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Description
Traits
Immunity, Cold
Resistance, Magic
Supernatural Perception
Weakness, Divine
Equipment
Left Glove
Pauldron of Earth
Robe of the Unliving Lord
Staff of the Maligned Demon King Odium
The Dagger Macabre

Mune Edoan

History

Prelude: This timeline is reconstructed from past logfiles, forum posts, written notes, and the memories of several helpful veteran roleplayers. There may be discrepancies. Any discrepancies identified should kindly be brought to my attention. - Jim

[1997]

A privileged noble from Kasuria, Christopher Ti'Moon was a half-elf[1] born to a lineage of elves and, subsequently, an outcast. Rather than wallowing in his lonely existence, he invested his life into the study of the arcane and discovered an aptitude that earned him the title of prodigy. As he aged into his sixties, his connection to the arcane diminished. In his panic to retain the one thing that earned him acceptance, Christopher began to delve into forbidden knowledge in order to maintain his status.

[The Paladins of the Way are established]

T'raxis founded the Paladins of the Way of the Light of the Dragon. The Paladins drew their strength from The Shard, a fragment of the shell of the Dragon in Kasurian Lore that gave birth to their gods. The Paladins were sworn to combat villainy.

[The Alliance War]

As Christopher's magick faded, the threat of battle loomed on the horizon for Kasuria. Lord Tanis and Mage Rooster assembled a coalition of kingdoms and pious soldiers known simply as the Alliance. In response, the nefarious formed their own alliance known as the Dark Alliance. The Dark Alliance was led by the Wolfhound Lord Trench the Lord of Vampyres[2], Mephisto and Micheru.

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[1] 20171207 - Christopher Ti'Moon was created as a rodent during a time in Furcadia when humans were discouraged. I have always seen the character as more of a half breed so I retconned Christopher from being an anthropomorphic rodent to being a half-elf. - Jim

[2] Vampyre: A race of Mephisto's design described as half vampire and half demon..

War broke out across Kasuria, Drakoria and the Olde World. Christopher enlisted in the army of King Constantine where he participated in several campaigns across Drakoria and the Olde World. At the height of the conflict Christopher found his abilities continued to wane.

Necromancy became his refuge, his calling, and his obsession. His own mortality chafed at him like a hair shirt, and he spent night after night, seeking ways to cast it off. His motives were selfish yet he was convinced with more strength he could do more to save the innocent.

[1998]

Late one night as Christopher sat in his tent amidst an encampment poring over documents he had bribed many hands for, he discovered a name. A fierce, manic smile crossed his lips as he searched for the ritual he needed. Freedom from the chains of mortality unfolded before him and he grasped the knowledge like a drowning man. As the candles burned low, he drew togethers the shreds of his power, calling one of the ancient gods into the world and binding it until it answered him.

The god of fear, Taglinn Tigh, directed him to find the Library of Puru-Shottem, fabled to be a nigh complete repository of all written knowledge maintained by vampires, including the written lineage of each vampiric bloodline. Thanks to the blessing of Taglinn Tigh, Christopher gained entry where no other living person dared tread. There Christopher obtained the Infernal Tome and, with it, the knowledge to transcend mortality and weakness.

[Christopher Ascends]

He gathered the reagents necessary, the most noteworthy being the blood of an innocent that was then used to prepare the ritual ground. At the peak of the full moon, Christopher plunged the Dagger Macabre, an exquisitely crafted sacrificial dagger gifted to him by Taglinn Tigh, into his own heart.

The Dagger Macabre became his first gaol[3], the object acting as an anchor for his soul and the source of his

[3] Middle English variant of Jail. Liches commonly refer to this as their phylactory.

ability to resurrect. Several days passed until Christopher awoke. He was alive, and yet not. His senses were dulled and he could no longer taste nor feel. He touched a hand to his cheek. His flesh felt more of an inconvenience than a necessity. He felt surreal. He felt alone. Who could accept him as an aberration? He was already an outcast. Confusion swelled into outrage that transformed into rage towards Taglinn Tigh. He would have his revenge. It would have its revenge.

