

Known Half Ancients

A Collection of Tomes

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All of these are written based on rumors and even if they are true most of these entities probably don't want to be encountered by adventurers. Just a reminder.

Harutya: Most famous one. Travels between cities looking for odds and ends. Most cities banned her because she is half ancient. She camps outside cities and since folk is always interested in her she can manage to do some trade.

Azdial The Leg Chopper: Crazed with the fact that he cannot die, he isolated himself in some unknown place, some state in a plane called Thaum, little people come across him and none leave with their legs intact.

Hemhapius: Jumped into a volcano and lost his non-ancient body parts. The way he looks is disturbing even for the undead. It's believed that he has been into machinery for the last few hundred years and dungeons before that. He leaves light-made artifacts in machinery dungeons. Artifacts are so out of this world, it's no doubt that some ancient has done it.

Akalea: Great Faith Healer. Only appears when a newborn child is ill. Sometimes even before the family knows the child is sick. These children live 2-3 times their normal lifespan. Most of them organize with each other to heal and save people. It's said Akalea has a book covered with blinding light and the only way to understand the knowledge inside is to be blinded by the book and then healed by Akalea herself.

Rothareron: Sets sail to the toughest seas in many planes because he has sworn a warrior's death. While he is recruiting for his crew he pays the family instead. Making it clear that the crew will never come back. Most recruits are tough criminals from prison or exile.

Maggot Eater: Most believe that this is a myth. No real name is known. Goes after dragon-sized prey and kills them. Then talks to them until their body is covered with maggots. Feasts on the maggots and goes for his next prey. Even though in many places of the world, large and hostile prey with nothing but bones are found. Anyone who has encountered his work says that it was made by him without a moment's hesitation.

Gurroka: Has 4 wings, 2 for travel and 2 for swiftly changing plains. Hunts down pillagers and rapists between planes. It's believed to be arch-nemesis and also a relative of Rothareron.

Dath: First things first, it's believed that the modern word “death” has its name after him. No one knows his reasoning because no one speaks his language. He is Kraken-sized and walks in oceans, even underwater. Whenever he comes across the land he kills everything on his way until he comes across another sea. Some believe he is searching for someone with ginger hair.

Jotlyn: Great gambler. Dresses as a jester/clown. He makes your wish come true for a price. If you are between death and asking something from him; we suggest you choose death. If you are between asking something from him and making a wish; we suggest you choose death.

Madame Chuye: She refused to be the wife of a god and now she is cursed to never be wed forever. Traveling mostly heavens looking for her other half. Refused the hands of Jotlyn, Rothareron, and Akalea in marriage. All

information about her is from people who have been raised from dead after at least a dozen years so it's believed she visits each plane every dozen years (time measured in Teothe).

Qtuyoeggg: Tricked Akalea into praying for her and is believed to be immortal. Lurks waiting for humanity and all the entities to fade away from existence and then to rule it all.

Sarguul: Travels planes looking for specific ingredients. When asked what he is making, answered a cold pie and a toasted soup. The only ingredient he took publicly was when he killed a Kraken attacking a city because he needed an adrenaline-filled Kraken Tentacle to decorate his plate better.

Valthor the Unseen: A master of invisibility and stealth, Valthor is said to be able to walk through walls and pass unnoticed by even the most vigilant of guards. Many believe he is a master thief, stealing treasures from the rich and powerful. He is also known for his ability to manipulate shadows, using them to conceal his movements and confuse his enemies.

Tharron the Blacksmith: A giant of a man, Tharron is said to be able to forge weapons and armor out of the toughest metals and alloys. His creations are said to be unbreakable and razor sharp. He is also said to have the ability to imbue his creations with magical properties, making them even more powerful.

Kaela the Tempest: A powerful sorceress, Kaela is said to be able to summon and control the elements, unleashing devastating storms and tornadoes at her enemies. She is also known for her ability to control the winds, using them to lift herself and others off the ground.

