

General

Name: Alcana Theresus

Titles: Master of the Unknown

Age: 29

God Alignment: Saradomin

Date of Birth: Bennath 26

Gender: Female (she/her)

Sexuality: Demiromantic Asexual

References

 Alcana Reference Images

Physical Description

Height: 5' 11"

Hair: Dark brown, shoulder length, usually tied up in a bun.

Eyes: Hazel

Face: Round face, sharp eyebrows.

Body: Fair skin, rectangle body shape, well-toned build.

Scars: Some healed-over pincer marks across her general chest and abdomen area. Usually not visible.

Voice: Direct and pronounced while trying to avoid coming off as harsh.

Voiceclaim: Madeline Reiter as Bronya from *Honkai: Star Rail*
(<https://www.youtube.com/watch?v=r7beAZraPNc>)

Outfits

Battle: A simple set of tempered steel plate mail and chain, fairly simple to upkeep with common materials and reliable, adorned with the colors and symbology of Edgeville and the dot-surrounded Saradomin stars - representing her order.

Casual: A set of an azure bodice and short skirt with long stockings and thighboots.

Formal: Usually very simple but respectable with formal wear, she prefers to not overspend on even nice clothes. Equally likely to be either mainland or Wushankoan style depending on the occasion.

Weapons: While she's gotten fancier ones over the years, she tends to stick to wielding either a flail or a longsword paired with a shield.

Fighting Style: She's a melee frontline fighter and tank, tending to be one of the first into battle drawing enemy attention away from whoever her allies are while augmenting her offense and defense with various prayers and some holy magic. Most of her battles are matters of endurance and outlasting her opponent over doing a whole ton of damage.

Personality

Overview: Serious, but with an underlying warmth and kindness. Strong willed and wise for her youth, but sometimes rigid and inflexible in her thinking. Has a strong sense of responsibility and conviction that both compels to action, but also can mire her in guilt for failures, perceived or otherwise.

Strengths:

- Strong convictions and conscience.
- Determination and endurance.
- A trailblazer's spirit.

Weaknesses:

- Terrible at lying and anything resembling it.
- Has a hard time letting herself just take a break.

Flaws:

- A sometimes rigid, inflexible way of viewing the world.
- Tunnel vision - not recognizing when working smarter, not harder, is the solution.
- Reading too much into things.

Wants:

- To live as simple and as ordinary of a life as she can manage.
- To be true to her ideals and convictions, no matter how unpopular they may be.

Needs:

- To pursue any and all obscure dangers within her power to protect the 'ordinary world'.
- To be of service to others around her in whatever way she can.

Quirks:

- In idle moments she tends to obsessively clean the pieces of her armor right down to the smallest rivets and fasteners.
- She tries to collect seashells from the places she travels to if they are available - if not, interesting stones will suffice.

Fears:

- Failing to be there to protect what she cares about most. As skilled as she is for her age, she's aware she's just a normal human amidst a lot of ancient and powerful beings, and there are limits to what she can do. She just doesn't want that to cost anyone else she cares about.
- Becoming a monster herself, literally or metaphorically. She's already had to mercy kill one of the people she cared about most. What else will doing the "right thing" and facing the unknown cost her - her conscience, her very humanity?

Relationships with Others

Romantic

- **Alastor Magnus:** A rogue formerly in the employ of Ardougne that Alcana met as part of her investigations into the Black Stone conspiracy. After they had one another's back in many life-or-death scenarios, they developed a tight bond. He often serves as her shadow, and helps her with gathering intel from Gielinor's darkest corners.

Friendships

- **Devin Smith:** Alcana's childhood best friend and the son of the blacksmith who was looking to apprentice with a goldsmith in Rimmington. Was sadly transformed into a Crassian, which Alcana ended as an act of mercy. She keeps up his memory through metalworking and through the silver bracelet she wears underneath her armor.
- **Sji Hanin:** Former White Knight (Sir Han) and her mentor in the Shieldsworn and master in all things eldritch and obscure after the Crassian attack on Ashdale. He helped guide her on her early investigations until those involved with the Black Stone conspiracy took his life. She now occupies his old spot and works to continue his legacy.
- **Sir Owen Sonde** [https://runescape.wiki/w/Sir_Owen] : A frequent colleague in the field of investigating the strange and obscure for the sake of the good and righteous. They bond over many of their common misgivings with the orthodoxy of the White Knights and those like them.

