

Stormguard Temple Champions

- Terra Lupis

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Summary

The Stormguard champions are a select few who have proven their worth in the order and help lighten the workload of Sival the Warpriest and his wife, Murose the Battlemaiden. This workload includes training and assessing new initiates. These champions are so closely bonded that they consider each other family and like family are willing to let others fight their own battles. Two of them are openly approachable, while the third one sends 'agents' out to do her bidding. The champions leave the temple from time to time but have found it to be more of a home than their homeworlds/village. The champions have throne like chairs that sit near the Stormguard's arena in the perfect position to observe all the goings on in the arena. Each chair backs onto the respective champion's private quarters.

Introduction to the Stormguard Champions

Due to TheTripleH and myself (Terra Lupis) creating the champions, we got carried away and essentially made their section explode in the Uveto VII document. Therefore this document covers all this to know about the Stormguard Champions and their respective Gauntlets.

Temple Champions

The Champions are highly approachable and will gladly help educate the PC about the order and themselves as well as answer any more personal challenges that the PC might issue.

The Champions are:

- [Arjbold the Viking Brute \(Puppystud\)](#)
- [Freicia the Wild Valkyrie \(Catty Mistress\)](#)
- [Barosk the Mysterious \(An Irresistible Force\)](#)

Champions' Gauntlets

Speaking to each of the Champions/Champions representatives will have them approach the leaders of the Stormguard to seek permission to organize a Gauntlet Tournament. The Champions would request it based on their own personal recommendations (Sexing them up, beating them repeatedly, getting closer personally, etc. can all contribute. Their affection meter would have to be around 90% for them to decide to place their faith and sponsorship on Steele)

All loot weapons are priceless relics in their own right and only black market dealers would be daring enough to fork over credits to buy these rare weapons.

For the gauntlets see the documents in the previous section.

No Teasing In The Gauntlet

Like with other dungeons/quests that have groups of enemies (or one very enraged enemy in Arjbold's case), attempting to strip will have no effect. Acting like a bar wench in a brother/sisterhood of warriors? Likely to get you jeered and booed from the spectators. This gauntlet is meant to test Steele - and by extension, the player's - abilities to utilize their own skills, weaponry, and inventory of items to aid them in fighting against the Guard's finest. However if the weaponry and/or abilities deal lust damage, you will be rewarded with cheers from the spectators (and the occasional wolf whistle/cat call).

Room Descriptions

Room K19 - Inspection Circle

The stone wall of the arena curves around to give way to the Observation deck, where three figures sit in full view of the arena. The impressive stonework gives beauty and grace to what would normally be three sets of rudimentary staircases. Your eyes then catch the floor and the

design therein and again you are astounded by architecture of such craftsmanship. The floor is paved in a simple circular pattern, with a stone cylinder in the middle, serving as a pedestal.

{Random variable:

You see that Freicia has visibly relaxed and now watches you with glee-filled eyes. Lying near her are what appear as two giant wolves, one white and the other black. They also seem to have their gazes fixed on you with what can only be described as puppy dog eyes.

/Random variable:

Freicia is watching you with delight in her eyes, while petting what appear to be two giant wolves, one white and one black. The wolves obviously enjoy the attention, as their eyes are closed and clouds of steam emanate from their nostrils.

/Random variable:

You notice Freicia watching both you and Arjnold with determined eyes. A pair of giant wolves pace around Freicia's throne as if playing an intricate game, searching for some hidden source of food or attempting to entice their mistress to go with them on a journey around the temple and Irestead.

/Random variable:

Freicia has now visibly relaxed and watches you with jubilant eyes. Two giant wolves are lying on their backs, asleep and dreaming as their feet kick about every so often.

}

{Random variable:

You assume Barosk is watching, as the hood seems to bend slightly your way. However, the shifting shadow which envelopes her makes any motion indistinguishable. Her agents seem to flit around every so often and strangely not a word can be heard.

/Random variable:

You can only assume Barosk is watching as the hood seems to bend slightly your way. The constant movement around her though makes it difficult to gauge. There must be something important happening somewhere as the flow of agents to and from her side is relentless.

/Random variable:

You can only assume Barosk is watching as the faint whisper of movement emits from her section and a shadowy figure whisks away. The slightest sound of credits chits being clicked together as if being carefully counted can be heard coming from the general area of her throne.

/Random variable:

You can only assume Barosk is watching, even in the absence of all her agents. Even without agents around, you swear you can still hear the soft sounds of blades being sharpened by a grindstone.

}

{if won against Arjnold last time:

Arjnold observes enthusiastically while cracking his joints and shaking himself down in anticipation for your next invitation to spar with him. His mighty hammer sits beside his throne waiting for a student to be disciplined or a hunt to be called.

