

# Dain Luran

## Backstory

Dain Luran was born in **Marecha, the Starborn Kingdom**, a realm of celestial knowledge and magic. His lineage traced back to the noble **House Luran**, once a respected name in **Areska, the Engine of War**—a city renowned for its craftsmanship in comet-infused weaponry. His father, **Aedric Luran**, was not just a blacksmith but **the \*\*Black Anvil of Areska, \*a legendary smith whose work armed Marecha's elite warriors and enchanters. His forges within\*\* \*\*\*\*the Iron Crucible\*\* \*\*produced weapons infused with celestial po\*\*wer, artifacts that even the ruling council prized.**

However, despite their influence, the **House of Luran fell from grace**. Aedric's refusal to hand over his greatest works to Abril—the kingdom that oversaw Marecha's sovereignty—led to his exile from noble circles. Stripped of title and privilege, the Luran family became **outcasts**, forced to live as common craftsmen within the city's outskirts. Though their name had faded from noble records, Aedric continued his work, ensuring his craft would never be forgotten.

## An Unseen Spark – A Scholar in a Smith's Shadow

Dain was expected to follow in his father's footsteps, but his heart lay elsewhere. He admired the forge, the art of crafting, yet it was not the metal itself that fascinated him—it was the **runes**, the inscriptions, the celestial scripts that gave weapons power. He would spend hours poring over the texts smuggled in by enchanters, tracing runes in soot, memorizing fragments of lost knowledge.

His father, bitter from their family's fall, **saw magic as the very thing that had destroyed their legacy**. To Aedric, magic was merely a tool—a means to enhance steel, nothing more. But Dain saw the patterns, the unseen forces weaving through reality, and knew there was more to learn than what the forge could offer.

Everything changed when, at **18**, an accident in the forge revealed his hidden talent. A visiting scholar from the **Academy of Stars** had commissioned an enchanted blade—one requiring delicate balance between runic inscription and celestial infusion. A miswritten rune threatened to shatter the enchantment, but Dain, **acting on instinct**, corrected the script before disaster struck.

The scholar, astonished by Dain's precision, recognized the raw intellect before him. Despite his father's protests, Dain was **offered a place in the Order of the Scribes**, the branch of the Academy dedicated to uncovering lost magical texts. Aedric, seeing his son abandon the forge for magic, considered it a betrayal.

And so, **Dain Luran left behind his family's ruined legacy and stepped into the halls of Marecha's greatest minds.**

## **A Life Between Knowledge and Love**

Though an outsider among the Academy's elite, Dain thrived. Where others studied by rote, he **saw the flow of magic like a smith saw the grain of steel**. He excelled in deciphering lost scripts, piecing together forgotten celestial knowledge.

It was here that he met **Naevia Voss**, a brilliant scholar of planar magic. Unlike Dain, who was methodical and structured, Naevia was daring, ambitious, and unafraid to push the limits of magical theory. She encouraged him to go beyond texts—to experiment, to challenge, to create.

Over the years, their partnership grew into something deeper. They married, settling in the heart of **Dawnspire, Marecha's capital**. Dain remained within the Order of the Scribes, working tirelessly to uncover lost celestial knowledge, while Naevia pursued her studies in astral energy.

Then came their **son, Kaelen**.

From a young age, Kaelen possessed a gift neither parent could ignore—a natural affinity for magic that burned like a comet in the night sky. Yet unlike Dain, who studied magic through discipline and patience, Kaelen had **the heart of an adventurer**. He sought not knowledge, but experience. Not theory, but action.

Dain, ever cautious, tried to guide his son toward a scholar's path. But Kaelen longed for more than dusty tomes. At **18**, against his father's wishes, Kaelen left Marecha to become an **adventurer**.

## **Kaelen's Disappearance – A Scholar's Reckoning**

At first, letters arrived. Tales of Kaelen's travels, of battles fought and discoveries made. Dain read each one with a mixture of pride and dread, knowing his son walked a dangerous path.

Then, the letters **stopped**.

Rumors spread of a rising necromancer in **Abril, the Shadow of Prosperity**. A former scholar turned sorcerer, **Kryszan**, who sought those with untapped magical potential for his dark experiments. Whispers spoke of **adventurers disappearing**, of souls bound to forbidden magic.

Then came the name Dain feared most.

