 700lb

Hair Colour: None

Eye Colour: Blue

Distinguishing Features: Shiny Metallic Silver Skin(with Golden Sections), Golden Aura, Bright Blue Eyes, and Huge Feathered Wings.

Combat Abilities: Fists, Kicks and Kamas. Being the monk of Selniria, Ravius has now learnt the arts of the Kama and now duel wields the kamas; Celestia's Reaper and the Ultimate Kama of the Axiomatic. Besides this he still retains his immense hand to hand combat techniques which are unmatched.

After his ascension at the hands of the god Selniria, Ravius is now the ultimate force of good and justice. Sporting shiny metallic skin and holy, golden aura he is a picture of valor and holiness rather than the twisted creature he once was. He now carries the two Kamas; Celestia's Reaper and the Ultimate Kama of the Axiomatic and is the chosen of Selniria.

Weapons

Celestia's Reaper - a powerful holy kama that was given to Ravius at his ascension when he became the Chosen of Selniria. It's size is amazing, somewhere around the size of a normal scythe and is dual wielded by Ravius with it's parter the Ultimate Kama of the Axiomatic. Being of a Celestial power it has the ability smite demons and devils with one strike and is also capable of slicing through most armours.

Ultimate Kama of the Axiomatic - this is the other weapon given to Ravius at his ascension, this Kama is indefinitely the finest Kama to have ever been forged, it is the definition of perfect. It's blade shining and never going dull this weapon provides Ravius with amazing precision with his attacks. It is also able to slice through most armours just like the Celestia's Reaper.

Posted by: Sitting Duck March 17, 2003 01:22 am

QUOTE

After his ascension at the hands of the god Selniria, Ravius is now the ultimate force of good and justice.

A certain Paladin would probably argue the case you've got there. 😊

Plus a certain fiery haired sorceress. 😡

Posted by: aNGeL March 17, 2003 03:50 am

Hey... I am the goodest (yes I know Goodest is not a word)

I am an Angel ffs.... I just don't know that I am an Angel... 😊
But I'll find out eventually....

And while we are on the subject of ED...
Does anyone mind if I try and edit ED pt 1 so it becomes more like a story...

Posted by: vecki March 17, 2003 01:14 pm

Already doing it Angel 😊

..... and the race is on!!! 😊

Posted by: Rob March 17, 2003 01:40 pm

Heh. I haven't started yet but I'm confident that I can catch you vecki. Bring it on.



Posted by: Sitting Duck March 17, 2003 05:31 pm

Did I mention that I started this when I put that text file together? 😊 😊

Posted by: aNGeL March 17, 2003 07:18 pm

I am positive that I can catch you guys up... 😄 😊

Posted by: sinisterlookingsock March 17, 2003 08:00 pm

Ok ok, so he isn't the ultimate force of good.

The sentance just sounded good and very dramatic.

Posted by: SirLankyIII March 18, 2003 05:02 pm

I'd tell you your all crazy but i think you already know that anyway 😊

Just remember... Copyright issues... fix them 😄

Posted by: vecki March 18, 2003 10:10 pm

Christ.

The first 3 forum pages from the old forum...

19 Word pages

10,825 words

about 1000 spelling mistakes 😊 😊 😊

Posted by: Rob March 19, 2003 12:25 am

Important Character Biography - Reiken

Name: Reiken

Age: 33

Gender: Male

Race: Half-Elf

Height: 5' 9"

Weight: 58 kg

Hair Colour: Black

Eye Colour: Blue, with just a hint of purple

Distinguishing features: None. He appears average in every possible way. A chameleon in this respect....and his cold-blooded nature merely enforces the fact.

Combat abilities: Skilled only with knives/daggers and the crossbow, but very skilled. He typically moves in the shadows, and has mastered the art of remaining silent (in all possible respects).

Background: The man who identifies himself only as Reiken has been a member of Garhearn's Underground for nearly seven years. Rumours abound that he was born to a noble house but disowned as a youth due to his dangerously carefree

nature, not to mention his total lack of respect for most authority.

He picked up his talent with small blades early in life. While others would proudly brandish their swords and armour, he was content with a mere cloak and dagger. He found speed to be his greatest ally in a fight, with stealth and misdirection merely bonuses.

