

Miera Ashglade

#player_character

Character Sheet

[Miera Ashglade](#) - Human - Fighter 5 - Battle Master

History

Life in the [Etral Kingdom](#)

[Miera Ashglade](#) is a 20(ish?) year old human woman from a nearly destitute noble house, [House Ashglade](#). This house was once known for its bountiful harvests, but in recent generations have fallen into many pitfalls that have hindered their agricultural efforts severely. To avoid complete bankruptcy [Miera Ashglade](#)'s hand in marriage has been offered to [Vasher Shadowmire](#), the notoriously sleazy heir apparent of [House Shadowmire](#), who has struggled to find a suitable marriage partner for many years. A clause of the marriage would sign all of the property of [House Ashglade](#) to [House Shadowmire](#) and all but guarantee [Vasher Shadowmire](#)'s rise to the head of his house someday. However, [Miera Ashglade](#) decides to run away before the marriage can commence. While fleeing her family home she decides to take her family's heirloom, the [Trademaster's Ring](#). Enraged by [Miera Ashglade](#)'s departure [Vasher Shadowmire](#) ordered his house's henchman to track her down and bring her back as his inheritance of [House Ashglade](#) depends on their marriage. While on the run [Miera Ashglade](#) managed to find work doing odd jobs in the different places within the [Etral Kingdom](#) that she had visited since escaping, but she never stayed for long in fear of being caught by [Vasher Shadowmire](#). Eventually her travels brought her to [Dronn](#) the capital of the [Etral Kingdom](#) where she once again began looking for work across the city.

Meeting [Edwin Ravenswood](#)

During [Miera Ashglade](#)'s time in [Dronn](#) working odd jobs she was hired to bring a magical item to the [Royal Academy](#) to be identified. Eventually this item made it to [Edwin Ravenswood](#), who had gained much prestige investigating magical items during his long

tenure at the [Royal Academy](#). While investigating the item he discovered it was called the [Orb of Eternity](#), and that it may be able to help him towards his ultimate goal of immortality. However, he also discovers that it has a powerful curse. After some time [Edwin Ravenswood](#) believed that he was able to disband the curse, and decided to attempt to attune to the [Orb of Eternity](#). The attunement did not go as planned, as the curse was not completely lifted, resulting in [Edwin Ravenswood](#) reverting to his younger self at the age of 19. This also had the effect of him forgetting everything he lived through, reverting back to the memories he had when he was that age. In a panic, and not understanding what was going on, he fled from the [Royal Academy](#) to the streets of [Dronn](#) with the [Orb of Eternity](#) in hand. When [Miera Ashglade](#) returned to the [Royal Academy](#) to retrieve the [Orb of Eternity](#) she found that the item has been missing and was presumably still with [Edwin Ravenswood](#). Eventually she managed to track down [Edwin Ravenswood](#), only to find him being cornered by a shady group of what appeared to be cutpurses. After dispatching that group [Miera Ashglade](#) and [Edwin Ravenswood](#) find that one of the members of the group was carrying an [Unknown Letter](#) that requested that both the [Orb of Eternity](#) and [Trademaster's Ring](#) be tracked down and taken by any means necessary.

Escape to [Sylmare](#)

[Edwin Ravenswood](#) and [Miera Ashglade](#) decide it would be best to flee [Dronn](#) in order to escape this unknown group that has taken an interest in them. [Edwin Ravenswood](#) tries to convince [Miera Ashglade](#) that they should seek refuge with his family, [House Ravenswood](#), however [Miera Ashglade](#) recalls from her time in noble society that [House Ravenswood](#) is long defunct. [Edwin Ravenswood](#) is not convinced however until they travel to the ruins of his family's keep. [Edwin Ravenswood](#) suggests they head to a shop named [Wobblesproket's Wonders](#) that is located in [Sylmare](#). He says that its owner a [Tinker Gnome](#), named [Horatio Wobblesprocket](#), is a good friend and is well versed in magical items. [Edwin Ravenswood](#) believes he may be able to help them figure out more about their magical items.

Arrival in Sylmare

When [Edwin Ravenswood](#) and [Miera Ashglade](#) arrive in [Sylmare](#) they quickly discover that [Horatio Wobblesprocket](#) has long since passed. However, they find that the current owner of [Wobblesproket's Wonders](#) is his grandson, [Horatio III Wobblesprocket](#). [Horatio III Wobblesprocket](#) offers to still investigate the magical items, however he thinks it will take

some time to gather more information about them. In the meantime he suggests they find some work, and points them in the direction of the hiring office for [Clan Tanithil](#)'s mercantile company. Here they are hired on to work odd jobs for the clan while they wait to hopefully learn more from [Horatio III Wobblesprocket](#).

Meeting [Gnutz Snatcher](#) and [John-Boy Blackthorne](#)

[Edwin Ravenswood](#), [Gnutz Snatcher](#), [John-Boy Blackthorne](#), and [Miera Ashglade](#) are all assigned to work as a party running odd jobs after being hired by [Clan Tanithil](#). Over the next few months the party settled into a comfortable routine, and gained a reputation for getting results. The higher ups of [Clan Tanithil](#) took notice of the party's actions and provided the party with a permanent base of operations within [Sylmare](#). Here the party is working under a half-elf named [Emelden](#), who is one of the stewards of [Clan Tanithil](#)'s mercantile company.

Notes

To Be Determined

- Actual age