**Kaelen.**

Some claimed he had fallen in battle. Others spoke of an adventurer captured and marked by Kryszan's magic. No certainty. No proof. Only questions.

The reports were vague—some claimed he was slain in battle, others spoke of an adventurer taken alive, marked by Kryszan's magic. Uncertainty gnawed at Dain, and for the first time in years, he felt the fear of **not knowing**—a fear far worse than death.

## **Dain Luran's Departure – A Scholar Without a Home**

Determined to uncover the truth of his son's fate, Dain **left the Order of the Scribes behind**. Once a dedicated scholar, he was now a father seeking answers in a world far beyond the walls he had once known.

But he is not a warrior.

**He is no great traveler, no battle-hardened mage.** Unlike his son, he had never ventured far from Marecha's safety. Though brilliant in theory, his magic lacked the raw, combative edge of an adventurer's. His training had been within libraries and research halls, not in the field of battle. And yet, he carried on—less an adventurer, more a **wandering scholar**, seeking out those who might know **what happened to Kaelen**.

Dain now follows rumors, piecing together fragments of information. He is learning magic in ways he never had to before—**practical magic, survival magic, combat magic**—things he had once deemed secondary to academic pursuit.

His journey has only just begun, and the truths he seeks may change him forever.

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## **Basic Information**

- **Name:** Dain Luran
- **Race:** Goliath
- **Class:** Wizard (Order of the Scribes – Former, now a wandering scholar)
- **Background:** Sage
- **Alignment:** Neutral (Focused on personal motives over grand ideals)
- **Age:** 47
- **Height:** 7'2"
- **Weight:** 320 lbs
- **Build:** Muscular from years in the forge, stronger than most scholars
- **Appearance:**

- **Hair:** Short, dark brown with silver streaks
  - **Eyes:** Deep green, sharp and calculating
  - **Skin Tone:** Light gray with faint natural markings, a reminder of his Goliath heritage
  - **Clothing:** Dark, rune-inscribed robes, worn but durable; leather gloves with etched sigils
  - **Accessories:** Carries a **silver pendant of a closed eye**, a memento from his son, Kaelen
  - **Notable Features:** Hands calloused from years in the forge, a **scar along his right forearm** from a failed arcane experiment and a rune on his back from a abjuration spell which didn't work
  - **Posture & Demeanor:** Always stands **straight-backed and imposing**, with a quiet but unmistakable presence
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## Dain Luran's Family

Dain's journey is deeply shaped by his family—his past, his present, and the lingering uncertainty of his future. His relationships with them are marked by love, loss, and unspoken tensions that have defined his choices.

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## Vaelin Luran (*Father – The Last Smith of House Luran*)

- **Status:** Alive (presumed), last seen in Marecha.
- **Age:** Late 60s.
- **Occupation:** Former Master Smith, now reclusive.
- **Personality:** Stubborn, honor-bound, burdened by the past.

Vaelin Luran is a man out of time. Once a revered blacksmith known for forging weapons of arcane steel, he believed deeply in the old ways—tradition, duty, and the honor of House Luran. He spent his life perfecting his craft, refusing to accept that magic and mechanized warfare were replacing traditional smithing.

He expected Dain to follow in his footsteps, but his son had different aspirations. Dain was drawn to knowledge, to the mysteries of the cosmos, to the power of understanding rather than the power of the blade. Vaelin saw this as a betrayal—not of him personally, but of their family's legacy.

## The Rift Between Father and Son

- When Dain chose the path of a scholar, Vaelin did not try to stop him, but he also did not offer his blessing. Their final conversation was brief, filled with unspoken emotions.
- Vaelin never wrote to Dain, nor did he visit. Dain, in turn, avoided returning home. The silence between them stretched for years.
- When Dain married Naevia and had Kaelen, he did not reach out to his father. He feared the same cold distance would be extended to his son.
- Yet, despite the rift, Dain still carries a small blade forged by his father—the last thing he ever received from him.

## Vaelin's Fate

- Dain has not heard from his father in over a decade. The old forge in Marecha may still stand, or it may have gone cold.
  - If Vaelin still lives, would he welcome his son, or would he still see him as the scholar who abandoned his family's name?
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## Naevia Luran (*Wife – The Scholar of Planes*)

- **Status:** Alive, currently in Astramentis.
- **Age:** Early 40s.
- **Occupation:** Mage-Scholar of Planar Magic, Advisor to the Astramentis Council.
- **Personality:** Passionate, relentless, fiercely intelligent.

