**Knight**

Name: Enguerrand

Description:

Enguerrand was raised up in a town at the foot of a snow mountain near the north border line of Aldurnia. Grew up in an environment surrounded with ice and snow, Enguerrand is an iron-willed but enthusiastic man of strong figure. However, due to the theft of the Relics of Harmony, the unbalanced forces of the earth caused many natural disasters in Aldurnia, and thus Enguerrand’s hometown was destroyed by an avalanche. Determined to protect others from losing their own hometowns, Enguerrand joined a mercenary group whose main goal is to settle the political conflicts and rebalance the natural forces by restore the Relics of Harmony. In the team, Enguerrand is a passionate supporter who can enhance the morale(literarily, not the actual result)/lift the spirts of his teammates.

**Priest**

Name: Leo von Gruela

Description: Leo was born in a noble family in Gruela, one of the capital cities of the land of Aldurnia. His family has a long history of serving in the churches. As the eldest child in the family, Leo is too supposed to follow the family tradition and become a good priest. Though took up the role as a priest, he is not satisfied with life to be arranged by parents. So soon after the beginning of the turmoil within Aldurnia, he decides to leave home in order to find his own destiny through the search for the Relics of Harmony.

**Bard**

Name: Charles Darcy (it is a combination of Fitzwilliam Darcy and Charles Bingley since I am looking for an arrogant name for the bard because he always gives the impression of being narcissistic and self-centered)

Description:Though being extremely wealthy merchants, Darcy’s parents were ashamed of their own illiteracy. When they had their own son, they decided to give him the best education and make him the most urbane person in the world. Poor Darcy’s childhood was filled with endless home schoolings, however, he had talent in nothing but mischief. When he was eighteen, Mr. and Mrs. Darcy sent him to a music school in the hope that he could be “cultivated”. However, being a straight-F student, he was expelled from the school due to his poor performance. Happily, Darcy decided immediately that he was going to spend his tuition on travelling and won’t come back home until he has enough fun. Since then, Darcy calls himself a “bard” who is loafing all day and uses extremely terrible performance to show his resentment to the world and to music.

**Thief**

Name: Rusine (“disgrace” in Romanian)

Description: Rusine was born Lady Rusinella de Jore in a wealthy province of Aldurnia to a noble family. Believing herself to be in love with a servant, she became pregnant out of wedlock while betrothed to a wealthy nobleman. Rejected by her husband-to-be, her family shunned her and exiled her from the province. After giving birth to a healthy child in a village miles from her home, a local “innkeeper” attempted to kidnap her to sell her into slavery. Leaving her newborn child with a local shop blacksmith’s wife, she ran to the outskirts of Aldurnia to rid herself of her associations with nobility and spare herself from slavery. Despite leaving her child, she loves her dearly and wants to find a way to provide a good life for her. Knowing there is no way for her to gain property or rise in society, she decides to pursue the legendary Relics of Harmony in hopes that she can take them under her wing and sell them for a large sum of money to a foreign nation.

**Court Jester**

Name: Nopeitni (“Serious” in Latvian)

Description: Nopeitni comes from a long family of jesters, who were all enormously more hilarious than him. Nicknamed “Nope” by the court he serves in, he is notorious for perpetually having a straight face. Attempts to be jovial are met by failure, so Nope sticks to making the court laugh by mimicking the grumpy members of court or by telling dry jokes. Naturally, his family is greatly embarrassed by his strange jestering style and his father shows his disapproval by refusing to interact with Nope in a non-humorous way. Beginning to loathe the court and his family, Nope seeks to take up a new profession and travel to the other side of Aldurnia.

**Noble**

Name: Alluriana

Description: Alluriana is from one of the smaller provinces in Aldurnia. She is the only daughter in a family of eight. Her father, known for his lousy rule of the providence and general lack of expertise in all things relevant to being a leader, hopes to marry her off to a wealthier providence to make himself more respected (good luck with that). Alluriana’s mother, on the other hand, is a wonderful symbol for the province and has a large influence on her husband and her sons, effectively keeping the kingdom running. Having passed her beauty onto her daughter, she has put a lot of time and energy into training Alluriana to be poised yet politically deadly. As a result, Alluriana’s charm is incredibly powerful and her ability to persuade unparalleled.

**Archer**

Name: Artemis

Description: Artemis used to live in a sleepy little hamlet in the middle of nowhere whose only importance was that it was on the border between Aldurnia and Velandra. Now she lives in the forest after a particularly destructive raid launched by the Velandrans destroyed what little attachment Artemis had there. In many ways, the forest is more of a home to her than the village ever was.

