

Stargazer Xeru



Figure 1: Stargazer Xeru's current appearance.

1 Character Description

As a Loxodon, Xeru would be a unique visual no matter where he went, but the angry purple scars that layer his entire body ensure he's remembered where he passes. At a prodigious 362 years old, Xeru sports large droopy ears, faded skin and tusks, although the tusks themselves are engraved with some sort of intricate tribal markings, mirroring his scars. But most people have to look up to see them, as he stands a striking 8' tall. Given his size, most of his clothes have to be tailor made, which combined with his unfortunately empty coin purse, results in him having the one open chested fur cloak, which he always wears. The cloak is well-made and maintained, dyed a pale green and upon close inspection has chain-mail hidden underneath. This is mostly redundant, as his leathery hide turns equally many blows away.

None of this is quite as striking as the glaive he holds; as tall as he is, blade curved cruelly, Xeru can look quite menacing to the casual observer. However, those who would speak to him would find him well-mannered and friendly, especially when sharing a drink... which he does often. Xeru unfortunately has a bit of a drinking problem, which explains where all his gold seems to dissappear to when you think about how much alcohol it would take to get a 8' half-ton elephant drunk. Luckily, Xeru comes prepared for any occasion, hauling many kegs of ale around with him on his travels, brews he favored across the lands. He only shares those ales with those he considers family which for now is just Varkos, his only real companion here in Dead King's Bay.



Figure 2: Xeru's Glaive.

2 Backstory

2.1 The Kerun Clan

2.2 A Desperate Doctor

2.3 Betrayal

2.4 Stargazer Xeru

3 Related NPCs

4 Notes for the DM

- *The Kerun Clan:*

- The clan from which Xeru hailed, they settled 500 years ago from the current date on the Eastern border of The Kingdom of Valdir Descent.
- Afflicted with a magical genetic disease/curse which the clan called *Scarring*. It causes horrific purple scars and often claims the lives of it's victims, but has somehow been incorporated as a rite of adulthood by the clan.
- Xeru spent the first 100 years of his life watching as he and others of his family were claimed by it. He decided to dedicate his life to finding a cure and traveled to *XUniversity* to study medicine.

- *Xuniversity:*

- Xeru arrived at the university destitute and clueless, but chance led him to make a friend named *Cyrus Drayden*, a youth descended from the local governor, *Lord Drayden*.
- With his aid and influence, they both enrolled in the college and over the next 30 years became relatively well known authorities on the subject of magical diseases.
- After 30 years of the disease eluding him, Xeru discovered to his horror that the *Scarring* had been recorded to be caused by a curse an ancient lich had laid upon the land before he fell in the exact area where his clan had settled.
- It was recorded that the curse drained the life of the afflicted to empower the lich.
- The lich's name was *Azuch*.

- **Betrayal:**

- Horrified by the truth, he confided in his only friend Cyrus what was going on, and begged him to help move his tribe away from the land. Cyrus agreed, and told Xeru not to worry.
- However, in the middle of that night, Xeru recieved a desperate message from a sending spell from the tribe elder, of how guards from *Drayden* manor were massacring the village.

- In his furious alarm, Xeru stormed his way into the *Drayden* estate, knocking out but not killing the few guards. Finding *Cyrus*, his friend tearfully explained that he had no other choice, that he could not allow such an ancient power to possibly rise again, and furthermore could not allow anyone to know that the lich was still active, lest his followers rally. *Cyrus* then ordered his guards to capture Xeru.
- Consumed by bitter hatred by the betrayal of his best friend, Xeru picked up a halberd from a fallen guard and cut his way out of his encirclement, killing for the first time in his life. He fled to the night leaving a wake of carnage in *Drayden manor*.

- **Aftermath and Wandering:**

- Immediately after he left, *Lord Drayden* placed a massive bounty of 10,000 gold pieces on his head, claiming the charges of Mass Murder, destruction of his estate, and treason. He was wanted dead, or alive. Alive would be worth an extra 5,000 gold pieces.
- Xeru traveled back to his village and found it under strict guard, with no Loxodon in sight, atleast not living ones.
- Afterwards, Xeru spent the next 200 years of his life aimlessly wandering and fleeing from his bounty hunters. He made a few coin here and there acting as a doctor until eventually he was forced to attempt a suicidal journey into a horrifically dangerous pass that would lead into the *Wolvine* territory, in an attempt to elude his hunters once and for all.
- He would have died 100 times over in the pass, but either through luck or some kind of supernatural force, he was unharmed in his passage. A star that shined faintly in the sky, which coincidentally always seemed to lead in the correct direction. Xeru pays homage to *NavigationGod* because of this, as he attributes his survival to her.
- After entering the *Wolvine* kingdom, the star continued to lead Xeru, eventually landing him in Dead Kings Bay before dissapearing without a sight. He now resides there, posing as a old war veteran and doing some medicine and cartography work, a job he picked up after his supposed encounter with *NavigationGod*.