Naevia Luran is Dain's intellectual equal, but where he is patient and methodical, she is driven and untamed. She was always destined for greatness—before she met Dain, she was already making waves in Astramentis, studying the boundaries between worlds.

They met as academic rivals, their debates fierce but never bitter. Over time, they became allies, then partners, and eventually, lovers. Naevia admired Dain's mind, his ability to see patterns where others saw chaos. Dain, in turn, was drawn to her fearless pursuit of knowledge.

## Their Marriage

- Their bond was not one of convenience but of shared ambition. Together, they sought to unravel cosmic mysteries, to push the boundaries of what magic could do.
- They married in a quiet ceremony, neither of them believing in grand displays. Their life was filled with books, magic, and endless discussions about the universe.
- When Kaelen was born, they both saw a future where their son would inherit their curiosity, their love for discovery.

## The Breaking Point

- When Kaelen left to become an adventurer, Naevia was furious—not at him, but at Dain.
- "You raised him to question everything, but you never taught him when to stop questioning."
- When their son disappeared, Naevia was ready to wage war. She wanted to burn down every lead, interrogate every suspect, tear through reality itself if needed.
- Dain held her back. He believed in patience, in finding the truth before acting.
- This was the moment their paths diverged. Naevia left for Astramentis, seeking allies who would support her pursuit, while Dain took a different road.

## Where They Stand Now

- They are still bound by love, but there is tension—a crack that has not yet broken, but one that may widen.
  - Naevia believes that if Dain waits too long, they will lose Kaelen forever.
  - Dain fears that if she acts too rashly, she may lose herself in her grief.
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## Kaelen Luran (*Son – The Lost Adventurer*)

- **Status:** Missing (possibly taken by Kryszan).
- **Age:** 19.
- **Occupation:** Former Adventurer, presumed captive.
- **Personality:** Charismatic, reckless, insatiably curious.

Kaelen was the embodiment of both his parents—the fire of his mother, the intellect of his father. He was always a step ahead, always asking questions, always testing boundaries. From a young age, he was restless, eager to see the world beyond Marecha's libraries.

## The Adventurer's Path

- Despite his parents' warnings, Kaelen left home at 18, believing knowledge was nothing without experience.
- He joined an adventuring party, eager to test his skills, to prove that he could carve his own path.
- His letters home were full of excitement—stories of ruins explored, battles fought, friendships made.
- Then, the letters stopped.

## The Mystery of His Disappearance

- Rumors point to Kryszan, a necromancer seeking young magic-wielders.
- Some say Kaelen was taken. Others whisper that he went willingly.

- If he is still alive, has he been changed? Is he even still himself?

## Dain's Greatest Fear

- What if Kaelen is dead?
  - Worse—what if he has become something else, something unrecognizable?
  - And if he has, will Dain have the strength to do what must be done?
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## Unspoken Regrets

Dain has always sought truth, but when it comes to his family, the truth is painful:

- **His father** never truly understood him.
- **His wife** has begun to walk a path he may not be able to follow.
- **His son** may already be beyond his reach.

And the greatest question remains:

**If Dain finally finds Kaelen, will it be a reunion... or a reckoning?**

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## Friends & Allies of Dain Luran

Dain is not a man who trusts easily. His pursuit of truth often isolates him, making his relationships complicated. Yet, in his darkest moments, these individuals have stood by him. Some are bound by loyalty, others by debt, and a few by their own inscrutable motives.

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### 1. Aldric "**The Grey Blade**" Verath (*The Mercenary with a Past*)

- **Status:** Alive, last seen in Orsval.
- **Age:** Mid-50s.
- **Occupation:** Former Knight, now a wandering mercenary.
- **Personality:** Gruff, pragmatic, but surprisingly loyal.

### The Broken Knight

Once a knight of Orsval, Aldric served with honor—until his order was betrayed from within. Branded a traitor for refusing to follow a corrupt command, he abandoned the code he once

upheld. Now, he is a sellsword, fighting not for ideals, but for survival.

He met Dain in a ruined temple, both seeking the same thing—answers. Dain sought knowledge, Aldric sought revenge. The two reluctantly worked together, their skills complementing each other: Dain's intellect, Aldric's sword. Over time, their alliance became a friendship.