Zolthar the Necromancer: A dark sorcerer, Zolthar is said to be able to raise the dead and command hordes of undead warriors to do his bidding. He is also said to have the ability to drain the life force from his enemies, weakening them and making them more susceptible to his control.

Nelath the Illusionist: A master of deception, Nelath is said to be able to create convincing illusions and phantasms that can fool even the most perceptive of minds. He is also known for

his ability to manipulate sound, using it to disorient his enemies and conceal his movements.

Melora the Beastmaster: A skilled druid, Melora is said to be able to tame and command the wildest of beasts, summoning them to do her bidding in battle. She is also known for her ability to shapeshift, taking on the form of the animals she commands.

Galthor the Enchanter: A powerful mage, Galthor is said to be able to imbue weapons and armor with powerful enchantments, making them more deadly and durable. He is also known for his ability to manipulate time and space, using it to transport himself and others to different locations.

Jorath the Summoner: A powerful warlock, Jorath is said to be able to summon and bind powerful demons and other fiends to do his bidding. He is also said to have the ability to control the minds of others, using it to bend them to his will.

Galathar the Elementalist: A powerful sorcerer, Galathar is said to be able to control and manipulate the elements, summoning fire, lightning, ice, and other natural forces to attack his enemies. He is also known for his ability to create constructs out of the elements, such as golems made of earth or constructs of ice.

Thalara the Shadowdancer: A skilled rogue, Thalara is said to be able to move unseen and unheard, slipping in and out of the shadows at will to strike her enemies with deadly precision. She is also known for her ability to manipulate darkness, using it to conceal her movements and attacks.

Ghennix: Known for his ability to manipulate fire, Ghennix is often sought after by blacksmiths and other craftsmen for his skills. He is said to be able to imbue weapons with the power of fire, making them incredibly deadly in battle.

Vynthar: An expert in the art of stealth and deception, Vynthar is said to be able to move through the shadows without a sound, and to be able to change his appearance at will. Many

thieves and assassins seek out his guidance in order to hone their skills.

Nelthar: A powerful sorcerer, Nelthar is said to be able to control the elements, and to be able to summon powerful creatures from other planes to do his bidding. Many powerful wizards seek out his council in order to learn his secrets.

Rynthar: An ancient warrior, Rynthar is said to be able to wield any weapon with deadly precision and to be able to survive even the most brutal of battles. Many young warriors seek out his tutelage in order to become as powerful as he is.

Galenos: A half-ancient with the blood of a dragon and a human. He wields immense strength and can breathe fire. He is fiercely independent and often seen as a lone wolf, but his loyalty to those he cares about is unshakable. He is a powerful warrior and is feared by many.

Niamh: A half-ancient with the blood of a mermaid and a human. She has the ability to breathe underwater and communicate with sea creatures. She is a skilled sorceress and uses her powers to protect the oceans and its inhabitants.

Niamh is a peaceful and compassionate being, but she can also be fiercely protective of her home and those she cares about.

Cyprian: A half-ancient with the blood of a satyr and a human. He has the ability to control plants and animals, and can also manipulate the elements. He is known for his mischievous nature and loves to play pranks on those around him. However, he also has a strong sense of justice and will use his powers to protect the innocent and fight against injustice.

Surtur the Flame-Bringer: A powerful half-ancient with a fiery disposition, Surtur is said to have been born from the union of a fire giant and a powerful elemental being. He wields a massive sword made of molten lava, and is said to have the ability to control and manipulate fire at will. He is feared by many for his destructive power, but also respected for his bravery and fierce loyalty to his allies. Surtur is said to have led many successful battles against powerful enemies, and is rumored to be nearly invincible in combat. He is also said to have a deep understanding of the elemental planes, and is

able to summon and control powerful elemental creatures to do his bidding.

Shadowblade: The half-ancient known as the "Shadowblade" is a master of stealth and deception, able to move unseen and strike with deadly precision. They possess the ability to manipulate shadows and darkness, making them virtually invisible in low light. Their blades are said to be infused with darkness, making them capable of cutting through almost any material. They are feared by their enemies and respected by their allies for their formidable combat skills and strategic mind.