- **Ak-Haranu** [<https://runescape.wiki/w/Ak-Haranu>] : An Eastern trader she originally came to know just to earn passage to the restrictive Wushanko Isles, they continue to share a friendship where they exchange trinkets and stories, seafaring and otherwise.
- **Brother Celerity** [https://runescape.wiki/w/Brother_Celerity]: An ally of the Shieldsworn who frequently helps with ascertaining and combatting demonic threats, especially in current days. The infernal isn't Alcana's domain of expertise, so she often falls back on his guidance.
- **Savant** [<https://runescape.wiki/w/Savant>]: A colleague she works with often when working in concert with the Temple Knights for investigations.
- **Don Walchinere**: A fairy stowaway Alcana met during her journeys in the East. While he initially left a bad impression on her, they resolved into having an odd friendship. Antics aside, he helps her investigate more tightly locked areas, and he catches a ride on her shoulder or in her cloak.

Family

- **Alette Theresus**: Her mother, the manager of her family's fishing shop and small-time participant in Ashdale's public affairs. A generally sensible and level-headed woman, her personality takes more after her.
- **Martin Theresus**: Her father, and the practical operator of the family's fishing vessel. A quirky and laid back individual who collects a lot of trinkets. She takes after him more in appearance.
- **Sayna Theresus**: A great-aunt of Alcana's and one of the ghosts occupying Phasmatys. She often visits on her voyages out East, taking time to hear her stories from days past and borrow old books.

Enemies

- **Necrovarus** [<https://runescape.wiki/w/Necrovarus>]: The necromancer responsible for the current mess of her ancestral hometown of Phasmatys, and that her ancestor stood in opposition to. Naturally, neither of them are too fond of the other.
- **Rabid Jack** [https://runescape.wiki/w/Captain_Rabid_Jack]: A dread pirate Alcana incidentally ran afoul of over the course of her investigations. While she faced him down just to get him off her back, it nonetheless gave her some vital clues to unraveling the Black Stone conspiracy.
- **Morwenna** [https://runescape.wiki/w/Morwenna_the_Cruel]: The necromancer responsible for the attack on her home that resulted in her becoming an adventurer in the first place.

- **Kranon** [https://runescape.wiki/w/The_Ambassador]: One of the main orchestrators behind the Black Stone conspiracy, and a vanquished foe that still lingers with her to the present day. And how could it not, given his suggestion that in another world she became queen of the Crassians?

Relationships with Gods

- **Saradomin:** Her chosen god, and someone she's found little reason to doubt in spite of some of the trials she's faced. She doesn't have a lot of direct contact with him, but got a stamp of approval for her intelligence work, especially after *certain incidents* left the ranks sorely depleted.
- **Zamorak:** Ironically, Alcana held Zamorak in much higher regard *before* having direct contact with him. He regards her as little better than a cookie-cutter zealot, and she has a hard time believing that he's actually real and the way he is.
- **Zaros:** Never really had a reason to like him to begin with, but has an especially low opinion of him knowing that he knew about Kranon and did nothing with it on his own, and especially not after what happened with the Temple Knights.
- **Seren:** Didn't have too strong of an opinion of her either way at first, but watching the guards of Lumbridge and Burthorpe left a bad taste in her mouth, given her past history as a guard of Ashdale.

Other info

Leitmotif Instrument: A trumpet.

Character Playlist:

https://www.youtube.com/playlist?list=PLDzzp_B2JBzWKwtgw0uXTLwDS1mlq8-3V

(Warning: Has musical spoilers from Kingdom Hearts, Bloodborne and Persona 5 Royal, in case that matters to you)

Favorite Color: Teal

Favorite Food: Seafood ramen.

Favorite Locations:

- The cliffs that overlook the sea and the cathedral on Ashdale.
- Whale's Maw in the Arc.
- Dragontooth Isle.

Hometown: Ashdale

Residence:

- Ashdale, at her parents' house
- Phasmatys, at her ghost aunt's house
- Edgeville Monastery, where her order is based

Pets: None as of late.

Skills: How good/bad at the in-game Runescape skills is your character?

- **Expert:** Constitution, Attack, Strength, Defense, Prayer, Fishing
- **Proficient:** Dungeoneering, Construction, Smithing, Slayer
- **Average:** Crafting, Woodcutting, Hunter, Cooking, Archaeology
- **Novice:** Agility, Magic, Herblore, Fletching, Runecrafting
- **No skill:** Thieving, Necromancy, Ranged, Invention

Hobbies: Fishing and fish fry, sailing, blacksmithing and silversmithing, writing and reciting poetry and hymns.