## Why He Stands With Dain

- Aldric sees something familiar in Dain: a man haunted by the past, trying to make sense of a broken world.
- He respects that Dain fights for something beyond gold or power.
- Though he mocks Dain's bookish ways, he secretly admires his resolve.

## His Role in the Journey

- Acts as Dain's protector in dangerous situations.
- Has extensive knowledge of underworld dealings, old knightly orders, and battle tactics.
- Despite his cynicism, Aldric is fiercely protective of those he considers friends.

## His Weaknesses

- His past still haunts him. The ghosts of his fallen comrades whisper in his dreams.
  - He drinks to forget. Some nights, he drinks too much.
  - If faced with a chance to take vengeance on those who betrayed him, will he abandon Dain?
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## 2. Lysara Velthien (*The Shadow Broker*)

- **Status:** Alive, currently in Velith Morr.
- **Age:** Late 30s.
- **Occupation:** Information broker, smuggler, master manipulator.
- **Personality:** Playful, enigmatic, and utterly ruthless when necessary.

## The Mistress of Secrets

Lysara is a woman who thrives in shadows. A former noble who fell from grace, she rebuilt herself into something more dangerous—a broker of secrets, a woman who knows *everything* about *everyone*. If a name is whispered in the dark, she has already heard it.

She met Dain years ago when he was searching for forbidden knowledge. At first, she saw him as just another scholar desperate for answers, but his persistence intrigued her. Over



time, their interactions grew into something more—an unspoken bond built on mutual respect and the occasional flirtation.

## Why She Helps Dain

- She enjoys the challenge he presents. Dain does not beg for information; he *earns* it.
- His mission is dangerous, which means it is *interesting*—and Lysara detests boredom.
- She has her own reasons for opposing Kryszan. She just hasn't told Dain what they are yet.

## Her Role in the Journey

- Provides intelligence on Kryszan's movements, hidden threats, and political machinations.
- Has a vast network of spies, informants, and criminals at her disposal.
- Knows how to navigate high society as well as the underworld.

## Her Weaknesses

- She does not trust easily, not even Dain.
  - Her past still binds her—there are those who would see her dead.
  - She plays a dangerous game, and if she miscalculates, she will not live long enough to regret it.
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## 3. Father Edran of the Hollow Light (*The Wayward Priest*)

- **Status:** Alive, tending a forgotten shrine.
- **Age:** Early 60s.
- **Occupation:** Former high priest, now a wandering healer.
- **Personality:** Gentle, wise, but burdened by doubt.

## A Priest Without Faith

Once, Father Edran was a man of great faith, leading a powerful sect devoted to the Hollow Light. But after witnessing the atrocities committed in the name of his god, he abandoned the church. Now, he tends to the lost and weary, offering comfort even as he questions the divine.

Dain found him in the ruins of an old monastery, studying ancient texts. What began as an academic discussion soon turned into something more—Edran became a mentor, a guide through the moral complexities of Dain's journey.

## Why He Helps Dain

- He sees Dain as a man standing at the edge of darkness, and he fears what might happen if he falls.
- He believes knowledge should not be hoarded by the powerful but shared with those who seek it.
- Dain reminds him of a son he once had—one he lost long ago.

## His Role in the Journey

- Provides spiritual and philosophical guidance.
- Has deep knowledge of old religions, forgotten prophecies, and sacred artifacts.
- Heals wounds, both physical and emotional.

## His Weaknesses

- He no longer believes in the gods, yet he still prays. The contradiction weighs on him.
  - His past haunts him—he left people behind, and some may not forgive his abandonment.
  - If faced with a true act of divine power, will he embrace faith again, or reject it entirely?
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## 4. Veylan "Ashfang" Kaelith (*The Cursed Sorcerer*)

- **Status:** Wanted in three kingdoms, currently in hiding.
- **Age:** Late 20s.
- **Occupation:** Rogue mage, former royal scholar.
- **Personality:** Arrogant, charming, but deeply self-loathing.

## The Mage Who Flew Too Close to the Sun

Veylan was once a rising star in the magical academies, a prodigy who pushed the limits of arcane study. Then, he made a mistake. A spell he should not have cast. A power he could not control. It left scars—both on his body and on his soul.

