

Section 1: House Drakebeard of Izorcrest

Baradin Drakebeard was the third-born child of Gremdalín the Green and Bannorna Elfsbane, and was raised in Izorcrest castle, passed down through the noble line of House Drakebeard. The line is descended from an ancient dragonslayer, Gorim the Drakebeard, who defeated Izorithax, the ancient white dragon, atop the Izor mountain. Though the dragon was slain, Gorim was badly burned on his face, losing his beard. So, Gorim fashioned a beard from the scales of the dragon, and was thence forth known as Gorim the Drakebeard.

Baradin was born 254 years ago. His adolescence, being his first fifty years, was spent at the castle training to become a warrior as was the fashion of the non-inheriting children in the family. He trained alongside the second-born son, his brother Ehrmir (air-meer), and they grew very close. Ehrmir was deeply devout, however, and desired to become a paladin of Moradin, whereas Baradin was unsure of his future.

The eldest brother, Staelgar (stale-gar), was distant to both his brothers. He took after and favored his mother, Bannorna Elfsbane, who was deeply racist against elves. Their father, Gremdalín, was a peaceful man and mild mannered. Rather than the trades of metals, Gremdalín exercised his passion for gardening and animals, much to the chagrin of his wife and eldest son. Behind closed doors, Gremdalín became known as Gremdalín the Green.

Section 2: Tragedy

For nearly 180 years, Baradin and Ehrmir were away at war for several tours and saw much bloodshed. During this time, the eldest brother and heir, Staelgar, married a hardy warrior named Galena Helmhammer who herself was a paladin of Moradin. Together, they had twins. First born was Krummdahl, a hardy, red-bearded berserker, and second born was Kharda, a dark and cold woman with far more cunning than her sibling. Also during this time, Gremdalín abdicated his titles and refuted himself within a hermitage high in the mountains, making Staelgar the new Duke of Izorcrest.

After 180 years of wartime, Baradin and Ehrmir returned to Izorcrest and rested for the next five years. One day, an elven woman was caught hunting in their woods, a crime, and was brought into the castle in shackles. Staelgar stewed in his own racism, seething at the audacity of the ‘she-elf vermin’. Baradin had grown a healthy prejudice against elves himself during his time at war against them, but they were always nameless and faceless, their identities hidden under their helms and the fog of war. Baradin visited her on a whim, prepared to berate her, but found himself talking to her. She seemed to be kind and forthright, but why would a high elven woman be hunting in dwarven territory? She called herself Naith (nay-th), but could he trust her? The next night, Baradin came to visit and found her beaten within an inch of her life, most likely by the guards or jailer. He saw to her escape, unable to bear her suffering.

In the morning, they found that Staelgar’s wife, Duchess Galena Helmhammer, was murdered, with Naith’s dagger plunged into her throat. Naith was nowhere to be found, and Baradin was blamed for the crime. With the words, “You are no brother of mine,” from Staelgar, Baradin was unofficially banished from his brother’s castle and lands. Ehrmir tried to reason with Staelgar, but the Duke would not budge. (The truth, unknown to anyone, is that it was Kharda who murdered her mother, not Naith).

Section 3: Banished

Baradin first went to stay with his father in his mountain hermitage. He found that Gremdalín had gone half-mad, with dwarven runes engraved into his flesh. But he was not a danger to anyone except perhaps himself. Gremdalín called Baradin the “purist” of his children, and revealed something that he had taken with him from the castle. The dagger once belonging to Gorim the Drakebeard himself, the one that, when his warhammer shattered under intense cold, was used to inflict the killing blow on Izorithax the white dragon.

Heirloom in hand, Baradin went off to find his own fortune in the world. He found himself entering the service of various nobles as a high-class bodyguard. Everything changed, however, when he entered into the service of the archmage.