The lich cast itself free of its mortal name, emerging akin to a caterpillar from a chrysalis. He was no longer Christopher. It was now Mune. Freed from its mortality, Mune left its former life behind and sought isolation.

As the Alliance War continued, Mune allied itself with Trench and Mephisto in an effort to gain strength and traction in its campaign to slay Taglinn Tigh. Mune tilted the scales in favor of the Dark Alliance and cast a shadow upon the known world.

[1999]

Mune journeyed to the highest peak of the island continent Kasuria to the summit of Mt. Kasuria. There it built its stronghold, Mournhold. Mune relied on the thin atmosphere and treacherous terrain to keep interlopers to a minimum. In time it resurrected the dormant volcano. Mune tethered the energy from the volcano into a perpetual thunderstorm imbued with the ability to absorb and disperse active concentrations of energy outside Mournhold.

[Tatakai'Uma, The First General]

Mune then subjugated the first of its Generals. Tatakai'Uma. An arabian warhorse. A cold stare and lengthy braided mane, Tatakai was an incredible warrioress proficient at wielding axes of all design. Mune used its knowledge of osteomancy to modify her bone structure and muscles. In spite of her large size it reinforced her chest and shoulder muscles and restructured her bones to be as light and hollow as practical. Afterwards Mune gifted her with impressively large feathery wings grafted from a Scarhawk that allowed her limited flight capabilities.

[The inception of the Dread Legion]

For Mune, the culmination of the Alliance War came with the Battle of Goldwyn. The battle lasted for nearly a full day of intense bloodshed. Heavy losses were incurred on each army until they both declared a ceasefire. Mune exhumed the souls of the fallen from the Battle of Goldwyn and repurposed their corpses to serve it. This gave birth to what would become the Dread Legion: an army comprised both of as much the living as the dead. It consisted of all those enslaved, indentured or otherwise bound to the lich. Mune kept the lesser undead within Mournhold to ensure its solitude went undisturbed, and warbands of lesser undead soldiers scavenged the highlands of Mt. Kasuria. Its living servants scattered throughout the realm to integrate with the inhabitants and observe without arousing suspicion.

[2000]

[The Guild Wars]

In the aftermath of the Alliance War, Trench and Mephisto went their separate ways and with them the Dark Alliance dissolved. Infighting between remnants of the former Dark Alliance escalated into skirmishes that enveloped several kingdoms.

[2001]

As the Guild Wars began, Mune sought the most prominent magi of the era to bolster its power and knowledge. Among them was Orbulon, an incredible wizard with valuable knowledge of the shadows and the abyss. From Orbulon the lich also acquired the fabled blade NyteSoul. A weapon steeped in Kasurian lore for its ability to channel the arcane and the special properties woven into its blade.

With its newfound knowledge, Mune set its sights on a quartet of powerful magi in the midst of constructing what became its now iconic robe. Mune ambushed the magi and stole their souls as well as the robe.

Mune allied itself with none of the guilds, preferring instead to barter with each of the factions, provided they could afford its price. Mune and Mephisto laid siege to several of kingdoms of the Alliance during this era. Tales of one such encounter describe a seaside kingdom that belonged to Lady Gin Blossom. Mune cleft the seaside stronghold along a fault and submerged it along the

shoreline, per an agreement with Mephisto. Unfortunately, (and much to Mephisto's chagrin) he did this while Mephisto's troops were still inside.

A Paladin of the Way gathered a band of adventurers together, intent on ending Mune's reign. The group consisted of two Paladins and three companions, the most notable of which was an accomplished Magi. The adventurers infiltrated Mt. Kasuria. They fought their way through the scores of undead and found themselves at the doorstep of Mournhold.

