

[Undergoing Updates]

-Born in the early 4th age (precise date unknown but roughly between 100-200) within the swamps of Morytania south of the modern day Haunted Woods. His biological parents, Johann and Maria Ivanov, died when he was relatively young (9-10) from disease; he was later subsequently found and taken in by a nomadic hunting troupe led by one Samuel (they had no name, but when pressed Silvarius would later call them the 'Lightseekers'.)

-Silvarius grows up, regards the hunters as his found family and develops skills as an ace archer. Particularly grows close to another hunter, Anastasia, whom he develops never fully realized romantic affections for. When the Lightseekers find a cache of runes left behind by Saradominists from the God Wars, he is one of the few that can make use of them for rudimentary combat magic, his preferred element being fire. They then use this to successfully hunt down the Araxyte spiders, suffering some losses but ultimately gaining new weaponry that strikes fear into Morytania's vampiric denizens.

-Alas, all good things come to an end. At roughly 25, the troupe starts getting picked off one by one in increasingly brutal ways despite their attempts at evasion. Fed up with this and against the advice or wishes of Samuel or Anastasia, he sneaks out one night to confront the threat - who winds up being none other than Gregorovic, his ancestral father. Silvarius is defeated in spite of his best efforts and gets killed and subsequently raised as Sliske's newest undying servant.

-Silvarius naturally resists this new fate - and pays the price for it in pain, lots of shadow magic scars and in the slaughter of the rest of the Lightseekers who remained after a failed escape and reunion attempt (though later he observes that Anastasia survived and became a wandering exorcist). Eventually, he resigns himself to his new situation, becoming acquainted with Sliske, his new master and one Caroline Ivanov, his ancestral mother (and the one who eventually becomes Gregorovic's Chosen).

-Sliske mostly leaves the new wight under Gregorovic's more immediate (lack) of care. Under duress within hidden catacombs in the Barrows and later in external expeditions, Silvarius starts to develop and cultivate his arcane intuitions as well as a new innate capacity with ancient shadow magic that particularly feeds off of and manipulates memories of despair and suffering. While others like him in descent are captured, none of the others quite measure up to his success as a necromantic experiment - for which Sliske dubs him 'the Firstborn'.

-Owing to the circumstances, he is largely blind and numb to the centuries that pass in between his wighting and his later Sixth Age involvement. The only memory that distinctly stands out is Gregorovic dragging him into the incident where the third Fury sister dies largely as a distraction, and incidentally makes an enemy of one of their lieutenants, a butcher demon named Arasthrus, for burning off one of his wings with his shadowy flame. He becomes infamous among them as "the Faceless Assassin."

-This monotony is finally broken by Sliske deploying his secret weapon as part of the conflict in the Heart of Gielinor, where Silvarius is assigned as the Faceless One's second in command, much to his own dismay. However, this becomes a blessing in disguise by the time of Sliske's Endgame - left to watch the Necropolis during Zorial's showdown with Sliske's champions. Once Gregorovic and Sliske both fall, he is finally free from the strings long enough to escape - though Arasthrus tries his damndest to prevent him.

-He finally emerges from the Heart and sees the sunlight for the first time as the eclipse fades out, shattering the mask from his garb in the Kharidian sands. But the modern world is very unfamiliar and there is little place in the green kingdoms for a quite literal undead creature of the dark. As such, he heavily obscures his undeath and largely relegates himself to traveling the outskirts; though even that isn't foolproof, as he has an altercation with H.A.M at one point.

-His first foothold into a new purpose comes when he wanders into the vicinity of the Gulvas Mansion and gets involved in the events of Broken Home (when he figures out just how old he is from one of Reldo's histories). His unique experience and training let him solve the mansion's woes and even save the life of Ingram Gulvas in the process. In return, he asks to stay in the newly exorcized manor, revealing his true nature in the process.

-From his new lodgings, Silvarius sets out to learn as much as he can about the world he missed from the mansion's library and from combing what can be salvaged from the Asylum below the estate. In the process, he ends up writing to and becoming pen pals with several of the authors, notably Reldo and one Ali the Wise. Having a new taste for scholarship, eventually he ends up meeting and getting a recommendation from the librarian to check out the Digsite.

-He starts making the rounds there - unusual, but with undeniable talent and intellect. Opportunity strikes when one collector of tales and disgraced academics, the Curator, attempts to appeal to the archaeologists to view his proof-of-concept for living history. Silvarius indulges him where the others don't, and he finds that his work directly relates to the personalities of the Heart conflict. He opens up about his past in private - and a collaboration and friendship is formed.

-Eventually wishing to untangle the scars of necromancy left on his person and be laid to rest, Silvarius seeks out none other than Harold Esquire Death himself. The diagnosis is not promising - the only way to untangle the threads at present would destroy his soul. However, that inquiry is interrupted by the rift from 'Til Death Do Us Part forming, largely siphoning off the negative emotions of Moia feeding the rift as a stopgap measure. He ends up meeting and teaming up with Zorial and Alcana in the process.