As a person he is rarely serious, often content to simply smile at the world's troubles. His loyalty to the Thieves' Guild is somewhat surprising, as many suspect that he would prefer the lone-wolf approach. Of course, few have learned of the other, more sinister aspect of his lifestyle; he is better known for his smiles as he turns up out of nowhere, gracing this place or that with a friendly gesture and an open purse. He always has coin to spend, and that keeps him popular with almost everyone. His natural good looks don't hurt him either. But despite this he rarely speaks to anyone, becoming an enigma more than anything else.

He is particularly fond of flowers, and is often seen frequenting such stalls. One nickname he goes by is the Twilight Rose – though he is never called this to his face.

He's not really what you'd expect in an assassin.

Posted by: Rob March 29, 2003 12:15 am

Well this is probably the closest thing to a picture of Hadar that you're ever going to get.

user posted image

The clothing isn't quite right but it's otherwise pretty damn spot on.

Posted by: vecki April 15, 2003 05:30 pm



Not sure why, but this pic makes me think of a young Duck and Swan. 😊

Don't ask who that guy in the back is 🤔 🤔 🤔

Posted by: vecki April 23, 2003 12:03 pm

Finished putting the old thread together - now editing! 😊

107500 words so far (1000 extra words in editing after editing 20 pages - Jesus H Christ.)
192 pages

After edits, will be adding the second thread. Holy hell, what am I doing?  

Posted by: Rob April 27, 2003 01:57 am

I hadn't really intended to give these two a biography, but I feel that their role is now great enough to warrant it.

Important Character Biographies – Snake and Sargonnath

Name: Snake, the Serpent

Age: Ancient

Gender: Male

Race: Mord Genesi

Height: 6'4"

Weight: 88kg

Hair Colour: Black and Grey

Eye Colour: Blue

Distinguishing features: Pale grey skin, very rough. His hair is long but dying, reaching down almost to his feet. His frame is imposing and sinister, his face a mask of hatred and ancient wisdom. His command over magic is strong, but does not equal Sargonnath's. His intellect is almost without peer.

Background: Snake is one of the few Mord Genesi alive today. His motives since his return to life have been shrouded in mystery, but the true nature of his undertakings is quickly beginning to be revealed. While Sargonnath is interested only in destruction, Snake's goal in life is much different. He seeks, above all else, death and rebirth. A new beginning.

Name: Sargonnath, the Dragon God

Age: Ancient

Gender: Male

Race: Aldracheon (Alpha Dragon)

Height: 60'11"

Weight: 1053kg

Hair Colour: N/A

Eye Colour: Varies

Distinguishing features: Sargonnath does not resemble the average dragon. In appearance he is far more humanoid, with great clawed hands and feet as well as fearsome jaws and wings. Pitch black scales cover his body. His command over magic is quite possibly the strongest the world has ever known, with but a handful of possible exceptions. He lacks Snake's cunning but is nonetheless exceedingly intelligent. To think him mindless for his appearance would be foolish indeed.

Background: Sargonnath is the long-dead Dragon God of Urannmar, killed

centuries ago in a cataclysmic battle with Drex'aal which very nearly destroyed the surface of Zere. His recent resurrection has plunged the world into further anarchy and chaos, his destructive magics rooting themselves into the land and tearing it asunder. His mission, his goal? To destroy the world. When he was but a Mord Genesi Sargonnath's grip on sanity was tentative, and that hold is long past gone. If it weren't for Snake's modicum of control over his actions there would be no stopping him. Or would there?

Posted by: aNGeL June 11, 2003 05:11 am

I started reading the beginning of Ethereal Dawn (the first story) friday and I now have 4 more forums pages to go - I am so Happy 😊

A lot of things are more clear now.

And I feel like I have to say that you guys are doing a great job. You can really see that your writing skills have improved throughout the story. (well the writing skills of most -except two)

And the evolution of some characters - lol

I now realise that it's going to take a shitload of work editing the first part but I am confident that it's possible...

Once again Good Job Guys 😊

Posted by: vecki June 11, 2003 10:07 am

Angel... we've already got a word file that we're currently editting, would you like a copy? 😊

Posted by: aNGeL June 11, 2003 07:27 pm

Sure 😊
Just send it to my email address

I have already started editing some of it too...

Maybe I can send you what I did... 😊

Posted by: Macros November 12, 2003 04:27 pm

I sincerely planned on writing a piece for Kyros and Azariel but I've got exams next week so things are a little hectic around here.