Now, he is hunted. By kings, by cults, by things that should not exist. He lives in exile, seeking ways to break the curse that slowly consumes him.

## Why He Stands With Dain

- Dain never judged him for his mistakes. He treated him as a scholar, not a criminal.
- If anyone can find a cure for his condition, it is Dain.

- He wants revenge on those who betrayed him, and Dain's journey might give him the means to achieve it.

## His Role in the Journey

- A powerful, if unpredictable, ally in magical conflicts.
- Knowledgeable about forbidden magic, planar distortions, and lost sorceries.
- Has connections in places most would not dare to go.

## His Weaknesses

- His curse is killing him, and he knows it. Every spell he casts brings him closer to oblivion.
  - He is reckless, prone to making dangerous decisions if he believes it will buy him more time.
  - If given the choice between saving himself and saving others, what will he choose?
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## A Fellowship of the Fractured

These are Dain's allies—each of them broken in their own way, each carrying their own burdens. They are not bound by duty, nor by loyalty alone. They walk beside him because, in a world of shadows and secrets, they are all searching for something.

Some seek redemption.

Some seek revenge.

And some, like Dain, are simply searching for the truth—no matter the cost.

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## Enemies & Adversaries of Dain Luran

Dain's quest for truth has earned him many enemies—some personal, others who see him as a threat to their power. Some oppose him openly, while others lurk in the shadows, waiting for the right moment to strike.

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## 1. Kryszan the Hollow King (*The Architect of Shadows*)

- **Status:** Ruler of Velith Morr, unseen by the public for years.
- **Age:** Unknown, but far older than he should be.

- **Occupation:** Tyrant, scholar of forbidden knowledge.
- **Personality:** Calculating, patient, and utterly devoid of mercy.

## The Man Who Should Be Dead

Kryszan was once a brilliant philosopher, a man who sought the fundamental truths of the world. But something changed. He abandoned reason in pursuit of something darker—immortality, power beyond mortal understanding. His enemies vanished, his rivals fell silent, and soon, he ruled Velith Morr with an unseen hand.

No one has seen him in years, yet his influence is everywhere. Those who speak against him disappear. Those who pry too deep into his affairs meet an end worse than death.

Dain's research has uncovered disturbing connections—evidence that Kryszan's power is not entirely his own. Something whispers to him in the dark. Something ancient. Something hungry.

## Why He Opposes Dain

- Dain is *asking the wrong questions*—questions that could unravel decades of his work.
- If Dain learns the full truth, it could undo everything Kryszan has built.
- The Hollow King does not tolerate loose ends.

## His Strengths

- Commands a vast network of spies, assassins, and enforcers.
- Possesses knowledge of ancient sorceries lost to time.
- Whispers say he no longer feels pain, nor does he fear death.

## His Weaknesses

- He is not entirely human anymore. And whatever he has become, it *fears* something.
- He rarely acts directly, relying on his agents. If forced into the open, he may be vulnerable.
- He is playing a game of patience, but if pushed too hard, he may make a fatal mistake.

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## 2. Sir Vaedric "The Hound" Thorne (*The King's Executioner*)

- **Status:** Commander of the Hollow King's personal guard.
- **Age:** Early 40s.
- **Occupation:** Knight-Hunter, enforcer of Kryszan's will.

- **Personality:** Loyal, relentless, utterly devoid of mercy.

## The Beast on a Leash

Sir Vaedric Thorne was once an honorable knight, sworn to protect the innocent. That man is dead. What remains is *The Hound*, Kryszan's most feared servant. He is not a man who kills for pleasure, nor does he kill for cruelty—he kills because it is *necessary*.

There are no records of his past. No family. No home. No weakness. Only the name **Vaedric Thorne** and the blood he has spilled.

## Why He Hunts Dain

- Orders from Kryszan: If Dain will not *stop*, he will be *silenced*.
- He believes that knowledge itself is dangerous. Some doors should never be opened.
- In his eyes, Dain is no different from the mad scholars who nearly tore the world apart before.

## His Strengths

- A master swordsman, skilled in both honorable combat and assassination.
- Has no fear, no hesitation—only purpose.
- Knows how to track and hunt his targets relentlessly.

