Characters

Human Characters

King Ander Maelon

*“My brother before me was born in one of the longests most prosperous summers, me on the other hand, I was born during the worst storms known to our kind. Hence why he was titled The Sun, and I labeled The Storm.”*

*-Ander Maelon*

* Basic Information:
  + Race: Human
  + Age: 43
  + Faction: Royal House Maelon
  + Also Known As: 996th King of Tempavem, The Storm
  + Status: Alive
  + Birth: 994th Maelon Era, 35th Year
  + Abilities: King, Rogue, Swordsman
  + Weapons: Blade of Ignaeus Tempavem, Dual Daggers
  + Culture (Southern)
  + Religion (Southern Religion)
* Family:
  + Father: King Wallus Maelon (Deceased)
  + Mother: Queen Nancelli Maelon (Deceased)
  + Brother: Prince Candor Maelon the 11th (Deceased)
  + Grandfather: King Candor the 10th (Deceased)
  + Partners:
    - Queen Arisa Maelon (34)
    - Master Wizard, \_\_\_\_ \_\_\_\_
    - Handmaiden \_\_\_\_ \_\_\_\_ (Mother of Bastard in North)
    - Master of Secrets, Nadia
  + Children:
    - Princess Alessa Maelon (19) (Deceased)
    - Princess Farsia Maelon (16)
    - Princess Larsi Maelon (11)
    - Princess Sansi Maelon (9)
    - Prince Ander Maelon the 2nd (0)
    - Bastard Silas (18)
    - Several Nameless Bastards

King Ander Maelon, also known as ‘The Storm’ rules over the land of Tempavem

Biography

Having never been groomed for king, expecting his brother to fill the roll, he was quietly reluctant to the task. However, he never refused or complained, knowing it was his sworn duty. During the war of \_\_\_\_(995th Maelon Era, 16th Year) Candor Maelon, the first born son of Wallus and Nancelli Maelon, insisted on fighting along his fellow Tempavems. King Wallace highly disapproved, but ultimately allowed his son to fight, figuring it was a King’s duty to be battle worn. Ander, who loved the art of battle, followed along as well, also to their father’s disapproval. Wallus had a bad feeling about this battle, and was right in his wariness. Candor was struck down in battle on 995th Maelon Era, early 17th Year, and only Ander returned home. Ander explains his brother’s death as valiant and honorable to anyone who asks, however in more private conversations he admits his brother made novice mistakes leading to a death that could have been easily avoided.

Almost immediately after his brother’s death, Wallus started to give Ander all the training he had given to Candor. Ander learned quickly to not complain of the burden of being king. Once having complained about the duty, his father struck him and was very disgusted that his own son would even consider denying the role. Ander assumed the role of King when his father died 995th Maelon Era, 21st Year, starting the new Era of 996th Maelon Era, 1st year.

Later Ander was promised to marry the daughter of the great Northern House of Volgaris, Arisa, formerly betrothed to Candor, awaiting womanhood. Northern Princess Arisa Volgaris age 15 was married to Prince Ander Maelon aged 24 on 995th Maelon Era, 18th Year. Less than a year later she was with child, and gave birth to Princess Alessa Maelon. Ander’s plans for life included a life of traveling, drinking and sleeping with many women. Once becoming heir to the throne and a father his dreams for this life were shot down. However, that never stopped him from seeing many different women. Shortly after the announcement of Arisa’s pregnancy she insisted on seeing her family in the North. Traveling with, Ander took a liking to a specific handmaiden. Later she would have his bastard child, naming him Silas. Silas, now a Warden\* for Jorn Volgaris’ castle guarding the wild forest\* is entirely unaware his father is the King. No one besides his own mother knows the truth.

Personality

*“There is a power to his silence. He could make a starving mother begging for a single coin feel as if she’s asking for gold bars and a feast. He doesn’t even have to speak to make you question your needs.”*

*-Handmaiden raving about King Maelon*

Ander is apathetic, cold, cunning, yet ambitious leader. Typically when he is in a position of power, he is very calm and concise, however in a more personal situation he is prone to anger. Many people who know him leading think he is a very calm leader, he is quite prone to outbursts of anger when out of the public eye. He will usually stew within his own anger in a somewhat peaceful yet unnerving way, but it is not above him to react with violence. Typically to someone below or weaker than him. Much of his anger is released onto his wife, or sexual partners in eccentric ways.

Master of Secrets Nadia \_\_\_\_

*“Those who dance in the shadows know how to play the song of death.”*

*-Nadia*

* Basic Information:
  + Race: Human
  + Age:
  + Faction: Royal House Maelon
  + Also Known As:
  + Status: Alive
  + Birth:
  + Abilities: Rogue,
  + Weapons: Dual Daggers
  + Culture (Southern)
  + Religion (Southern Religion)
* Family:
  + Father:
  + Mother:
  + Partners:
    - King Ander Maelon
  + Children:
    - Daughter

War Master

*“”*

* Basic Information:
  + Race: Human
  + Age:
  + Faction: Royal House Maelon
  + Also Known As:
  + Status: Alive
  + Birth:
  + Abilities: Warrior
  + Weapons:
  + Culture (Southern)
  + Religion (Southern Religion)
* Family:
  + Father:
  + Mother:
  + Partners:
  + Children:

Wealth Master

*“”*

* Basic Information:
  + Race: Human
  + Age:
  + Faction: Royal House Maelon
  + Also Known As:
  + Status: Alive
  + Birth:
  + Abilities: Warrior
  + Weapons:
  + Culture (Southern)
  + Religion (Southern Religion)
* Family:
  + Father:
  + Mother:
  + Partners:
  + Children:

Noble Jorn Volgaris

*“Give a bastard a name and next he’ll demand rights for a ridiculously large keep. I would of never named him to House Volgaris, if not for his father  who had served our House greatly. We need to cut this ‘noble’ bastard down like the unwanted dog he is.”*

*-King Ander Maelon to the Master of War*

* Basic Information:
  + Race: Human
  + Age: 32
  + Faction: House Volgaris
  + Also known as: The Bastard Noble of the North, The Iron Wall
  + Status: Alive
  + Birth: 995th Maelon Era, 6th Year
  + Abilities: Noble, Immense Physique, Commended Strategist
  + Weapons: Zweihander: Blights Bane
  + Culture (Northern)
  + Religion (Northern Religion)
* Family:
  + Father: Lord Bjorulf (Deceased)
  + Mother: Unknown (unknown)
  + Step Mother: Lady Yilda (Deceased)
  + Brother: Lord Asmund (41)
  + Sister: Queen Arisa Maelon (34)
  + Partners: Lady Frea (28)
  + Children: None

The noble Jorn Volgaris, also referred to as The Iron Wall, is the guardian of the     Great Dread Woods

Biography

The Bastard noble Jorn Volgaris was born on the 995th Maelon era 12th year. He was born in the small town of Egna. His birth mother is unknown while His father, A great lord in the North, brought him home. Because his father had illegitimate inercourse with another women, Jorn was branded a bastard. Due to this He was always disrespected and given less opportunities than others. Growing up he couldn’t eat with the main family, sleep in the keep’s bedchambers, and he couldn’t spar or train with the Master At Arms. Aside from that, Jorn lived a posh lifestyle. He ate finer foods and had smaller guest bedchambers to slumber in. As a child Jorn and his brother played in the forest and lands of the North, while their older sister did not participate In such activities. However Jorn’s mother in law despised Jorn playing with Asmund, and tried her best to separate the two.

Around the time Jorn turned 10 years of age, the cold winds of war were rising in the south. King Wallus Maelon Commanded that Jorn’s father, Lord Bjorulf, to take a sizable detachment down south and support the war effort. During this time Jorn’s brother had authority over most of the land. Because of this Asmund allowed Jorn to spar with the Master of Arms and practise the art of war. Jorn did this for four years while his father was away, and he excelled in raw physical power, and strategy. However when his father did return from war, he found about the little arrangement. And in return he offered him a choice, continue to train but not to contact Asmund, or the other way around. He confronted Asmund with the news, they pondered the two choices but in the end Asmund supported Jorn continuing to spar. Jorn chose that he should continue to train.

Years later House Volgaris conquered an ancient city bordering The Great Dread Woods named Stadavjarn: The City Of Stone. Asmund was sent away to fix and rule the city as Jorn’s father still rules over the City Coktüs. Jorn’s father also shows signs of sickness. One year later Asmund travels back to Coktüs, during that Jorn’s father has a heart attack and is close to death. During this time he gives the City Coktüs to Asmund, and right before his death he gives Jorn the Volgaris name. Asmund then gives Stadavjarn to Jorn. besides Jorn having the Volgaris name he is still widely referred to as The Bastard of The North. Years later Asmund’s mother died from pneumonia. As Jorn turns 31, large improvements to The City Of Stone ensue. The walls are expanded and the keep is made bigger. Word of this massive keep reach King Ander Maelon and he demands that the keep not to exceed the size of the Storm Keep. Jorn does not oblige with his wishes and a small civil war ensues. The war ends on mostly diplomatic terms. In the current day Jorn mostly guards The Great Dread Woods.

Personality

*“Jorn is an arrogant bastard at times. But he has a certain intellect to him that makes it confidence. I know that the situation will most likely be resolved, but I still get apprehensive.”*

*-Balder/ Master Of War sharing his dislike of some of Jorn’s traits*

Jorn’s personality is quite gruff or brusque, but has a constant perseverance to it. He protects his people and he protects them well. This unwavering dedication is sometimes mismatched with paranoia. He also has this underlying good to him, most of his predecessors call him cocky or arrogant. When meeting a person of competency, He uses humor as his weapon of charismatic potency. although on the other hand in war you can find no such trait.

*A official note signed by King Ander Maelon first of his name clarifying that the bastard, Jorn Balder, son of Bjorulf Volgaris is now Jorn Volgaris.*

*I,* ***K****ing* ***A****nder* ***M****aelon first of his name,* ***K****ing and sworn protector of the* ***T****empavem lands hereby by bestow the House name of Volgaris on Noble Jorn Balder. From this day forward he is now named Jorn Volgaris, son of Lord Bjorulf Volgaris.*

*996th* ***M****aelon Era, 9th Year*

*Certified and notarized by royal official*

***-****King* ***A****nder* ***M****aelon*

Lord Asmund Volgaris

“This war is unreasonable, the Northern armies are unfit to travel south, just as the Southern armies are equally unfit to travel north. You need to consider relinquishing hold over this subject, and cease fighting this bewildering war. You know that if this conflict proceeds, relations will be impaired.

-Asmund Volgaris consulting the King about the war in a letter

* Basic Information:
  + Race: Human
  + Age: 41
  + Faction: House Volgaris
  + Also known as: The Bear
  + Status: Alive
  + Birth: 994th Maelon Era, 38th Year
  + Abilities: Lord,
  + Weapons: Battle axe
  + Culture (Northern)
  + Religion (Northern Religion)
* Family:
  + Father: Lord Bjorulf (Deceased)
  + Mother: Lady Yilda (Deceased)
  + Brother: Noble Jorn (32)
  + Sister: Queen Arisa Maelon (34)
  + Partners: Lady  ()
  + Children