Tatakai fell to the Paladin defending her lord. Mune was ultimately defeated in a climactic clash that took place in the main chamber of the stronghold. The adventurers were incapable of destroying Mune. Instead they bound it within an exquisite crimson soulstone that prevented the lich from resurrecting.

[2002]

[The Dark Realm was founded]

As Mune slept within the Hjarta Steinn, Trench Wolfhound founded the Dark Realm. A safe haven for the misunderstood, the treacherous and those infatuated with the Wolfhound Lord himself.

[Den Fa is created.]

Den was created by T'raxis and the Temple of the Way. The Paladins were well established in their continual campaign against the nefarious. T'raxis constructed Den Fa, a construct built to blend into the darkness and observe. Den Fa, a Shadow Knight, followed Micheru, Trench and Mephisto to gain their trust.

[2003]

Time passed and truths became myths which then became legends. The Hjarta Steinn became associated with prestige and strength. Its legend alleged incredible strength to whomever possessed it. Protected by a series of traps and failsafes crafted by competent magi, the gemstone lay protected within the vault of a prominent noble. A self proclaimed treasure hunter was the one to release Mune. As the thief took hold of the Hjarta Steinn and the enchantment upon it broken, Mune invaded the psyche of the

thief and compelled them to plunge their dagger into their heart. Their soul empowered Mune and allowed it to resume its reign.

Mune returned to Mournhold. The stronghold had fallen dormant without its master. The corpse of Tatakai'Uma remained in the main chamber where she fell as did its original gaol, the Dagger Macabre. Mune restored her broken bones, mended her flesh and sculpted her anew. Afterwards the lich tethered her soul to her flesh and resurrected her. The undead began to stir on Mt. Kasuria for the first time in centuries.

[The Spire of Malfeasance was founded]

Taking inspiration from Trench, the Vampyric Lord of Flames, Mephisto crafted its own realm. The Spire of Malfeasance.

[Den Fa is corrupted]

Micheru corrupted the Shadow Knight, Den fa, freeing it from its shackles to T'raxis and granting it agency and emotion.

[2004]

[Mune becomes a Sithlich]

Mune continued to evolve using its own essence and the souls of the living as a conduit to experiment. This experimentation led to it releasing the shackles of its essence from the Dagger Macabre, transcending into a sithlich[4]. As a sithlich, Mune gained the ability to inhabit the corpses of other creatures as its gaol.

Mune left its original corpse and set to using its exceptional knowledge of thaumaturgy, specifically osteomancy, sarcomancy and hemomancy, gained through centuries of experience to restore its mortal body back to what the echoes of its memories could recall. Mune considered repossessing its original frame although it preserve it within a shrine to its former mortality

[4] sithlich: Archaic English, Since-Lich. A sithlich is a lich that no longer possesses a traditional phylactory, instead converting its host, or vessel, into a functional phylactory.

instead, knowing that its flesh would inevitably rot and decay.

[Calo, the second General]

Mune was not satisfied with crafting a shrine to its mortality and constructed another being of flesh and bone in his mortal image. This construct became Calo. Mune separated a portion of its tortured souls that had been collected then tethered them to Calo. Its primary essence was a calm and collected male pyromage with a volatile temper.

Mune subjugated the Blackwing bloodline and made captains of Rudger and Saergoth during this time.

[2005]

Mune continued to wage its war with the gods and their subjects. During this period Mune possessed the husk of Lord Alec Claymore, the third eldest of the Vampyres created by Mephisto. The sithlich contained the demon within for several centuries. Mune kept its host alive, feeding it with flames and flesh won through the ravages of war with several kingdoms. Lord Claymore also possessed the Pauldron of Earth. It was one of five armors that imbued its bearer with control over a specific element.