/if ran from Arjnold Gauntlet last time:

Arjnold stares at you with a glare that, if looks could kill, would leave you as a smoldering crater. As if sharing its owner's mood, his hammer occasionally crackles with electricity.

/if lost against Arjnold last time:

Arjnold maintains his frightening glare while cracking his massive knuckles.

/else:

Arjnold watches you with a wild-eyed stare while stretching himself out awaiting the challenge of another sparring match. {random variable:Quite bizarrely he seems to be whistling the tune of a centuries old video from Terra that went by the name of Diggy Diggy Hole. You can't help but chuckle.}

}

{first time visit after the initial scene and one day has passed:

Freicia speaks up, "Hello [pc.name], with which of us do you seek an audience with today? It is good to see that you and Arjnold have let bygones be bygones and learned to cope with one another. That reminds me, *</i>ARJNOLD!*<i>* Your students wanted Barosk and I to thank you for the extra effort and encouragement you have been giving them, they only came to us to tell you this because they know how much you listen and take on board what we say compared to them."*

/next visit after at least one day has passed:

Freicia speaks to you from her throne, "Hello [pc.name], which one of us do you seek an audience with today? **Oh**, for the Storm's sake, Arjnold! **Would** you at least forgive [pc.himHer]? You know that [pc.name] could never harm any of us especially you. Your anger is getting the best of you and effecting your teaching. Your students are so desperate for a hiatus from training that they have even approached Barosk and myself at the edge of exhaustion in the hope that we might be able to talk some sense into you."

}

[Arjnold] <tooltip> Speak to massive Ausar with the blazing hair. Physical strength might not be

his only strong suit, right?

[Freicia] <tooltip> Engage in conversation with elegant Milodan mistress. She always seems too happy to spare an ear for you.

[Barosk] <tooltip> Communicate with the Mysterious champion? Or at least one of her agents who speaks on her behalf.

[Taunt] <tooltip> You grow tired of their antics and decide to challenge them at the same time. What's the worst that could happen?

Room M19 - Arjnold's Chambers

Arjnold's room flaunts his obvious talent for his previous vocation now chosen hobby: piracy. The walls are littered with various prizes varying from weapons socketed into the very walls of the chamber to massive trophy pictures and pieces of underwear of all the different humanoids he has conquered over the years varying from a female intergalactic superstar to a hermaphrodite slave auctioneer and his harem. With all the trophies when you approach any of them, it appears Arjnold is not only a pirate of some renown and constant sexual predator but also has very well hidden OCD as he has statistics listed for everything about his trophies, even to go so far as to number of times particular lays discovered where he came from, sought him out and then slept with him willingly.

Room I19 - Freicia's Chambers

Freicia's chambers displays her affinity for the love of the hunt. Scattered around the place are various hunting trophies as well as pictures of several dignitaries with your father and amongst all the other photos one photo you're drawn to is of her with your father, Celise and Anno. The largest picture however hangs over the fireplace and is of herself, Sival, Murose, Barosk and Arjnold who are all huddled together like any normal family. You notice a massive bed, so large that steps lead up to it, topped with a massive metal sunburst as the bed head. Behind her bed, you hear machinery and muffled moaning.

Room K17 - Barosk's Chambers

Barosk's chambers quite intriguing as they split into two sub rooms the first sub room is obviously for business and features a massive coordination desk, ceiling scraping bookcases filled to the brim, a fireplace and comfy chairs, cushions and gel bags (futuristic bean bags) scattered around the room. Through a set of heavy fabric curtains is Barosk's personal room where only one wall is cluttered with bookcases in a similar state to the ones in her office/restroom, another wall is taken up by two massive carvings and a fireplace with paintings scattered around the place. The third wall is taken over by a massive bed with a massive canopy overtop and an impressive holomural.

Scenes

Initial Scene

//First meeting

You head on through to the arena to the [west/north], and pass through the huge, impressively etched doors to be greeted by the sight of a large circular arena. From your position you can see that three figures are in the ideal position to observe the arena from above. Once you make your way around the outside of the arena The one to your right, a well-armoured Ausar with a fiery beard sits on a great throne, whilst the one to your left, a {PC met Milodian Barbarian:Milodan female //humanoid resembling a sabretooth tiger from Terran prehistoric times} sits on a grand seat covered in furs. Somehow she looks familiar you just can't seem to

recall why. {PC hasn't met Milodian Barbarian:Your Codex chirps pleasantly to alert you that the humanoid is in fact a Milodan female.} The figure in the middle, however, retains an air of mystery. The figure seems to blend in almost perfectly with the surrounding shadows, the only sure way to define that there is someone there is the glowing set of eyes that pierce through the shadow and give an edge to the figure's form. Your gawking is interrupted by the fiery Ausar to your right standing up from his throne and declaring *"Halt, stranger! State your business now or may the Storm help you!"*

You halt in your advance towards the middle figure in the trio, in the middle of the stone observation circle, to reply to the behemoth of an Ausar.