Alternate Universes

D&D - Tale of Gielinor: The spinoff that got more development than the original, in a Gielinor where the gods never returned to walk the earth and a Lot of Stuff is different. Has a lot of common elements with her main timeline, but also some very significant divergences (and even gets alluded to in the main timeline, vaguely!)

It is a lot to read so I'm not expecting engagement with this continuity for someone who doesn't already know it, *but if you really want to*, here's the campaign wiki with relevant tagged entries:

<https://heirofharanu.obsidianportal.com/search?tag=Alcana>

And some related art for this specific version:

<http://www.laton95.com/dnd/art/search?Search=alcana>

(Also, you can DM me for more info!)

Quotes

- "All knowledge has a good use, even the 'unholy' for defending against harm."

- “I ran before...I'm not running away now. My resolve will light a path through the darkness!”
- “I'm not sure Saradomin's divine aid quite works like that, but OK.”

Featured Stories

The First Real Meeting [ The First Real Meeting] by Zorial Diamond

Annals of the Cursed Depths (particularly Chapter 1 and the start of Chapter 3)

[<https://archiveofourown.org/works/26048395/chapters/63347323>] by Zorial Diamond

Worth of Self [ Worth of Self] by RomEngine

 A Eulogy for Master Sji (an in-universe written piece!)

Backstory

(Feel free to DM me for more details if you want to write a story!)

Childhood: In which Alcana was a far more impetuous kid than her current serious persona would suggest - getting lost on ships, angling competitions, taking on a pirate persona, oftentimes roping her best friend Devin into the shenanigans. It's this play that makes her decide to try to take up arms and be a protector instead of carrying on the family's fishing business, and she finds she's actually quite good at it.

The Ashdale Tutorial/Quests:

Where guard work went from being relatively quiet to being serious. While strong in her own right, she also helps guide and direct the other guards to face down Morwenna's forces. Her friends and family heartily support her in journeying to the mainland to better train her skills not just as a fighter, but a holy woman in the Shieldsworn. While she does well in it and it does pay off in helping her defeat Agoroth, it also leaves her with pain crying out for an answers in lands unknown.

The Sea Slug Quests: Tangentially gets involved attempting to look for more clues about the Crassians, since on the surface it initially seemed like it might be related. In spite of it mostly being a dead end, however, she doesn't regret it due to the parts of Gielinor she got to see and the various contacts she made along the way.

Pirate Quests: While she's not got a lot of personal stakes in the surface conflict, her investigations nonetheless take her into the depths of Mos'le Harmless to find more clues. A place where a knight in shining armor sticks out like a sore thumb, and both shenanigans and horrors ensue.

Ghosts Ahoy: Alcana sets out to Morytania to find passage to the restrictive Eastern isles due to her best clue on the Crassians' origins being somewhere in the Wushanko Isles. However, before she can even get there, she has to contend with the mess that Necrovarus has made of the city, fortunately with the help of a ghostly relative.

The Arc/Ports Quests: She doesn't cross paths with a lot of the main Ports adventurers for long, but she finally picks up a solid lead in the form of corruption in the Temple of Aminishi - a threat she's far too outmatched on her own to take on. And in the attempt to find the means to confront it, she finds her master not just dead, but assassinated. While it is a heavy loss, she also finds notes that let her pursue the underlying threat from another angle.

'Til Death Do Us Part & Curse of the Black Stone: Where everything comes to a head. Having found help enough (in Zorial and Silvarius) to confront the dangers ahead, Alcana finally comes face to face with the true nature of the threat she'd been hunting down for so long; something far darker and deeper than mortal ken. While proving her mettle and taking her late master's place as a result of her efforts resolving the crisis, she's left unsettled to her core in a way she could not fully admit to herself.

Elder God Wars: Less involved with the high level decision making, more involved with boots-on-the-ground efforts to protect people and gather intelligence - now with her expertise given the divine stamp of approval, especially on the Croesus front.

Fort Forinthry: Surprisingly quiet, all things considered. While she helps out with the collateral from the Zamorakian Civil War and Zemouregal's machinations, her home field of the dangers of the eldritch and occult seem to have quieted for the time being. Time enough to rest, set sail, meditate, visit friends and family, and just breathe for once...though nonetheless, she remains ever vigilant.

Desert Quests (Current Day): Gielinor's got a crisis of the dead going on - but fortunately her and her fellow Shieldsworn masters are familiar with the territory, spreading their collective knowledge and protection over the various cities of the Green Kingdoms to hold the line until Amascut can be dealt with.