-This alliance ends up extending into resolving Curse of the Black Stone, which brings Mr. Mordaut into his scholarly orbit. While somewhat hesitant at Vindicta's involvement bringing back his old ties to the Heart, the dragonrider largely doesn't care because of no personal vendetta. He largely serves as intelligence, reconnaissance, and great sneaky single target DPS, particularly against one Taraket the Necromancer.

-He hesitates to get directly involved in the events of Desperate Times due to a lot of lingering stigma surrounding his person, but keeps up his scholarly work in being admitted to the Archaeology Guild. Eventually he gets answers as to why Reldo gave him a chance - namely the revelation he is actually Charos, who hails roughly from the same ancient Morytanian neighborhood. [Also, it helps that Silvarius looks rather fine for a dead man.]

-When the Monolith is raised and opened, Silvarius quickly climbs the ranks of the Guild with his specialized knowledge and heterodox scholarly approaches, aided by understudies Allison Harmon and Brian Fitzharmon. He rises as a candidate for Guildmaster, though surrounded by much controversy as many in the green kingdoms object to an "unholy creature using dark magics" leading the institution (something that leads to a connection with Ariane due to her curiosity over the controversy). Answering his critics with a vivid screed against necromancy and scholarly idleness alike, he eventually becomes Guildmaster - with a shiny new mattock made by Zorial and Linza together.

-This leads to him becoming more involved in the events surrounding Desperate Measures and the Orthen digsite, such as running errands for his old friend and colleague the Curator and becoming acquainted with one Vicendithas (with whom they mutually work through trauma related to similarly terrible dads). However, of course, all is not well. In the process of unraveling the Shadow Vault he figures out the true identity of one Dr.Nabanik, that for the time being he keeps quiet as he finds a lot of odd activity in the Guild's records that he didn't sanction...

-Azzanadra's Quest winds up being major for a number of reasons. He incidentally keeps an eye on things to follow his suspicions most of the quest while Zorial and sometimes Alcana stumble through it. He finally works up the courage to return to the Heart when pinpointed; and winds up humiliating and properly disowning Gregorovic, siding with Helwyr to give Seren's forces a definitive victory. Later, when the betrayal is discovered, Silvarius ends up especially incensed at feeling used and cuts ahead of Zorial's indecisiveness in revealing the Zarosians' plot. Which catches the attention of his god of choice, Saradomin...

-This later leads to a proper audience with Saradomin. He commends his drive to seek righteousness in spite of his long unlife's terrible circumstances, and due to sympathy and a new lack of numbers is officially admitted among the god of order's numbers as the Silver Evening Star. He gets an unexpected visitor in Helwyr ahead of the Battle of the Monolith, forging a bond in common suffering that gets taken to new heights under the pressure of the conflict. Once the dust settles, Silvarius is deemed a friend of the Cywir hunters, partially out of new fire-forged kinship and partially out of spite aimed in Gregorovic's general direction. He also agrees to a favor - excavate Gregorovic's old lab to recover personal effects from the scouts he butchered.

-Both of these ties quickly come into play as the events of Elder God Wars properly start. He gets some new duds from being a Saradominist officer and a mod on his noxious bow courtesy of Zorial and eldritch crossbow components. As Guildmaster, Silvarius is first involved with the

Senntisten digs, which he puts Allison in charge of - and notices with horror a familiar mask and glaive left in the Inquisitor's Office. However, the great bulk of his time is spent repelling the forces of the Glacor Front great and small among his older scholarly and new elven allies. He later gains an additional hat as a begrudgingly accepted overseer and supervisor of the activity of Zamorak's necromancers - and meets the refreshed ire of the Twin Furies in the process.

- As the situation in Senntisten grows more and more desperate, Silvarius holds out well and ironically does better, having more despair fuel to draw on to repel the Glacyses. But it also makes him agonizingly more aware of the stakes as the alliance crumbles from within by attrition...

-Extinction - he's one of the core team, and fits right in with the Daddy/Mommy issues club shared by most of the party, definitely far on the found family side since his blood screwed him over. Besides that though, he gets to make contact with Angof, who recognizes Helwyr's seal on his lapel, and he gets more of an understanding of the plight of the tribe. Between Vicendithas building on his father's research and thinking of plans afterwards, he gets an idea - perhaps his old bastard's notes could yield insights into helping ameliorate the elves' plight. After all, in the span of under a year Helwyr and his hunters have felt more like family than Gregorovic ever did...

-Of course, after the dust has settled in EGWD, Guildmaster Silvarius has a lot of work to do cleaning up the grounds above and below, which occupies the majority of his time for a while. In the process, he ends up discovering the abyssal rift in the Senntisten Asylum. All the while, anxiety looms because he never did end up seeing where Gregorovic got to during the siege of Senntisten...

Warning: Twilight of the Gods spoilers ahead

-And finally show up Gregorovic does. However, in following his bloody trail, he's hit upside the head with the truth: Sliske had been using him and Greg's other blood relations to gaslight the actual Cthonian Erasinius into believing he was him, who has an affliction like his now friend Senecianus did with Rowena. Putting all his new knowledge to use, and mourning and honoring Nabor's demise, he weaves the spell and concoction to exorcise the deluded demon. The whole endeavor exhausts him immensely, and mostly puts him emotionally out of commission. But perhaps his new Cthonian...friend?...can offer some help as penance for past wrongs done...