

## **The story of Max Dumont**

*“The more they try to kill me, the more they reveal I am on the right path”.*

Born into a wealthy and influential noble family in the heart of the Dwendalian Empire, Max DuMont was raised in a world of luxury and privilege. His parents, Lord and Lady DuMont, were often away on business or social engagements, leaving young Max under the care of his kind and nurturing nanny, Ms. Jenkins.

Ms. Jenkins was a warm and compassionate woman who took her job as Max's caretaker very seriously. She would often spend long hours playing games and telling stories to keep Max entertained and happy, and she always made sure he had everything he needed. Max looked up to her as a maternal figure and considered her to be one of his closest confidants. Despite the distance between Max and his parents, Ms. Jenkins provided him with a stable and loving home environment, which he cherished deeply.

Despite his privileged upbringing, Max was never satisfied with his lot in life. He felt isolated and lonely, but on some occasions, he would play games with the neighbor's kids. However, he found often solace in the dusty tomes and arcane artifacts that adorned the many shelves in the city's library. Fascinated by the power that radiated from the pages, he began to experiment with the forbidden magic, drawing upon dark energies to bend the wills of those around him.

Max had always been fascinated by the idea of power and leadership. He was a voracious reader and had devoured books on the subject of charismatic leaders, studying their lives and how they had achieved success. He was convinced that he too had the potential to rise to the top of the heap, using his natural charm and intelligence to get there.

With an unwavering belief in his own abilities and a burning desire to achieve greatness, Max refused to settle for a life of menial labor. He was convinced that his intelligence and charm were his most valuable assets, and he was determined to find a way to use them to his advantage. Max was constantly seeking new opportunities to showcase his talents and advance his career, never willing to settle for anything less than success.

As Max entered his teenage years, he became more adept at manipulating others to get what he wanted. His charisma and charm were powerful tools that he wielded with ease. He practised his use of words on his tutors to persuade them to give him better grades, convince people around him to do his bidding, and even charm his way into exclusive social circles. One-night, young Max experienced a strange and vivid dream. In his dream, he heard a whispering voice promising him power and knowledge beyond his wildest imagination. The voice belonged to a fiend from the lower planes, who had been watching Max since he was born. The fiend promised to make a pact once Max was strong enough. And make him even more powerful than he could ever imagine. But Max was hesitant to accept the fiend's offer. However, as years went by, the more he thought about it, the more he was drawn to the idea of possessing such power.

The immense power that the fiend offered in his dream, young adult Max became increasingly restless with his sheltered and privileged life. He longed for adventure and excitement, and sought out risky and sometimes dangerous activities to fill the void left by his lonely childhood. It was during one of these forays that Max stumbled upon a hidden cave in the outskirts of the city.

As Max ventured into the depths of the ancient cave, his heart raced with anticipation. He had heard rumors of a long-forgotten temple hidden within its walls, and he was determined to uncover its secrets. As he navigated the treacherous passageways, he couldn't help but feel a sense of excitement and danger. This was exactly the kind of adventure he had been craving.

Finally, after what seemed like hours of winding through the labyrinthine cave system, Max came upon the entrance to the temple. It was hidden behind a curtain of vines and moss, and he could feel the weight of centuries pressing down upon it. But he was undeterred. With a deep breath, he pushed aside the foliage and stepped inside.

The temple was a maze of crumbling stone walls and rusted iron gates. The air was thick with the scent of dust and decay, and Max could hear the faint drip of water echoing through the corridors. He moved cautiously, his eyes scanning for any signs of danger or hidden treasure.

As Max navigated through the twisting labyrinth of the temple, he felt his heart pounding with a mix of excitement and fear. Each twist and turn led him deeper into the unknown, and he couldn't help but wonder what kind of secrets lay hidden within its walls.

Finally, after what felt like hours of wandering through the dark passages, Max emerged into a large, cavernous room. The air was thick with the scent of incense and burning candles, and he could see flickering shadows dancing across the walls. As he cautiously approached the center of the room, he realized with a shock that he had stumbled upon a dark and gothic sacrificial chamber.

The room was bathed in an eerie red light, and the walls were adorned with twisted symbols and grotesque carvings. In the center of the room, there was an altar made of black stone, upon which lay the remains of a small animal. Max felt a chill run down his spine as he realized that this was a place of unspeakable evil, and he was suddenly filled with an overwhelming sense of dread.

As he stood there, frozen in fear, he heard a voice whispering in his ear. It was the same fiend that had spoken to him before, urging him to take his place at the altar and offer his own soul in exchange for untold power and wealth. Max felt himself being pulled in two directions, torn between his desire for greatness and his fear of the unknown.

As he turned a corner, Max suddenly found himself face-to-face with a shadowy figure. His heart skipped a beat as he stumbled backwards, but the figure didn't attack. Instead, it spoke to him in a voice that seemed to come from another world. It was the same fiend that had been contacting him in his dreams, and Max was both terrified and fascinated.

The fiend revealed its true form, a demonic creature with fiery eyes and twisted horns. It offered Max a deal: power and riches beyond his wildest dreams in exchange for his loyalty. At first, Max was hesitant. He had always been skeptical of the supernatural, and he wasn't sure he wanted to take such a risk. But the temptation was too great. He couldn't resist the promise of power and wealth, and before he knew it, he had made a pact with the fiend.