[2006]

[Lucas, the third General]

In its conquests, Mune encountered an exceptionally gifted mage that reminded it of itself in life. Mune approached Lucas and offered him the potential to transcend his mortality. Lucas denied Mune and as punishment, Mune enslaved his family. Lucas eventually agreed to become bound unto Mune. After the bloodbond was established and his loyalty secured, Mune obliterated Lucas’s family and destroyed their property. Mune left nothing for the magi to long for aside of revenge.

[2007]

[Mune vanishes into the Olde World]

Mune grew tired of mortal affairs. Their wars were mostly an inconvenience. Instead, Mune left Kasuria altogether

and launched an exploratory campaign throughout the Olde World.

[Viktor, the First Admiral]

The Legion took to the oceans. It was on the high seas that Mune discovered its first Admiral, Viktor. A boisterous canine with a pale complexion and a pension for lunacy. Viktor was a self proclaimed corsair skilled with the use of a cutlass and flintlock. Mune stripped Viktor of his soul much like it had done with Tatakai'Uma. Also akin to Tatakai, Mune altered Viktor. Adder glands were implanted into each forearm in the space between the radius and ulna, positioned in such a way so that pressure would be applied to it when the forearm muscles were tensed. Viktor's claws were connected to the glands allowing them to administer the venom if properly used.

[2008]

[Mune returns from the Olde World]

Mune returned to Mournhold once more after his campaign into the Olde World. It was no closer to its goal than when it left but time was of ill concern.

[The genasi-bound]

During its campaigns throughout the Olde World Mune discovered a half elemental race known as genasi. Mune stripped much of them of their souls and bound them into soul crystals. Each of its Generals were imbued with a soul crystal that contained a complimentary genasi. Tatakai'Uma was given an earth genasi. Calo was given fire. Viktor was given wind and Lucas was given water. Their bond allowed them limited control over the element and a mental connection to the genasi that allowed them to communicate.

[Mune becomes a Demilich]

Mune began tampering with its essence, and its bond with the material was ultimately severed. Mune transcended once more. The ensuing surge of power resulted in the majority of its acquired souls rupturing free of its core. Having transcended to a demilich, Mune abandoned the material plane entirely in search of knowledge and ascendance. No longer of any use, the Vampyric elder demon contained

within the corpse of Alec Claymore was subsequently obliterated. Mune discarded its husk in Mournhold.

[2009]

[2010]

[The Ascension War]

Through its extensive search of realms and planes beyond the material, Mune discovered the means to end the gods: a stillborn god, the essence of a deity coalesced without the miracle of life. Mune intended to absorb its essence and magnify its power exponentially.

Mune returned to Mournhold and anchored itself once more to the discarded corpse of Lord Claymore. In its absence, its generals maintained the Legion.

[20100401]

Den Fa, Shadow Knight of the Way, called the light to arms. The Crimson family was reached and in the place of its matron, Rimel Doleth, she sent her daughter Reverence Crimson.

[Reverence joins the Legion]

Joining the Temple of the Way and their cause against the Legion, Reverence became dissatisfied within her place in Den Fa's Order. She sought to confront the demilich herself because she could sense its power. Mune approached her, intent on using her as an agent within their ranks. Reverence was curious yet drawn to the demilich. Drawn to the freedom it offered her. The freedom from the shackles of society and the potential to unleash her repressed abilities. Mune offered her that freedom and she accepted. Reverence was tasked with espionage. She was quickly discovered and subjected to torture.

[20100518]

Mune diverted its Legion to Seria. In Seria, Mune exhumed their largest graveyard until it was intentionally discovered and the Paladins of the Way launched a skirmish against the Legion. Zelig Frost ultimately confronted Mune in a spectacular clash though Mune had orchestrated the entire encounter so that it only had to stall for time. It

diverted The Paladins away from Creoso which left it vulnerable.

[The Herald of the Legion is sworn]

Their defenses vulnerable, Mune beset itself upon Creoso. It salvaged what remained of Reverence. Her body was broken though she yet lived. Her spirit was intact. Mune discovered her intense loyalty and restored her. The ritual was tedious and painful yet it was able to mend her battered flesh and bone. She declared that Reverence had died during torture. She was Calypso thereafter.