## His Weaknesses

- He follows orders without question, which can be exploited.
  - Beneath the ruthless killer, is there anything left of the man he used to be?
  - His faith in Kryszan is absolute—but what if that faith is *wrong*?
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## 3. The Mourning Choir (*The Cult of the Silent Voice*)

- **Status:** A secretive cult growing in influence.
- **Age:** Unknown, but whispers of their existence go back centuries.
- **Occupation:** Worshipers of something older than the gods.
- **Personality:** Fanatical, obsessed, utterly alien in thought.

## The Voices That Should Not Be Heard

The Mourning Choir is not a religion. It is not a philosophy. It is a sickness, an infection of the mind. They do not worship a god—gods can be named. They worship *something else*.

Something that speaks in whispers, something that listens when it should not.

Dain has uncovered texts referencing them, though most have been erased from history. Where they walk, reality bends. Where they sing, people vanish. Their motives are unknowable, but one thing is clear—Dain has drawn their attention.

## Why They Oppose Dain

- He is reading the *wrong* books, looking in the *wrong* places.
- His research threatens to expose their existence before they are ready.
- Some believe he is the key to something. Others believe he must be destroyed.

## Their Strengths

- Their members are hidden everywhere, in courts, in slums, in temples.
- They do not *fear* death. Death is a doorway.
- Those who listen to their songs for too long do not remain *themselves*.

## Their Weaknesses

- They do not think like humans. They do not understand deception, only inevitability.
  - Their leaders operate in secrecy. If exposed, they may crumble.
  - Whatever they worship is *not yet whole*.
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## 4. Ellara Voss (*The Betrayer*)

- **Status:** Alive, operating under a new name.
- **Age:** Early 30s.
- **Occupation:** Scholar, former friend of Dain, now aligned with Kryszan.
- **Personality:** Brilliant, bitter, and utterly devoted to her cause.

## The One Who Turned Away

Ellara and Dain once studied together. They debated philosophy, magic, and the nature of truth itself. She was one of the few who understood his obsession. Then, something changed. She disappeared for years—only to return as a servant of Kryszan.

She *believes* in what he is doing. She believes knowledge is too dangerous to be left unchecked. If it takes lies to preserve the world, then so be it.

## Why She Betrayed Dain

- He refused to *see*—there are things no one should *know*.

- She once loved him, but love does not matter when the stakes are this high.
- She is convinced that, one day, he will understand why she did what she did.

## Her Strengths

- A mind as sharp as Dain's, but without his hesitation.
- Access to forbidden knowledge, secrets that could break a weaker man.
- She knows Dain. She knows how he thinks. And she knows how to stop him.

## Her Weaknesses

- She still cares. No matter how much she denies it.
  - Her faith in Kryszan is strong—but if she sees the truth, what will she do?
  - If forced to choose between her cause and Dain, what will she choose?
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## A War in the Shadows

Dain's enemies are not simple. They are not mindless villains. They are believers, hunters, and monsters.

Some want him dead.

Some want him *silent*.

And some want him to join them.

But one thing is certain—if he does not stop them, they will *stop him*.

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## Personality & Inner Conflicts

- **Dedicated but Cautious:** A master of knowledge but a novice in the outside world.
  - **Loyal but Distant:** Struggles with showing emotion, though his love for his family is unwavering.
  - **Willing to Bend Rules:** The search for his son comes before moral idealism.
  - **Fear of Corruption:** He fears what Kryszan may have done to Kaelen, and more than that—he fears what he may become to save him.
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## Current Goals & Motivations

- **Find out what happened to Kaelen.** Dead or alive, he will uncover the truth.

- **Learn magic beyond theory.** Knowledge alone is not enough; he must learn to fight.
  - **Unravel Kryszan's secrets.** If Kaelen was taken, why? What is the necromancer planning?
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## Personality

### Core Traits:

- **Disciplined & Stoic:** Years of scholarly study and physical labor have made Dain a man of routine and control. He rarely jokes and speaks only when necessary. Every action he takes is deliberate.
- **Reluctantly Protective:** Though he keeps people at arm's length, he **feels responsible for those around him**—a trait he tries to suppress.
- **Brooding but Thoughtful:** Prefers silence over idle chatter, but his words are **carefully chosen** when he does speak.
- **Slow to Trust, Slow to Forgive:** Betrayal stings deeply, and he does not easily forget those who have wronged him. Once someone earns his trust, **he will protect them with his life**, but betrayal is **unforgivable**.
- **Secretly Sentimental:** Holds onto small keepsakes, like the pendant from Kaelen, as emotional anchors.
- **Self-Reliant** – Prefers to **solve problems himself** and **hates feeling like a burden on others**.

