

Eldiheim

The region of Kynn now known as Eldiheim is a bastion of blight and corruption home to a growing number of Anathema's children. It is teeming with hazards to outsiders and the uninitiated, and its borders slowly creep outwards, into the wider world.

The nature of the realm tends to rebel against this sort of intrusion and corrosion, overtaking it in turn, but this particular area is the demesne of the raksha known as Flickering Moonlight Serpent, a fae that was corrupted by Anathema herself into one of her children, when the raksha was but a kindling spirit, and before it became aware. True Balespawn-born, yet still connected to the land of its origin, their territory is now a foothold into the greater arena of the realm itself, and grows in strength and size as they do.

Eldiheim is one of the very few areas with a direct connection to the Nexus, that bypasses the otherworldly safeguards that normally forcibly cause outsider visitors to pass through the quarantine zone that is the Empyrean Stair. Invited guests of the Balechildren of Eldiheim and curious, accidental wanderers both, can access this pathway - the latter at their own peril - but Flickering Moonlight Serpent will not permit visitors to leave Eldiheim without very good reason, particularly if they intend hostile actions beyond their borders.

Simply put, Flickering Moonlight Serpent is an aberration amongst the raksha, and their territory and plans depend highly on not being noticed by the entities of Kynn that could currently overpower them, many of which interact with the Nexus themselves on a regular basis; and allowing outsiders to bypass the realm's safeguards would draw the wrong kind of attention everywhere they do not want it.

Rulers Of The Demesne

Nathair Balechild, *Flickering Moonlight Serpent* [they/them]

The Charismatic Tyrant

By far the youngest of Anathema's children in Eldiheim, Nathair is also the most powerful among their siblings in Kynn. They prefer the human-like shape they first formed in, but as with all raksha, their form is as fluid as they desire. Thanks to Anathema's blessing, they are in full possession of their true name, and openly share it with family - though never with outsiders - those not Balespawn will *hear static* when it is spoken in any form, or see ~~gibberish~~ where it is written. They go by their fae title around others for this reason. Nathair is the iron fist behind a smile, and his word in Eldiheim is absolute - at least for guests. For his family, he is always kind, open, and welcoming to their desires and requests, provided they don't place his own plans at risk.

Kao Balechild [he/him]

The Secretive Manipulator

One of the eldest of Anathema's trueborn sons, Kao is a terrifyingly skilled tactician. No matter what setback he has encountered, he eventually turns the situation around. He is cunning and manipulative, and knows exactly when something should be a secret, and when it should not. In comparison to many of his other siblings, he comes off as more neutral in his workings, but no less power-hungry.

When confronted with a realm that actively rebelled against his attempts to control it, Kao was the one that discovered the means by which he and his siblings might gain a proper clawhold, and also resulted in the creation and birth of their sibling, Nathair.

Zouo Balechild [he/him]

The Mad Berserker

One of Anathema's trueborn sons, Zouo takes what he wants, when he wants it, how he chooses. He is not stupid - he will not pick a fight he is uncertain of - but he also refuses to plan ahead most of the time, and acts according to his instincts and desires. He prefers to leave the thinking and planning to Kao, and do as he likes, though when family offers a good idea, he'll certainly jump in on it. Zouo is a frontliner that prefers to rip things apart with great ferocity.

Mørke Balechild [he/him]

The Shadow Assassin

Son of Pariah, Mørke prefers the claws-on approach when dealing death to further his own plans, or those of his family. He does not lack the drive for personal power, but prefers to be the executor or spearhead of a well-formed plan from one of his siblings, instead of stuck working something out on his own.

Förräderi Balechild [she/her]

The Enemy's Enemy

Corrupted in the egg by Anathema after being stolen in an act of revenge by Zouo, Förräderi hatched with a love to watch others betray and destroy themselves. Her preferences lie in turning allies against one another, and watching camaraderie turn to malice. The enemy of one's enemy is not truly their friend, but still their enemy.

Oenanthe Balechild [she/her]

Mother Of Poisons

Daughter of Pariah, Oenanthe specializes in the wild growth of terrifying plants, and has made a large swathe of Eldiheim into a garden of toxins, many birthed of her own moss. She is only overtly hostile to those who would damage her plants, or her charges, as she is the most likely to look after new members of the family.

Tend Balechild [they/them]

The Diligent Cultivator

One of the many children of Paroxysm and Malice, Tend is right alongside Oenanthe managing the wild gardens of Eldiheim. They're also looking forward to developing their own styles of plantlife once they grow a bit more.

Thrive Balechild [they/them]

The Wild Blossom

One of the many children of Paroxysm and Malice, Thrive delights in all manner of life, both the sprouting kind, and the not. While very attached to Oenanthe and her gardens, they are also enthralled by Nathair's recent recreational breeding project, and has been happily lending their claws on that front.