[20100710]

The Legion laid siege to Creoso. Mune had infiltrated the Paladins of the Way by subverting the loyalty of another of its members. That soldier delivered a powerful toxin extracted from deadly Nightshade and venom from a viper to the ill king of Seria, Temis.

[20100716]

During its campaign Mune discovered a mortal mage known as Tensei Majikku. Tensei was undeniably Mune. The original mortal prior to the transcendance. The revelation and implications drove it to the brink of insanity. Tensei fled the kingdom of Varelond through a magick gateway. A gateway Mune itself crafted throughout centuries of tampering with the fabrics of both time and space. Mune abandoned its army and pursued Tensei.

[20100722]

The plot to assassinate the ill king was thwarted. Creoso erected an ice wall as a last resort to route the Legion. Creoso and Seria formed an alliance to oppose the Dread Legion. Shadow Haven provided a bastion for new Paladins of the Way to be expediently trained at the request of Zelig Frost. The final stand was imminent. The Legion, helmed by Lucas and Calypso Edoan struck against the combined might of Creoso, Seria, and Shadow Haven and without the demilich, was routed. Creoso did not survive the onslaught.

[2011]

Calypso and Lucas Edoan Continued to run the Legion in the absence of Mune. However, one by one the Generals vanished leaving Calypso to inevitably stand alone. The Legion retracted to Nair'hannin. A volcanic cove previously known as "the Outlaw Sanctuary", where Mining operations were established. Trade deals were established with Peddlers hollow for resources utilizing Carrera Viper's trade business for caravaning supplies.

In doubt of the Lich's Return, the Legion became an empire for Calypso.

The Legion collapsed years later as Calypso herself vanished. The host of the Dread Legion, remains at rest in Nair'hannin.

775G _===[2012]

[2013]

[2014]

[2015]

[2016]

[2017]

[20171109]

Mune approached Den Fa in Valshiem, the "City of Scoundrels" on the Isle of Etla. Logfile

[20171122]

The Master of Secrets from Eileadora inadvertently gained Mune's attention when she attempted to scry it. Logfile

[20171125]

Mune was summoned to Eileadora by Reverence Edoan. Mune encountered Riley and Alhsom. Mune departed with Reverence. Logfile

[20171126]

The Reckoning. Mune, having studied Reverence discovered Den Fa's connection to her and witnessed it corrupting

her, Mune summoned Den Fa to it where they struck an accord. Logfile

[20171127]

Mune summoned Reverence from the hourglass and released her then unbound the rune that limited her prowess. Logfile

[20171129]

Mune made preparations in Teringad, establishing a fortified subterranean safehouse and determining future plans. Logfile

[20171201]

Mune explored the outskirts of the Marsh southwest of Teringad with Reverence. It began to construct a garrison within the depths of the Marsh as its legion continued to expand. Logfile

[20171204]

Mune continued to reinforce Mirestone Hold within the Fei Marsh. Reverence returned briefly before departing to Valshiem. Logfile

[20171215]

Mune and Reverence interacted with one another within Mirestone Hold. Logfile

Description

Were its expansive robe peeled away onlookers would see an immaculately preserved skeleton with an incredible amount of intricately woven runes encompassing every visible portion of its bones.

The skull of the skeleton is adorned with a crown formed from protrusions sculpted from the cranium itself. The attention placed into each pattern and its effect is remarkable. A myriad of gemstones of astounding quality and classification are embedded throughout each rib and all of its upper teeth are replaced with surrogates made of gemstones. An impressively large and fiercely brilliant crimson soulstone known as the Hjarta Steinn (Heart Stone) sits in place of its heart. The soulstone itself is etched with a multitude of runes from several defunct languages and pulses, levitating in place seemingly of its own volition.