### Inner Struggles:

- **Fear of Failure:** If he fails to find Kaelen, he will have **failed as both a father and a man**.
- **Moral Dilemma:** He **despises necromancy**, yet he wonders if using it **could be the key to saving his son**.
- **Bitter Towards the Order:** Though he respects their knowledge, **their inaction haunts him**, making him question whether his loyalty was misplaced.
- **Avoids Deep Attachments:** Losing **Kaelen** has made him reluctant to form new emotional bonds.
- **Internal Conflict:** He struggles with whether **his pursuit of knowledge is driven by saving his son, or by his own thirst for power**.
- **Moral Dilemma:** He fears that **he may need to embrace dark magic to truly defeat Kryszan**, a line he does not want to cross but may have no choice.

### Core Philosophies:

- **"Power without purpose is wasted. Purpose without power is futile."**



- "There is no justice—only those willing to act and those who wait for someone else to act for them."
- "The past is a lesson, not a chain. If I must walk through fire to change fate, so be it."
- • "Fate is not predetermined, but those who fail to act will let it be dictated for them."
- "Knowledge without purpose is wasted. Power without control is destruction."
- "The world is built by those willing to get their hands dirty, not by those who merely observe it."
- "Justice is a luxury. Survival is a necessity."

## Likes:

- ✓ **The Smell of Forged Iron & Old Books** – A lingering fondness for the forge and the archives where he spent much of his life.
- ✓ **Storms & Cold Weather** – Finds comfort in the sound of rain or snow falling.
- ✓ **Challenging Theories & Riddles** – A good puzzle keeps his mind sharp and distracts him from his grief.
- ✓ **Writing & Copying Spells by Hand** – Finds a sense of control and peace in carefully inscribing his work.
- ✓ **Physical Training & Conditioning** – A habit from childhood that he maintains, as it helps balance the toll of intense magical study.
- ✓ **The Feeling of a Well-Worn Book in His Hands** – Though he would never admit it, the simple act of flipping through aged pages calms him.
- ✓ **Cold Mornings & Quiet Evenings** – Prefers solitude and peace to crowded spaces.
- ✓ **Deep Conversations with Intelligent People** – Values **wisdom and experience** over idle gossip.
- ✓ **Practical, Well-Made Weapons & Tools** – Even though he doesn't fight with blades, he **appreciates craftsmanship**.
- ✓ **Simple, Hearty Foods** – **Grilled meats, root vegetables, dense bread**—anything filling but not extravagant.
- ✓ **Wearing Layers of Clothing** – It makes him feel **more protected and grounded**.

## Dislikes:

- ✗ **Wasted Potential** – He despises seeing others squander their talents, especially in magic or craftsmanship.
- ✗ **Arrogant Scholars & Theologians** – Disdains those who debate theory but refuse to **engage with the world**.
- ✗ **Overly Sweet Foods** – Hates **cakes, pastries, and sugary drinks**, as he prefers strong flavors.
- ✗ **Disorder & Clutter** – Years of working in both a forge and an archive have made him **meticulous about organization**.

✗ **Being Doubted or Questioned on His Convictions** – He struggles with **justifying himself to others**, often responding with cold indifference when pressed. Hates when people assume he is just a **brute in robes**.

✗ **Theatrics & Arrogance** – **Does not tolerate showboating wizards** who use magic as entertainment.

✗ **Necromancy (but Secretly Curious)** – He hates what it **represents**, yet deep down, he **wonders if it's the only way to save Kaelen**.

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## Random Facts & Quirks

- ◆ **Writes in the Margins of Every Book He Reads** – If a book passes through his hands, it will have notes, corrections, and thoughts scrawled along the edges.

- ◆ **Left-Handed** – A rarity among Goliaths, which made blacksmithing more difficult for him growing up.

- ◆ **Rolls His Sleeves Up to Think** – A subconscious habit whenever he's focused or deep in thought.

- ◆ **Has a Surprisingly Deep, Even Singing Voice** – Though he **rarely sings**, he has a strong, resonant voice suited for Goliath battle hymns.