[Taunt] <tooltip> You answer to no one. What's the worst that could happen?

[Honesty] <tooltip>This is their domain. The least you could do is answer their question.

Honesty

{Hard Variable

You ignore the intimidating Ausar and turn to the Milodan Barbarian. You gruffly ask her, "What exactly is your role and position here?"

/Mischievous Variable

You look at the towering Ausar and tell him, "I'm just looking around. It's an interesting place you have here. I was told that there was tour guide that I was supposed to wait for. Are you the tour guide?"

/Kind Variable

Being the obvious stranger amongst the evident pantheon you deliver a measured response in the hope that it pleases them; "My name is [pc.name] Steele. I was merely curious as to who you might be and what your role around here is exactly?"

}

You watch on in amazement as the middle figure seems to fly from their chair to stand in front of the massive Ausar and start gently pushing him back into his seat, a blurry figure flies in from the corner of your vision and comes to a halt in front of you. This figure turns out to be the Milodan mistress who gently ushers you out of centre of the room and more towards her area of the viewing platform.

"I am Freicia, the shadowy figure is Barosk, and the Ausar that has a temperament as heated as his fur is Arjnold. The three of us are the Stormguard's champions, heroes of those around us as well as the Order's battle mentors. We watch over the arena to help those that might need our assistance. We each have our favourites, yet, we will not deny anyone the chance to learn all they can from any of us."

As for your situation I heard the news about your father and why you might be here on Uveto VII through Barosk's agents. We are truly sincere in our respects to your father, he was truly a great man and one of a kind. Even in my home village, my people had a great respect for a man they met only very fleetingly. As for the Barosk's and Arjnold's sympathies towards your father, you will have to ask them individually. </i>However<i> I would advise to be cautious around Arjnold as he is quick to act and slow to forgive. Being the brute he is, your best chance of seeking forgiveness in his eyes would be to earn his respect and trust. The simplest way to do that would be challenging him to a couple of sparring matches and working your way up from there.

You are an outsider and as {stubborn/quirky/well-meaning} as you may be, you also need to earn the respect and trust of Barosk and myself. The two of us have completely different objectives as how they may be obtained. Speak to us individually when you are ready."

[Arjnold] <tooltip> Speak to the massive Ausar with the blaze-red mess of hair. Physical strength might not be his only strong suit, right?

[Freicia] <tooltip> Engage in conversation with elegant Milodan mistress. She always seems too happy to spare an ear for you.

[Barosk] <tooltip> Communicate with the Mysterious champion? Or at least one of her agents who speaks on behalf of her.

Taunt

Items

Mjolnir

Type: Melee Weapon

Short name: Mjolnir

Long name: Mjolnir

Description: a single handed legendary status warhammer.

Tooltip: Mjolnir started off as a block of Iridium 1803 that was raided from cargo ship and transformed by Arjnold into his trusty warhammer. To complete the transformation, it had a handle and shock nodules attached to it, runes etched into its surface as well as being bolstered by other lesser metals. This hammer is more than worthy as a representation of its Norse namesake. It leaves flailing and broken bodies in its wake.

Attack Verb: shocking smash

Attack Noun: shocking smash

Flags: Crushing, Energy Weapon

Physical Damage: 21 (15 Kinetic, 6 Electric)

Base Price: 15,000 credits

Location: Wielded by Arjnold, Obtained by conquering Arjnold's gauntlet.

Dragonfang

Type: Melee Weapon

Short name: D.Fang

Long name: Dragonfang

Description: a two-handed trophy spear

Tooltip: Dragonfang's origins are long and lengthy but to keep it short, it is a trophy of Freicia's raising to the status of Champion following the success of her greatest Lureling hunt. The spear appears to be as close to the embodiment of the planet as you will ever get. Those unlucky enough to face its sting regret it.

Attack Verb: freezing stab

Attack Noun: freezing stab

Flags: Penetrating, Freezing

Physical Damage: 21 (9 Kinetic, 12 Freezing)

Base Price: 12,000 credits

Location: Wielded by Freicia, Obtained by conquering Freicia's gauntlet

Swiftshade

Type: Ranged Weapon

Short name: S.Shade

Long name: Swiftshade

Description: an assault rifle plucked from history.

Tooltip: Swiftshade, or at least what you think is Swiftshade, is considered the deadliest weapon in several systems. Said systems also only speak about it in hushed whispers fearing its reappearance. This assault rifle has been key to many a historic moment. Could it be there for yours?

Attack Verb: shoot

Attack Noun: plasma ball

Flags: Energy Weapon, Plasma

Physical Damage: 22 (14 Burning, 8 Electric)

Base Price: 17,500 credits

Location: Wielded by Barosk, Obtained by conquering Barosk's gauntlet