When people first meet Artemis, the first thing they notice is her unkempt, sandy brown hair and hazel eyes. The second thing is that she is a complete wild child (although she insists she’s “just a tomboy”). Her penchant for following her own rules and love of the wilderness, which got her into trouble SO many times at home, was instilled in her at a very early age as her father took her out hunting with him. Of course “the stiffs,” (the hamlet leaders) frowned on this, but her father had no other help as she was an only child. Besides, she’d do a lot of these things that boys her age would do (and she’d proclaim how she did them better). But once her father gave her her first bow on her 10th birthday, she knew she found her passion. Every day she would practice on trees until her fingers began to blister and her muscles ached until she was “the best hunter Aldurnia has ever seen” (her words, not mine).

One day, while she was out hunting, the Velandrans decided that the time was right to launch an attack against Aldurnia. Maybe the Velandran king had lumps in his gruel that morning or maybe the Velandrans were declaring war on peace, but in the end, the Velandrans captured the town after two hours of intense battle. The Velandrans had captured and was planning to execute the defenders’ leader – her father. His hands were bound behind his back and he was roughly forced to kneel. The headsman stood over him, with an enormous axe in hand. Artemis drew her bow and nocked an arrow with her shaking hands, hoping at the same time that this was only a dream or more accurately, a nightmare. It wasn’t. The headsman lifted the axe over his head and it began its slow fall. In an instant, which seemed like an eternity to Artemis, she watched the axe descend and then stop abruptly. The headsman clasped something on his neck while listing to the right. He toppled over, dead from a single arrow that was jutting out from his neck. Artemis looked at her hand, stunned that she had let it fly so unconsciously. The crowd was thrown into a frenzy and rushed the (gallows). In the chaos, Artemis lost sight of her father, yet noticed that slowly the soldiers not fighting back the crowd were tracking the arrow’s path back to her. One of them spotted her and she dashed into the forest where she knew no one could find her. After a week in the forest, Artemis decided that she had evaded her pursuers and decided to return to her village.

She saw….nothing. The quiet little hamlet was even quieter than she remember. Most of the homes seemed to be ransacked and burned. The strangest thing was that there was no signs of life in the entire village. It was as if the events of last week were a dream and both the villagers and Velandran soldiers had disappeared into the darkness which they had sprung from. There was an odd sensation of being here alone; she knew she couldn’t stay here. She went through her former childhood home, salvaging anything that could be useful before doing what she always did in times of distress – she went to the woods and never looked back.

**Druid**

Name: Llewellyn Coed

Llewellyn Coed\* ^^ is a member of a dying breed. By most accounts, he is the last druid left alive after Wynston (good friend) Griffith^^ (king who murdered his way to the throne), the previous Keeper, went mad and slaughtered half of Aldurnia’s already dwindling druid population. In order to stop the complete eradication of the Druids, Llewellyn was forced to dispatch his longtime friend, whom many would mistake for a little brother. The guilt of having blood on his hands combined with supreme loss of his best friend caused to Llewellyn to refuse the title of Keeper offered to him by the remaining druids and, in a shocking turn of events, to attempt the theft and destruction of the Relics of Harmony which he blamed for his friend’s madness. As he was cast out of the Druid Order, instead of trying to justify his actions, he pleaded with the Druids to sequester the Relics and reform the order which had leaned upon the Relics for so long, but his words fell upon deaf ears. A year later, when a new Keeper (Trina Meredith^^) was selected, it was decided to separate the relics amongst the remaining Druids and scatter them across the land. Little did they know of the catastrophe on the horizon……

Llewellyn Coed spends his days presently much like he has done for the past 10 years. Even at the age of 71, he wakes up, eats, meditates in order to focus his sight to the natural energy around him and plans the best way to rebuild the (nonexistent) order that cast him out. Today, however, is different. Today, he meets a mercenary that nondescript save for the fact that they talk of Relics and druids. Today, he decides, is a new day. One where he can start to right the wrong that has been done to the people of Aldurnia.

\*I was thinking that maybe druids get two names, their first name they’re given at the beginning of their life is from their parents and their second name is given to them after they die by the community in order to show how they lived their lives.

^^ Llewellyn – leader’s image

Coed – dwells in the woods

Wynston – good friend

Griffith – name of a king who murdered his way to the throne

Trina – Wise, prudent

Meredith – Magnificent chief or protector

**Sorcerer/Alchemist**

Name: Lucretia

Lucretia lived in a remote tribe dominated by a group of magicians until she was seven. However, at her seventh birthday, the traditional time at which each child receives a prophecy from a future-teller, she was exiled from her hometown because of a prophecy that Lucretia’s unparalleled power would lead to a catastrophe when she reaches seventeen.

