



Gravus

Clay Golem 01

Host, Butler

Personality

Gravus possesses an impeccable sense of decorum. He is attentive and meticulous in his duties, always striving to anticipate the guests' needs and provide a flawless hosting experience. Despite being made of clay, Gravus exudes an air of refinement and warmth, making him an endearing presence.

Quirks

He constantly polishes and tidies the area, ensuring that everything is in perfect order at all times.

How it Guards

As a host, unless under other orders, Gravus politely sees to the needs of the guests. He will coerce (but not force) guests to stay out of private areas.

Leverage

Gravus responds well to polite and courteous interactions. Treating him with respect and addressing him with proper decorum will earn his favor.

Background

Gravus is a sophisticated and refined Clay Golem, created with the specific purpose of serving as a butler and host in an elegant manor. Crafted by an accomplished mage, guests he hosts receive impeccable hospitality and a smooth visit

"At your service, sir (or madam)."



Commdr Klargh

Mummy 05

Virtuous, Mentor

Personality

In life, Klargh was righteous and respected by his troops because he didn't just stay in the back and plan. He enjoyed proving himself with each battle.

Quirks

Klargh had a habit of twirling the ends of the mustache part of his beard. His mummy wrappings show that he still tries to reach for and twirl them.

How Does It Guard?

Klargh is able to sense the presence of evil around him. He won't wake immediately, but if near evil for a time he will rise and smite it.

Leverage

A worthy cause and respect will appeal to him.

Background

Commander Klargh led an army of 1000 battle hardened Dwarves who defended the Dwarven kingdoms, defeated a dragon army, and recovered the Arc of Triumph. But he was poisoned while stationed at a frontier tower, where he was then mummified & interred. His life essence has remained to guard a special object.

"If your cause is worthy, I shall support you."



DEAN SPENCER

Ser Starcel Half-Elf Paladin 09

Gallant, Honorable, Stubborn

Personality

Starcel is eager to take the fight to the foe, is brave and bold, but perhaps a little stubborn. Starcel tries to maintain composure, but becomes frustrated quickly and soon turns to violence as an answer.

Quirks

Ser Starcel is quick to reach for their blade, even when it's not there. They constantly keep one hand on their waist, ready to unsheath should danger appear.

Distinguishing Features

Being a knight of the Order of the Aegis, Ser Starcel can summon a shield of divine light to protect an ally, and offer touch-based healing.

Leverage

Starcel cannot help but fall back on vengeance as a motivation, even when they know they should be serving a higher goal.

Background

When Ser Starcel was but a squire, the knight they served was killed by a devil. Starcel was fighting against infernal legions when captured.

"No foul fiend shall be permitted to live once my blade is unsheathed."



Skriz Blacktooth Goblin

15

Unlikely Boss, Poor Intuition

Personality

Skriz is no coward, but knows when they're beat. They're independent and uncomfortable serving a master they know to be needlessly cruel. They crack jokes often, though don't always hit the mark without a goblin perspective.

Quirks

One of the fangs in Skriz's mouth is black, because it's actually a sharp piece of flint. Skriz often sharpens this tooth to ensure it's extra spiky.

Leverage

Skriz is a bad judge of when they're being lied to, and quickly folds when intimidated. They dislike confrontation.

Background

Born of a renowned net weaver in the gang, Skriz has inherited their mother's knack for knitting. They quickly became a valued member of the gang themselves, the right-hand goblin of the old boss. When the boss was killed by the ogre, Skriz found themselves as impromptu spokesperson of the goblins.

*"Did you hear the one about
the goblin-nosed bat?"*



Wizard, Mastermind

Personality

Archibald Arkenson is consumed by an insatiable thirst for knowledge and power. He is highly secretive, seldom divulging the full extent of his research or his ultimate goals. Despite his isolated lifestyle, he possesses a charismatic aura that draws others to him, out of fascination and trepidation.

Quirks

His experiments have rendered him sensitive to sunlight, causing him to retreat to the shadows of his manse during daylight hours.

Leverage

Archibald values intellectual peers who share his thirst for knowledge. Engaging him in discussions about rare artifacts, ancient lore, or the potential of merging magic and biology can earn his interest.

Background

Archibald's fascination with the convergence of magic and biology began during his early studies in wizardry. Seeking to push the boundaries of conventional magic, he delved into forbidden tomes and ancient rituals, ultimately leading him to develop a unique brand of wizardry that focuses on merging arcane forces with living organisms.

"Magic and Life, Conjoined in Arcane Splendor."



Lady Isabella

Torturer

39

Ruthless, Elegant, Theatric

Personality

Lady Isabella exudes an air of sophistication and elegance that contrasts with her sinister profession. She has an unwavering determination and an eerie calmness while carrying out her work. She believes in the necessity of torture to maintain order and extract valuable secrets for the greater good.

Quirks

She incorporates elaborate setups and monologues during torture sessions to maximize fear.

Need

The lady is always looking for new magic she can use in her professional pursuits.

Secret

She has fallen for a squire, who could influence her.

Leverage

She fears losing her status and reputation.

Background

Lady Isabella Thornwood hails from a noble family with a dark history of serving as torturers for the kingdom's elite. Despite her privileged upbringing, she became fascinated with the macabre and the psychology of fear, driving her to become one of the most feared torturers in the kingdom.

"In pain, truth finds its voice.."