The fiend stretches out his hand and offers Max a horn that is twisted as his. It is small and hollow then figure asks you to drip your blood into the horn. The demonic figure attaches a

chain around the horn. The figure lifts the chain over your neck and you can suddenly understand the figure's language. He takes out a heart and says "Eat and your first place and desire to become influential and powerful is close. But mark my words, it has its price".

As Max grew older, he began to recognize the extent of his natural abilities. He became increasingly fixated on the idea of attaining power and influence, and he began to utilize his innate charisma to manipulate those around him. His charm proved to be a potent tool, and it wasn't long before Max's actions came to the attention of a powerful entity known as Asmodeus.

The archdevil saw in Max a kindred spirit, one who was driven by a hunger for power and an unrelenting desire to dominate those around him. Asmodeus began to reach out to Max, communicating with him through his dreams and tempting him with promises of unparalleled strength and wealth.

Max found himself drawn to Asmodeus' teachings, and he became determined to harness his full potential. He threw himself into the study of the dark arts, and he worked tirelessly to hone his skills in manipulation and persuasion.

Asmodeus, the God of tyranny and domination, was a powerful entity worshipped by many in the dark underworld. He saw something in Max that he found intriguing and began to communicate with him through his dreams. These dreams were filled with promises of unimaginable power and wealth, if only Max would pledge his life to Asmodeus and become his loyal servant.

As Max delved deeper into the dark arts and embraced the teachings of Asmodeus, he began to unlock a hidden potential that he never knew he had. His mind became sharper, his charisma more potent, and his willpower unbreakable. He began to see the world in a new light, as a playground for those who held power and influence, and he was determined to rise to the top of this new hierarchy.

His newfound powers allowed him to manipulate and control those around him with ease. To the outside world now a prosperous adult, Max, appeared to be a powerful and successful noble. He was feared and respected by the people around him. But inside, he was tormented

by his own ambition and the hunger for knowledge knowing he was dancing on the edge of a precipice.

However, the newfound power did not come for free for Max. There are times when he is alone and a fiendish voice in his head starts talking to him in a haunting manner. Whenever he takes a look in the mirror, the corners of his mouth seem to stretch unnaturally upwards towards his eyes, his teeth become fangs, and it feels like something is pushing out from two points of his forehead. However, nothing physical is happening to his face, and he knows this by feeling around with his hands.

Suddenly, it feels like someone else is speaking for Max and he loses control of his own body. At the same time, during the conversation, he may lose consciousness, or at least that is his impression. He doesn't realize what is happening and sometimes he gets scared and upset. It is natural for him to try to stay away from mirrors because after such a scenario, he becomes very exhausted. However, sometimes it is difficult to avoid mirrors depending on the context he is in.

However, Max continued to tread the treacherous path of serving Asmodeus, driven by his unquenchable thirst for control and his unwavering faith in his own abilities. He knew that one day, Asmodeus would come to claim his soul, but Max was willing to pay any price to achieve his goals, even if it meant sacrificing his very soul. Max's devotion to Asmodeus was absolute, and he would stop at nothing to please his dark master, even if it meant committing heinous acts that would make others recoil in horror.

Max's worship of Asmodeus was a dark and twisted journey, filled with temptation, treachery, and deceit. He knew that he was walking a perilous path, but his desire for power and control blinded him to the dangers that lay ahead. Max knew that one day, he would have to face the consequences of his actions, but he was willing to pay any price to achieve his twisted desires.

## **Family members**

### **PARENTS:**

Evelyn and Thorne DuMont were born and raised in the small town of Deastok. From a young

age, they both showed a talent for magic and a desire to use their abilities to help others. As they grew older, their passion for the arcane arts only deepened, and they spent years honing their skills and mastering their craft.

Their hard work and dedication eventually caught the attention of the Cerberus Assembly, a powerful group of mages tasked with maintaining diplomatic relationships throughout the realm. The Assembly was particularly interested in Evelyn and Thorne's skills, and they were both invited to join the organization and work under the leadership of Lord Athesias Uludan, the Archmage of the Diplomatic Union, in the city of REXXENTRUM.

The DuMonts eagerly accepted the offer, moving to the bustling city to begin their new roles. Evelyn, a skilled transmuter, specialized in manipulating matter and using her magic to shape the world around her. Thorne, a master of divination magic, used his powers to gain insight into the workings of the world and predict future events. Together, they made a formidable team, working tirelessly to advance the interests of the Diplomatic Union.

As they settled into their new roles, the DuMonts quickly found that their work was never done. They were called upon to assist in negotiations, peacekeeping efforts, and intelligence gathering, using their skills to ensure the safety and prosperity of REXXENTRUM and the Diplomatic Union as a whole. They faced numerous threats to the Union's interests, from rogue mages to dangerous cults and criminal organizations.

Despite the risks, the DuMonts remained committed to their work. They rose through the ranks of the Cerberus Assembly, taking on leadership roles and mentoring younger mages. They were respected and feared by their allies and enemies alike, known throughout the realm for their wisdom, knowledge, and skill.