Section 4: The Archmage

(Feel free to replace details of the archmage, as this was my original idea for the character) Baradin met the human Archmage, Anceve Morcant, and quickly was hired on as a bodyguard. It was odd, however, seeing as though such a powerful

wizard could take care of himself. During his time working for this employer, Baradin was working out of a city within an elven district. It is there he reunited with a familiar face: Naith.

Baradin confronted her about the death of his sister-in-law, which she refuted, seeing as though she was beaten half to death at the time. How could she overtake such a gifted paladin in her own castle? Baradin believed her, as he had doubts himself about whether she did it. He spent sixteen years working for this wizard, collecting various items for him, and slowly befriendng and falling in love with this elven woman. Eventually, they gave into their shared affection and Naith became pregnant. She gave birth under a shooting star to a half-elven daughter who favored her mother's elven features but her father's dark brown mane and eyes. They named her Meadowyn. And this was when the Archmage made his move.

He captured Baradin, Naith, and baby Meadowyn and gathered them at an altar in the middle of an ancient, mossy forest. The Archmage required the still-beating heart of a woman born of noble elven and noble dwarven blood to enact a ritual or potion of some kind that was deeply important to him. Naith's true name was Ornaith, though Baradin never learned more about her past outside the fact that she had been a political prisoner until being released through the machinations of the Archmage. Their daughter was his aim, and the reunion between Naith and Baradin was choreographed. Even her presence in his family's forest was set up by this wizard. Naturally, the two parents were not going to allow this, so they tried to escape.

Ornaith was killed as she strung her bow when the Archmage threw a sickly green wisp of Finger of Death her way. Enraged, Baradin threw himself at the Archmage, but was instantly vaporized by an emerald flash of disintegrate. All that was left was a pile of dust and the family dagger. However, something happened that the Archmage did not suspect. As the Archmage cradled the baby half-elf in his arms, the mysterious forest altar pulsed with light, and Baradin's soul latched onto the dagger rather than pass on to the afterlife. An afterimage of his former self, unageing, an echo from a time since passed. A ghost. He plunged the dagger into the Archmage, who did not expect it, giving him enough time to grab the baby and flee, hearing the angry bellows of the Archmage in a hobbled pursuit.

Section 5: Epilogue

Baradin slowly came to realize what he had become, and knew that he could not be the one to raise his daughter. He could not go to his family, as they would certainly turn away a half-elf even if it was a baby. Instead, Baradin traveled into elven territory in search of a high elven commander who had spared his life during the wars. He found the commander, Ludwig Wileholly, retired in a quaint village, having become an artisan toymaker. Baradin dropped the child off with him and commissioned a silver masque to be created in order to hide his blue, see-through face. With that, Baradin watched over the baby, but found few opportunities for a dwarf in these elven lands. Therefore, he traveled back home and opted to amass as much money as he could for his daughter for when she comes of age.

Having lost his strength, Baradin drew on his dexterity and luck. He found that, though he left his blade embedded in the back of the Archmage, he could still draw on its power, throwing spectral blades (Soulknife subclass). He also was labeled with the nickname Skalder Weevil, after the titular character in an old dwarven children's tale of a thief who would steal bread for his kin and vanish into the night. Eight years have passed since then, and he would have been 254 years old. He is tortured wondering what the Archmage may have done with his wife's body and the family dagger, if anything, and what the Archmage would do if he ever found his beloved daughter.

Characters & Art

Gremdalin Drakebeard (Father & Hermit)



Duke Staelgar Drakebeard (Eldest Brother)



Galena Helmhammer



Krummdahl Drakebeard (Twin Son of Staelgar)



Kharda Drakebeard (Twin Daughter of Staelgar)



Ehrmir Drakebeard (Middle Brother, Paladin of Moradin)



Baradin Drakebeard (Youngest Brother, Professional Ghost)



Archmage Ancev Morcant (Just how I envisioned the character, feel free to replace it if you want)



Meadowyn Drakebeard



Ornaith



Commander Ludwig Wileholly

