

Cerul Slate

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Cerul Slate is a male aasimar cleric played by Ty Cooper.

Backstory

Cerul was orphaned near the Distancion mountains. He was found and raised by two elderly giants until at 7, he was sent to the nearest monastery for education (the Abbey of Mont Rest). Being restless, Cerul moved to a new monastery every few years, until he joined the Tegenwal Phet, so he has a broad education.

Religion

Cerul gets his divine energy from the light. Cerul believes the light is a manifestation of divine energy leveraged by all the gods of Myrdae.

Relations

- ◆ **Stone Giants** - Cerul was raised by two stone giants, Haksen and Ada, who sent him to the Abbey when he was 7.
- ◆ **Abbey of Mont Rest (Light)** – Cerul spent considerable time in the Abbey of Mont Rest and was there when it opened to a more widely adopted center for the devotion to light. Matron Elbrade Mallow ran the orphanage, and he was also particularly drawn to Brother Freya, who he saw as a father figure.
- ◆ **Tegenwald Phet** – Cerul spent some time doing stuff for the Tegenwald Phet.

Goals and Motivations

- ☐ **Uspar's quest** - Uspar the High Carver, leader of the 3 stone giant clans, revealed that he brought Cerul to Ada. He gave Cerul a cryptic message:

Something unresolved waits beneath where you were born, little one. The scar still dreams. Return there when the light within you grows steady... or the mountain may claim what the angel could not finish.

Matron Mallow revealed that he came from a destroyed mountain village called Pekanon, on the road between the Abbey and the Bastion of Order. She advises him to research at Uktali Monastery or Argent Halls to find information about this old city.

- ☐ **His parent's gift** - In a fight with gnolls in a cave, Cerul surprisingly had his first Celestial Revelation and discovered that the feather in his box symbolized a divine legacy. While only mildly curious about the identity of his divine parent(s), he more looks forward to exploring what this divine heritage means to him.
- ☐ **Attain credibility with the Tegenwald Phet** - Cerul has only had a small amount of interaction with the Tegenwald Phet and is looking to build upon his status with the organization.

Downtime Notes

Date		Time		Location		Description		Notes	

Downtime Notes

Downtime from 45th of Talil to 5th of Paramor (1 stretch)

The morning begins quietly at the Abbey of Light as you prepare for the day in the Rising Hearthlight. Before joining the others, you had taken a bit of time to draw on the Light. You shape it into a **Sending**, reaching out to **Melain**, the woman who brings orphaned children to the Abbey's care. You tell her the Abbey is safe again. That the danger has passed. And that if she is willing, you would meet her in Qal'dynn to escort her and the children home yourself.

The door to the Hearthlight opens and a guard of the Protective Light approaches you, "I have a message for you sir, from **Stone Speaker Ada**." Lady Ada Sevrin, your hostess at the Rising Hearthlight lights up hearing those words from the guard ... she was in fact named after the stone giant.

The guard delivers the message—Ada's words are simple—"She tells you she is pleased to hear you are doing well. That she has heard of what you and your companions have done to protect the Abbey, and that she is proud of what you have become. She says she would very much like to see you again—when time allows. Until then, she will keep the box safe."

She makes no demands. No urgency. Only patience.

You join the others, except Fungus who is staying at the Abbey, and meet with **Lorian Ormseer** at the arcane waypoint. As the sigils ignite, you take a final moment to study the marking etched into the stone beneath the House of Reflective Light—burning its shape into memory as the Light flares.

You emerge within the **Arcanum of the Aetherion Academy**, the hum of structured magic thrumming through the chamber. Realmwardens stand watch around the waypoint, hands resting easily near their weapons. They recognize you immediately. There is no challenge—only acknowledgment and a nod of reassurance that you and your friends are permitted.

You take the opportunity to carefully observe the sigil anchoring this waypoint as well. Another means of travel to hasten your return to Qal'dynn when time requires.

During your stay in Qal'dynn, you meet Melain as promised. She is relieved—perhaps more than she lets on—and grateful for the escort. Together, you make arrangements to travel back to the Abbey with the children under your protection, ensuring they will not have to walk dangerous roads alone.

You are also granted an audience with the **Elle'berian Council**, advisors to the king. There, you speak plainly of what you witnessed: Rel'Udomina's infiltration, their sabotage, and how the Abbey of Light was nearly undone from within. The council listens carefully. While they have no immediate intelligence to offer, they promise action—dispatching informants throughout the **Bathaen Empire** to watch for further signs of the organization's hand.

You leave Qal'dynn and travel to **O'naren**. There, you visit **Suonot Tu'osaar**, discussing the possibility of reforging your armor. He examines your mithral chain mail with a practiced eye and offers you a choice: an upgrade to mithral splint for a modest fee (200 gold), or the chance to purchase a new set outright (400 gold)—both offered at a cost far below what such craftsmanship would normally demand. "Heroes shouldn't walk unprotected," he tells you simply.

At last, the road turns back toward the mountains. You travel with Melain and the children, guiding them safely to the Abbey's gates. As the familiar site rises before you and the bells of the Abbey sound in the distance, you feel a quiet certainty settle in. Your deeds are a great service to the people of the Abbey and the Borealian Sway, and they are thankful.