Years turned into decades, and the DuMonts continued to serve the Diplomatic Union with unwavering dedication and commitment. They never forgot their roots in Deastok, but they had found a new home in REXXENTRUM, working alongside Lord Athesias Uludan to ensure the continued strength and stability of the Diplomatic Union. Their legacy would be felt for generations to come, as they trained and mentored the next generation of mages who would carry on their important work.

### **Grandfather:**

Your grandfather, General Marcus DuMont, was born into a family with a long history of military service. From a young age, he was groomed to follow in his ancestors' footsteps, and he did so with honor and distinction.

Marcus rose through the ranks quickly, earning numerous commendations for his bravery and strategic thinking. He fought in several major conflicts and played a pivotal role in the Empire's victory over a neighboring kingdom.

After decades of service, Marcus retired with the rank of General, having earned the respect and admiration of his fellow soldiers and superiors. Despite his numerous accomplishments, he remained humble and dedicated to his family.

Now in his golden years, Marcus enjoys spending time with his grandchildren, imparting his wisdom and sharing tales of his military exploits. He remains a stern but loving patriarch, always pushing his family to be their best selves and upholding the DuMont family's legacy of service and honor.

### **Aunt:**

Max's aunt is Claire Bishop. She was born to a wealthy family in the Dwendalian Empire, much like her nephew Max. However, unlike Max, Claire never felt at home in the confines of high society. From a young age, she was drawn to the arts and yearned for creative expression.

Despite her family's objections, Claire pursued her passion and became a talented painter and sculptor. She traveled the world, gathering inspiration from diverse cultures and landscapes. Her artwork often challenged societal norms and questioned the status quo, which made her the subject of controversy among the more conservative members of the family.

However, her talent and passion eventually won over even the staunchest critics. Claire's art became widely recognized and sought after, and she gained a following among the avant-

garde circles of the Empire. She remains a free spirit to this day, always seeking new ways to express herself and challenge the norms of her society.

### **Cousin:**

Alexander "Alex" Grant was born into a family of wealthy merchants in the city of Zadash in the Dwendalian Empire. From a young age, he showed a natural talent for athletics, particularly in archery and swordplay. Alex's parents, who were strict and demanding, saw his athletic abilities as a way to further their family's reputation and business interests.

Growing up, Alex was often distant from his cousin Max, who lived in the city of REXXENTRUM, even though the two families had close ties the two did not see each other much. Despite this, Alex heard of Max's academic and magical accomplishments through mutual acquaintances, and he felt a sense of rivalry and admiration towards him.

Alex was a standout athlete in Zadash and competed in various local tournaments, often winning top prizes. He eventually caught the attention of a powerful noble family in the nearby city of Eiselcross, who were looking for skilled and loyal guards to serve as protectors for their family and assets.

Alex seized this opportunity and trained hard to impress the noble family. He was eventually selected to join their elite guard, the Crownsguard, which was tasked with protecting the noble family's estates and interests. Alex's skills as an archer and swordsman proved invaluable to the Crownsguard, and he quickly rose up the ranks.

As a member of the Crownsguard, Alex has become a loyal and trusted protector of the noble family, and he takes great pride in his duties. Despite his success, Alex still feels a sense of rivalry towards his cousin Max, who has achieved great things in the academic and magical fields. He secretly wonders if he made the right choice in dedicating himself to athletics and wonders what life would have been like if he had pursued magic or academics.

### **Caretaker:**

Ms. Jenkins was born into a working-class family and grew up in a small village on the outskirts of the Dwendalian Empire. Despite facing many obstacles, she was determined to



rise above her circumstances and pursue an education. She worked tirelessly in school and managed to earn excellent grades, despite the lack of resources available to her.

As she approached the end of her secondary education, Ms. Jenkins learned about a scholarship program that would allow her to attend one of the most prestigious schools in the Empire. She poured her heart and soul into the application process, and her hard work paid off when she was awarded a full scholarship.

At the new school, Ms. Jenkins faced many challenges as she struggled to adjust to the rigorous academic curriculum and the unfamiliar social environment. However, she persevered and continued to excel academically, earning top marks in all of her classes.

After many years of working as a tutor, Ms. Jenkins eventually decided to retire from the profession. She was content with the idea of spending her retirement years in a peaceful and quiet manner. However, fate had other plans for her.

One day, Max's parents, Lord and Lady DuMont, approached Ms. Jenkins with a proposal. They were in need of a caretaker for their son, Max, who was still a young child at the time. They knew that Ms. Jenkins had a reputation for being a responsible and caring person, and they believed that she would be the perfect person to take care of Max.

At first, Ms. Jenkins was hesitant to accept the offer. She had never taken care of a child before and was unsure if she was up for the task. However, she eventually agreed to take on the role, as she saw it as an opportunity to continue making a positive impact in someone's life.

Over the years, Ms. Jenkins became more than just a caretaker to Max. She became a confidant, mentor, and friend. She was always there to provide guidance and support, even during the toughest of times. Max grew to love and respect her deeply, and he knew that he could always count on her for anything.