- ◆ **Prefers Working in Dim Light** – His time spent in archives and the forge means he's accustomed to working under low illumination.

- ◆ **Keeps His Spellbook Locked When Sleeping** – A habit from years in the Academy, where students would steal each other's research.

- ◆ **Once Broke a Man's Arm in a Tavern Brawl Over a Philosophical Argument** – Doesn't talk about it, but **he does not take well to people challenging his ideals aggressively**.

- ◆ **His First Arcane Experiment Burned Off His Eyebrows for a Year** – A failed rune inscription caused a surge of magical energy, and he had to use illusion spells to **fake having eyebrows** until they grew back.

- ◆ **Never Drinks to the Point of Drunkenness** – He sees **losing control** as a **personal weakness**.

- ◆ **Sharpening Things is a Habit** – He still **sharpens daggers, tools, and even quills** before using them.

- ◆ **Sits with His Back Against Walls** – A habit developed **after Kaelen disappeared**, as he always feels like he needs to be on guard.

- ◆ **Speaks More Softly Than Expected** – His deep voice is **controlled and measured**, never booming or aggressive.

- ◆ **Once Spent Three Weeks Locked in a Library Studying** – He completely lost track of time and had to be **dragged out** by Naevia.

- ◆ **Has No Love for Nobility** – Sees them as **self-important scholars with no real-world experience**.

- ◆ **Prefers Practical Magic Over Combat Spells** – Believes that magic is a tool **to create, enhance, and solve problems—not just to destroy**.

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## Habits & Rituals

- **Daily Training & Magic Practice** – Balances both **physical workouts and spell refinement** to maintain discipline.
- **Carries a Small Journal** – Keeps a record of his findings, spells, and thoughts, though some pages contain **personal letters he'll never send**.
- **Always Sits Facing the Door** – A habit formed after **Kaelen's disappearance**, as he doesn't like being caught off guard.
- **Sharpening & Maintenance** – Even though he mostly wields magic, he still **maintains the few weapons he carries with meticulous care**.
- **Never Forgets a Debt—Good or Bad** – Keeps mental tabs on those who have helped or wronged him.
- **Trains in the Early Morning** – Still practices **basic martial forms** to keep himself in shape.
- **Always Warms Up His Hands Before Writing** – A leftover habit from **years in the forge**.
- **Rereads Old Letters from Kaelen Every Night** – A ritual that keeps him **motivated but also torments him**.
- **Works Until He's Exhausted** – **Rarely rests properly**, pushing himself **too hard** in both physical and mental tasks.
- **Observes People Before Speaking** – He never **interrupts**, instead taking in **every detail before responding**.

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## Fighting Style & Magic Use

- **"Magic should be wielded with precision, not excess."** Dain **prefers efficiency over spectacle**—his spells are purposeful and methodical.
  - **He Fights Like a Battle-Mage** – While he is no warrior, **his physical strength allows him to hold his own in close quarters**, using magic to enhance his natural resilience.
  - **He Treats Magic Like a Craft** – His magic is an **extension of his blacksmithing roots**—something that must be carefully honed and refined, not recklessly cast.
  - **Prefers Magic that Enhances, Protects, or Controls** – **His spells are designed** not just to destroy but to manipulate and restrain\*\*.
- ✂ **Prefers Control & Utility Spells** – **Restraint over destruction**, unless forced into a corner.
- ✂ **Efficient, No-Wasted-Motion Fighter** – Not flashy, just **brutally effective** when he has to be.
- ✂ **Magic is a Craft, Not a Gift** – Treats magic like **blacksmithing**—careful, deliberate,

and methodical.

✂ Prefers a **Balanced Approach** – Combines **physical strength** with **magic precision**.

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## Overall Character Summary

Dain Luran is a **scholar in a warrior's body**, torn between his past as a blacksmith, his present as a wizard, and his future as a father seeking his lost son. **He is methodical, disciplined, and emotionally restrained**, preferring action over words. Though he lacks the battlefield experience of true adventurers, he makes up for it with **brilliance, sheer willpower, and a deep mastery of magic as both a science and an art**.

However, beneath his cold exterior lies a man deeply afraid—afraid that his pursuit of power will **consume him**, that he may become like the very forces he fights against. His journey is not just one of vengeance, but of **self-discovery, control, and ultimately, redemption**

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