The right arm of the skeleton is completely obscured by the Pauldron of Earth which appears unnaturally large in comparison to the bone structure but shows no sign of being ill fit. The pauldron extends onto a rerebrace, couter, vambrace and terminates into a gauntlet of the same bronzelike material. Aesthetically adorning the pauldron are exquisite emeralds.

Traits

Immunity, Cold
Immune to the effects of extreme cold.

Resistance, Magic
Magic Resistance on an incredible scale against all forms of Magic that are not divine in nature.

Still Spell

Supernatural Senses
Darkvision, 100ft
Infrared Thermal Sense, 30ft
Soulsight, 100ft
Truesight, 60ft
Sonar Echolocation, 200ft
Earthsight within 100ft - Granted via the Pauldron of Earth

Its senses are granted via enchantments inlaid throughout the runes of the skull consisting of Darkvision, Infrared

Thermal Sense, Soulsight, Truesight, and Sonar Echolocation.

Weakness, Divine
Exceptionally potent weakness to the divine due to its unholy origin and disposition.

Equipment

Left Glove
Leather glove trimmed in purple runes that protect against the elements.

Traits: Cold Resistance
Fire Resistance
Electricity Resistance

Pauldron of Earth
The Pauldron of Earth grants innate control over the element of its namesake. The pauldron dates back to the beginning of Kasuria. It is one of a full set of five pieces that when combined grants immense power and control over the elements to the wielder. The pieces were all separated in order to prevent that from ever occurring. Lord Claymore was bestowed the Pauldron of Earth which he protected with his life until Mune took both from him.

Traits: Indestructible

Grants: Earthsight within 100 ft.
Control over the Element of Earth

Robe of the Unliving Lord
The robe has become a staple of Mune. It consists of several alternating layers of densely woven silk and hairlike strands of steel that have been enchanted to be flexible like cloth. The enchantments are woven throughout the entirety of the robe but they originate from a gemstone in the nape of the neck that attaches directly onto the spine of its owner. This normally draws energy from its host although with Mune its host is undead and instead draws its energy directly from Mune's essence, contained within the Hjarta Steinn. This intimate connection between Mune and the robe allows the robe to interact and move both at its own whim and the will of its master. In the event damage is inflicted on the robe it contains a restoration protocol woven into the runes that gradually restores itself by drawing strength from its master. This regeneration is not incredibly fast, as a rule it can mend the damage between scenes but is not fast

enough to be visible to the naked eye.

Traits: Physically Resistant to Damage
Independent, Mobile
Able to interact with its environment
Sentient

Staff of the Maligned Demon King Odium

The staff consists of the skull of the Demon King Odium. A massive goat like demon with magnificent ram horns to each side. The horns are serrated, their edges jagged and sharp. Odium was a Thunder Demon and the staff retains much of those capabilities. The skull itself remains attached to its spinal column which travels downwards for several feet before its grafted into a length of nondescript hardwood. The point where both materials connect is wrapped in leather hide that was taken from an unfortunate victim. A large soulstone containing the soul of Orbulon is embedded a few inches beneath the skull in the spinal column. A vial of basilisk blood dangles from just beneath the skull and the large draconic fangs of a feral dragon are strewn on a line that clatter against the lowermost lengths of the staff.

Traits: Exceptional Spell Channeling
Affinity for Lightning
Ability to transit via Lightning
Sentient and Independent via Orbulon

The Dagger Macabre

A gift from the Kasurian God of Fear, Taglinn Tigh, the Dagger Macabre is a humble double edged rondel dagger approximately a foot in length from the base of its pommel to its masterfully tempered tip. Its blade is a black steel with its edges infused with the venom of a hydra. Its hilt, sculpted from the pale fang of an Olde World Basilisk and its circular guard and pommel from a sterile cold steel. The weapon carries with it the reputation of being able to slay even immortals. Its venom destroys the flesh of whatever it pierces inflicting insufferable pain and agony on its victims.

Traits: Indestructible
Immortal Slayer