Since then, Lucretia has been a nomad for years. Because she was too young to work, the only means she had to support herself financially was busking in the streets with her magical power, although her magic was generally regarded as some kind of tricks by the commoners.

As her performance became more and more famous, she was invited to join a circus which promised a better salary and a more stable life. At the circus, she became friends with Meghan, an aspiring alchemist who was not admitted by the Alchemist group because she was not talented enough to exercise any alchemy. Meghan practiced very hard to perform the “Midas Touch” technique-the ability to turn a stone into gold-day and night but never succeeded; people only thought she wanted to earn more money by exercising deceptive tricks. Hoping to help her friend, Lucretia once tried to perform the “Midas Touch” herself as Meghan did, and succeeded! Moreover, she found out that she could easily grasp any magic as well as alchemy.

As time went by, Lucretia’s sorcery became so powerful that she became the lead act in the circus. However, she was not satisfied with her life—she always wished to return to her own family and be admitted by her tribe. Therefore, in order to please the elders in her tribe, Lucretia provided them with many secret skills of alchemy, which she pried from Meghan’s books. However, this proved not enough for the elders and she was still not allowed to return to her tribe except to deliver more secrets of alchemy with the hope of someday returning to her tribe.

The tension between the Magicians and the Alchemists exacerbated and the Alchemists sensed that there was a spy within their group. The Alchemists accused Meghan of being the traitor because she was the only one who did not live with the rest of Alchemists and had access to alchemy books.

One night, while the circus was celebrating Lucretia’s seventeenth birthday, the Alchemists that had infiltrated the circus broke in and kidnapped Meghan. Recalling that prophecy she received at seven, she realized that her actions had brought calamity to her friend and believed that she was destined to cause trouble for her loved ones. Mad and desperate, she lost control of her power during a performance and killed many Alchemists and commoners in the circus, including Meghan, who was bound and gagged beneath the spectators’ stands.

As the Alchemists found out that, in fact, Lucretia was the spy, the Magicians did not offer her any protection but blamed her for exposing her status. Disappointed and lost, she gave up her hope of being accepted by any group once more. However, she remembered that there was rumored to be an ancient alchemy which can revive the dead but requires the power of the Relics of Harmony. Determined to revive her friend, Lucretia studied alchemy which she learned from Meghan’s book harder than ever and is now in search of the Relics of Harmony…

**Tin Man**

Name: Ed Haley, references Full Metal Alchemist (Edward Elric) and Wizard of Oz (Jack Haley)

Ed was born “Jack Elric” in central Aldurnia to a family that served as servants in the local duke and duchess’s castle. From childhood, he was strongly attached to the duke and duchess’s youngest daughter, Fiona. The duke and duchess were kind enough to allow the two to play together until their teenage years, at which point Fiona was betrothed to a young duke on the other side of Aldurnia and sent away. Jack, bereaved with grief because he had fallen deeply in love with Fiona, sought to find a way to travel to her new home to at least be near her. A circus happened to be travelling through the town searching for a new alchemist. Jack’s father had dabbled in alchemy, and knew that he would never be able to afford to travel otherwise, so he joined the circus, claiming that he was an apprentice of the art and would travel with the circus until he could prove himself worthy of an act.

A year passed and Jack’s diligent work paid off: he mastered alchemy well enough to do a simple act that the circus incorporated. Several weeks later, Jack’s long awaited visit to Fiona’s new home came. The circus camped in the province for a week, but no members of the royal family attended the show. Desperate to see Fiona, Jack snuck out of the camp on the final day and entered the castle. Upon gaining an audience with Fiona, she denied having an acquaintance with him and he was instantly thrown out. Naturally, Jack was heartbroken. Driven crazy by desire, he convinced himself that Fiona was merely embarrassed by him and he snuck into her room during the night. Fiona was mortified and called the guards, shouting at Jack for being a “low-born pervert.” Though captured by guards, Jack managed to escape with his head by Fiona’s pardon, but quickly fell into a heavy depression and maddened state when Fiona marked him as an exile and had him sent away.

Weeks later, alone and desperate where he had been disposed of in the outskirts of Aldurnia, Jack decided that he would attempt an alchemy feat that was nothing short of insanity. Feeling that his heart would burn inside his chest forever, he foolishly attempt to turn it to metal so that it would be hardened to Fiona’s cruelty. As a result, his entire body became metallic and though he lost the burning grief that had consumed him as a human, he was filled with an insufferable emptiness. Jack changed his name as a symbol of his old self passing away and stopped caring for himself. One night in a horrible winter storm, Ed was frozen and then rusted still. He still remains in an unknown forest, hollowed and heartbeat-less.