PANTRY CHARACTER (LEO)

Svae Tsering (They/Them)

Biography

Tsering was born in a diaspora of Fire Primordials that wished to leave Balx to escape the constant struggle, being marked as traitors by Format Svae, chased and mostly slaughtered. Baby Tsering and the few survivors managed to reach the Sparce and rescued by the Sparcian Commonwealth, who offered their protection in exchange for work.

Tsering was deeply scarred by the experience and became deadly afraid of violence and conflict, which was an inconvenient weakness of the militaristic Commonwealth, so they were given to the care of a Curiosity Demon called Cormac Seadh, a notorious trainer and former starship hero. Cormac was a kind but strict mentor, and quickly realized that Tsering held as much potential for violence as hatred for it. He taught the young Primordial how to keep their fear and anger in check, how to wield them as weapons and shields when needed, all through the power of discipline, purpose, and loyalty. Tsering, alone and confused, became emotionally dependant on Cormac and held him as moral compass, following every instruction and wanting nothing more than to please their saviour.

Recognizing that Tsering's attitude for magic and their ambivalent relationship to violence would make them a poor soldier but a powerful tool in different ways, Cormac send them to study as a diplomat and priest at one of the 214th Isotoxal Compact temples, under an order that worshipped Yyenwid Gotia, God of diplomacy. They spent 10 years at the temple in total isolation from the outside world, learning secret arts of rhetoric, deception, and contracts, all with the goal of becoming as useful as possible for Cormac when achieving the rank of Magus. Once released, they discovered to their great dismay that in their absence Cormac had disappeared while on a mission for the Commonwealth and was being treated as a suspected deserter, leaving Tsering in an awkward position as one of his lead disciples. Tsering's loyalty to Cormac didn't extend to the Commonwealth as a whole, and without their moral and emotional lynchpin they felt stranded and directionless, fulfilling their duties as a low-ranking Magus until C. A. reached out to them, claiming to be an old friend of Cormac and that they could use Tsering's skills in exchange for helping them finding out what happened to their old mentor.

Tsering has been working as an Auditor for C. A. for the past couple of years, being fiercely loyal to them as a replacement mentor figure but always longing to reconnect with Cormac, or at least know for certain what fate befell him.

Personality

At their core, Tsering is both terrified and seduced by the flame of violence burning inside their chest, knowing full well both the holy ecstasy of destruction and the pain and regret it leaves behind. Thinking themselves unable to tell when violence is appropriate and when it is anathema, they rely on mentor figures (Cormac first, C. A. now) to tell them the circumstances in which conflict is the correct answer, and in all other cases they uphold an almost total pacifism.

Tsering is usually soft spoken, kind, and agreeable. They use the teachings of Yyenwid Gotia as tool, mask and shield: tools to achieve what is expected of them following the most righteous path, mask to hide from the world their past and destructive impulses, shield against the violence that flickers seductively at the edges of their soul. They love to be of use as peacemaker and medic, making sure that people stay alive, together and in harmony with each other, but they are also adept at lying and manipulating others when necessary, even if never at the cost of being mean or hurtful without cause. Only when their strict directives call for violence they show the other side of themselves: ruthless, brutal and efficient in the imposition of destruction upon the world.

Appearance

Tsering is quite tall and imposing, being around 1,95m in height, broad of shoulders and thick of limbs. Their form is humanoid, with flesh the colour and texture of wax and golden, grate-like decorations in the style of gothic architecture covering their body like armour: on top of their hands, arms, shoulders, upper chest and back, thighs, and feet. The top of their head is shaped like a censer, eyeless and criss-crossed with the same grate decoration, while the bottom of their head is waxy and contains a golden-lipped mouth with golden teeth. Tiny ornaments dangle from their arms, head and hips, while a white, incense-like smoke constantly flows through their golden decorations, dispersing in the air leaving behind a relaxing aroma.

They tend to remain bare-chested but wear a colourful ceremonial tunic from the hip down and simple sandals, following the Yyenwid Gotia tradition. They dislike weapons and tend to spur material possessions, with their main tool being a large Buddhist-like rosary of reddish metal that they normally keep around their neck and hold in one hand when casting spells.

When they let violence take hold, their smoke plumes into a scorching black and the metal parts of their body become incandescent.

Yyenwid Gotia

Godly Description

God of Diplomacy, Eloquence and all of the Spoken Arts, they are rarely worshipped as a whole and more commonly in one of their many interpretations: followers of Rhetoric focus on words as weapons, ignoring truth in favour of form; followers of Concord treat oaths and agreements as sacred, holding the letter of law above all else; followers of Deals sharpen their empathy so as to impartially understand all sides of a conflict and find a universally satisfying solution, and so on.

Gotia themself is enigmatic and inscrutable, enjoying hearing interpretations of themselves more than presenting ones of their own. They will offer advice if asked about complex dealings and puzzling social entanglements, treating them as enjoyable diversions, but will grow irate if presented with cases with too easy solutions.

Physical Description

They mostly appear as a plump and agreeable person of indistinct gender, with an oblong head and many tongues, sitting on seven coloured cushions and covered in rich garments and garish jewels, smoking a hookah while smiling benignly on their worshippers. They are commonly found in a grand temple hall filled with monks engaged in constant sacred debate, to which they will seldom offer advice as sign of great favour.

It is said that sometimes they will appear through the bodies of particularly skilled orators, guiding their speech for a time, either as reward or punishment. This possession can be recognized by the subject's tongue elongating and turning an unnatural, vibrant colour, resembling one of the God's own tongues.