

Character Name:

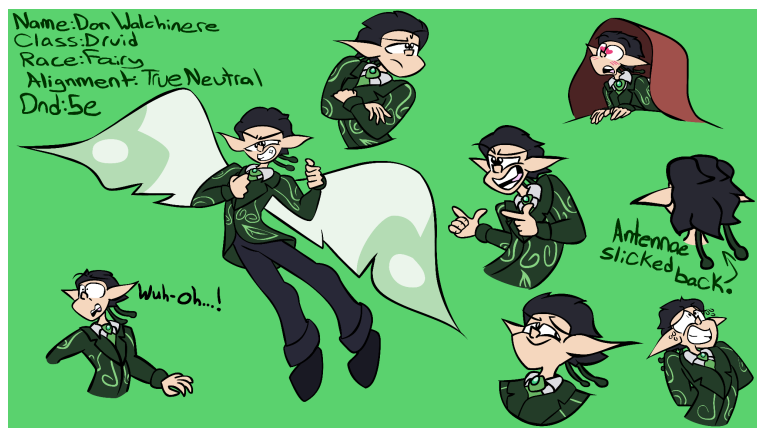
Jo Nih Haranu

Pronouns:

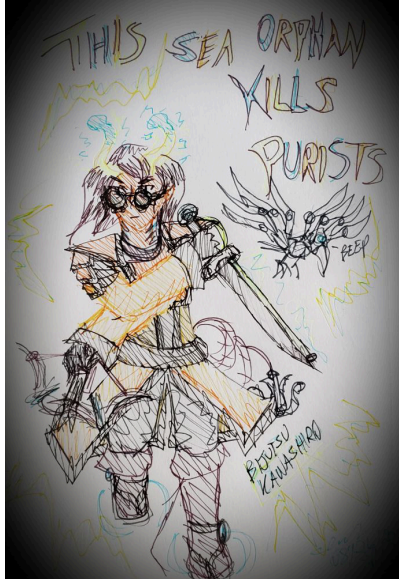
she/her

SPECIAL NOTE:

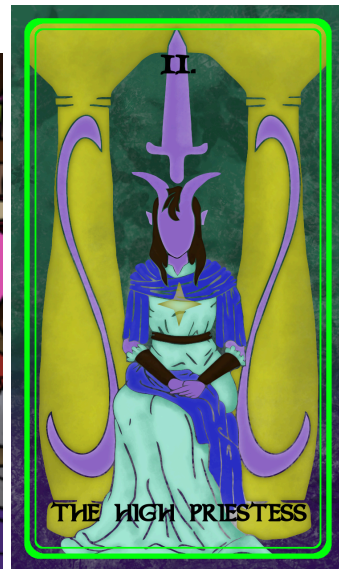
Jo Nih is the main 'questgiver' NPC from a nearly [4-year long D&D campaign](#) I ran with [NYChannelRS](#), [ZorialDiamond](#), [RomEngine](#), (occasionally) [SaxSpieler](#) and [Geena](#), along with non-artfighters Laton, Sepulchre, and AesirWarrior. While the rest of this doc is a whole lotta gobbledegook about Jo's fictional backstory, anything else that touches on the campaign is more than fair game. That includes prominent NPCs from Runescape like Ak-Haranu or Sani Piliu. Or the players' wonderful characters, like Julia's gangster mom Kani Gan, dream siren Muso-Ka, or fairy troublemaker Don Walchinere



Zori's punk engineer Bijutsu Kawashiro, manic barbarian Sigurn Thromsdottir, or eldritch paladin Alcana Theresus



And Rom's robot samurai Jinko Jinrui, feckless bard Wirsind Zaleis, or sheltered Saradominist researcher Narissa von Bloodmont



...and for funsies, here's the group shot



Physical Description:

Effortlessly imposing despite her average height, Jo Nih cuts a lithe figure with an olive complexion. Her hair, an almost blackish-red, is long and wavy, and her features, while soft, are usually hardened into a grimace or a scowl. Her eyes are green – the right lightly scarred and permanently dilated from an encounter with Cao, majordomo of her late father's khanate, before she managed to exile he and his rebel soldiers from Haranu. A privateer, she prefers flowing jackets, loose blouses, and heeled boots that hook to the ropes, but as khan she adopts more formal (if still functional) wear – kataginu over plain hakama, tabi, and her family's sakura crest at her forehead.

Personality:

Callous and abrupt, Jo Nih has spent the majority of her adult life corralling roughneck would-be pirates into a functional crew for the Council of Khans. She brooks no nonsense, and carries a profound sense of justice. For those who have proven themselves loyal, she will spare no effort; betrayal can only be answered with blood. She struggles constantly between her ambitions to live up to the qualities of a just ruler and her desire for the power to silence those who would stand in the way of her utopian vision.

Bio:

The youngest daughter of the royal family of Haranu in the Wushanko Isles, Jo Nih rebelled from courtly life by taking to the sea as a pirate, and later a privateer... until her father's death forced her back to a khanate in chaos, under assault by its treacherous majordomo Cao, rebels within the military Vanguard (led by Colonel Woo Changgok), and rival kingdoms. Recruiting a team of westerners –

including duty-bound paladin Alcana (ZorialDiamond), dwarven drifter Loge (AesirWarrior), astute druid Notrix (Laton), exiled spy Alastor (Sepulchre), fairy troublemaker Don (NYChannelRS), mischievous bard Wirsind (Rom The Engineer), and stodgy Wizard Peyton (AesirWarrior) – as well as turning to her most loyal soldiers – scout Fukuro (Sepulchre), master infiltrator Shiruku (Laton), tiger rider Subayai (), tech wunderkid Bijutsu (ZorialDiamond), sirenic dream expert Muso-Ka (NYChannelRS), and golem prototype Jinrui (Rom The Engineer) – Jo Nih would bring her brother Akira “Ak” home, ascend as khan of Haranu, and finally repel her island's enemies, all while Changgok ran a vast gamut of conspirators against the rightful heirs, including slavery rings, drug cartels, fire-breathing turtles, giant robots, and the Occult.

However, even as Jo Nih contended with Changgok and his allies' dark magics, she found herself drawn deeper into forbidden esoterica – the way of Haricanto, which became not only a tool against her enemies, but against the protests of her people. In another age, Haricanto had been the talented arcanist who sealed Yd'Vorath, one of the elemental Pentarchy who once stood over Gielinor like gods. But it had cost Haricanto his body and mind. Now, sensing Yd'Vorath's tendrils upon the world again (not least in the madness of Changgok), it could only feebly reach across the veil. In her final battle with Colonel Changgok, forced to draw upon her reserve of Occult power to preserve Haranu, Jo Nih found herself flung across time and space to the forgotten continent of Solamanta, where she stood among many of her old accomplices, as well as new allies – scholarly assassin Nia (Sepulchre) and ancient gold dragon sorcerer Rincek (SaxSpieler). Together, they pushed Yd'Vorath back into a liminal dimension, but it came at the cost of Loge, forced to serve eternally as the being's warden, and Jo's own future, her life shortened to a year. Regretting her actions as khan, but unwilling to brood, Jo Nih took to the sea once more, having been relegated to palaces for far too long, and set sail for the fabled southern continent, looking for one last adventure.

Additional Info:

<https://heirofharanu.obsidianportal.com/characters/jonih>