

Character Roster - The Kingdom of Geldheim



About the Roster

The Island of Ashnoor is in a state of civil war.

Be it out of loyalty to a cause, or a sense of self preservation, many in Ashnoor have declared allegiance the Kingdom of Geldheim.

Together they stand defiantly against the Hadovean Empire.

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ÆLRIC HARGRAVE



Player: Michael Moodie.
Class: Knight.
Faction Allegiance: The Kingdom of Geldheim.
Origin: Earlmard.
Resides: Talons Keep.
Description: His brothers were soldiers, his father was a soldier, his grandfather was a soldier, he is also a soldier. His trade is war, his implements, cold steel, his attire, garments of iron, his home, the guardhouse, the keep, the marching camp. Growing up on the outskirts of Earlmard, on land acquired buy his ancestors through military service to the Kingdom of Geldheim, from a young age, he was constantly surrounded by proud warriors of the kingdom. He was well versed in outdoorsmanship and survival, as well as going with his family on campaign as a camp follower, learning how to care for and repair weapons and armour, as well as run supplies where they needed to be. As he grew, so did his roles, until he was standing on the battlefield shoulder to shoulder with his brothers in service to the King. He now resides at Talons Keep, where he is captain to a unit of Kingdom heavy infantry based there called "The Ironguard". These he leads into thick fighting on battlefield on behalf of the King. For the Glory of the Kingdom!

DE MEO



Player: Samuel Gannaway.
Class: Highwayman.
Faction Allegiance: The Kingdom of Geldheim.
Origin: Bloodwood Forest.
Resides: Blood Bay.
Description: De Meo was birthed in Bloodwood Forest, within the Hadovean Empire. He was born into a wealthy influential family in the area. As he grew up De Meo's family was betrayed and endangered by the Empire. This led De Meo to enrol into the Kingdom of Geldheim's Army, in which he served for several years, raising to the rank of Lieutenant amongst his comrades. Upon leaving the military he encountered a group of travelling Highwaymen as they travelled throughout the Empire pillaging all who came across their path. The Highwaymen encountered De Meo and captured him to join them. They taught De Meo the tools that he would need to be a successful Highwayman.

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GWAINÉ SARGEROUS



Player:	Wayne Dingle.
Class:	Paladin.
Faction Allegiance:	The Kingdom of Geldheim.
Origin:	Escondida Bay.
Resides:	Cloudlands.
Description:	<p>Orphaned as a child. His mother and father died in a raid from sea on his village in Escondida Bay. Although the current war between the Kingdom of Geldheim and the Hadovean Empire had not yet recommenced, it was not uncommon for the occasional "unsanctioned" raid to occur from either side. Gwaine was then taken in and raised by a holy order, garrisoned in the Cloudlands.</p> <p>His devotion to their god is unbreakable, as is his loyalty to the Kingdom of Geldheim. Capable of great kindness and compassions, he is committed to the protection the king's loyal subjects, in particular those that also follow his faith. To all others that raise their swords against him however, he shows little mercy. His religious teaching dictates that all those aligned to the Hadovean Empire are an affront to their god. Heathens!</p> <p>Although not completely reckless, Gwaine shows little regard for his safety in combat often charging into the fray. In his eyes there is no greater honour than to die in combat in the name of his deity.</p>

KINDRED



Player:	Joshua Ewen.
Class:	Berserker.
Faction Allegiance:	The Kingdom of Geldheim.
Origin:	Hemlock Vale.
Resides:	Barbarian's Leap.
Description:	<p>Kindred, hailing from a small village in Hemlock Vale, fights with reckless abandon and brute force, caring nought for his outcome but of that of his home and his family.</p> <p>Kindred sought a truce with the Kingdom of Geldheim, and in return for a safe haven in Kingdom lands, his tribe guards the passes in the mountains.</p> <p>Kindred alone guards Barbarian's Leap, a large crevasse with the narrowest point spanning many meters, too far for most men to cross, however Kindred clears the void with ease.</p> <p>Kindred spends most of his time in the mountains culling bandit tribes and raiders, and blocking passes that are not guarded with avalanches and boulders, ensuring the safety of Hemlock Vale, and the Kingdom of Geldheim.</p>

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WERYNE

	<p>Player: Kipling Kear.</p> <p>Class: Mage Hunter.</p> <p>Faction Allegiance: The Kingdom of Geldheim.</p> <p>Origin: Barbarians Leap.</p> <p>Resides: Barbarians Leap.</p> <p>Description: Born in the shadow of Barbarian's Leap, Weryne's "magic" was evident at a very early age. He was sent to the mages enclave at age 5. His family and village had great hopes for his future, the first of them to be "great". Weryne was gifted some sets of clothes to see him through to adult hood, some coins a quill and some paper. His village was neither wealthy nor overly literate – whilst these gifts may have seemed quaint to some, they held great meaning and were treasured by Weryne. Despite this optimistic beginning, Weryne did not become a mage. Unlike most though, he did not die, his "failure" was not strong enough to kill him. His inherent magic resistance was enough to save him.</p> <p>Weryne returned to his home, he climbed the Leap. Weryne thence forth dedicated his training, his life, to hunting the magic users from the Hadovean Empire ranks, whilst protecting the Kingdom's mages. He would in part be killing those who achieved that which he could not.</p> <p>One of Weryne's first lessons was that his "failure" was no failure at all, he had survived that which killed most others, he had magic resistance, he had learned to read and write, and he learned his new trade swiftly being deft with a range of weapons and his spell deflection was blindingly fast, when he achieved it.</p> <p>Weryne went on from his training to a long and successful life, so far at least.</p> <p>He is fiercely loyal to his people (and the Kingdom by extension) so any perceived threat will excite his attention. Whilst he is generally amiable and a somewhat social chap, on his wrong side he is equally stern and unflinching, more than a few Hadoveans have discovered this a bit too late.</p>
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VERDES THE MAGE



Player:	Claude Hugwell.
Class:	Warlock.
Faction Allegiance:	The Kingdom of Geldheim.
Origin:	Not clear, as was stolen as a child.
Resides:	Argent Landling.
Description:	<p>As a young child Verdes swept downstream separating him from his identical twin brother, he was found by a couple of what could be best described as gypsies.</p> <p>Recognizing him, but taking him as 'Payment' for perceived mistreatment, they hastily cast a changeling spell on him, causing Verdes to no longer be the physical double of his twin. Due to their haste in casting, whenever Verdes cast major magics it causes his hair to change color.</p> <p>After many years of being maltreated by his new 'Parents', his recognition that they were thieves and con-artists caused him to undermine them in various ways. The final time, in his early teens, resulted in his 'Parents' being caught and sent to the gallows.</p> <p>Wandering alone, Verdes's history caught the attention of a local hermit-mage who excelled in matters of the arcane. Who took him in as an apprentice.</p> <p>Under his tutelage the side effects of his hair changing color after channelling strong magics was discovered. But it was misinterpreted as evidence that he was promised to 'Dark Powers' as a child. A fate that was not inconceivable when his 'Parents' were considered. Adding the fact his nightmares he had suffered for as long as he could remember reflected back a face that was familiar, but not his. So he set off to try and find the 'Powers' responsible.</p> <p>After years of searching (and failing) he comes across new evidence, Not that 'Dark Powers' had designs on him, but that he was the subject of a Changeling spell. Then the dreams started to make sense...</p>