

Servant



True Name: Skuld

Class: Caster or Saber (*I am fine with either*)

Title: The Queen of Necromancy, The Dead Queen

Age: Asking the queen of necromancy from the golden age of vikings that isn't exactly the smartest idea but she looks to be in her 20s?

Gender: Female

Spirit: Earth

Alignment: Lawful Evil

Origin: The Saga of Hrolf Kraki (setting is late 5th century and the 6th century Scandinavia)

STR - D

END - D

AGI - C

MGI - A+

LCK - C+

History/Lore:

Long ago in the 13th century there was an icelandic text written regarding a semi-legendary Danish king of the early 6th century by the name of Hrolf Kraki, recounting his rise and eventual death in battle. A key figure in this legend was Hrolf's half sister Skuld who was half elf on her mother's side and one of the most powerful necromancers in Scandinavian legend.

Skuld came to be when her mother visited King Helgi, Skuld's soon to be father, under a disguise and agreed to sleep with the king before informing him the next morning she was pregnant and about to leave. Helgi was told to pick up his child in nine months from a nearby boathouse but the viking king forgot much to the surprise of nobody really. Three years later a trio of elves delivered a small half-elf child to Helgi's doorstep making sure that the toddler Skuld was with her father.

Skuld did not get along well with her warrior father partially due to how he failed to keep his promise to her mother and partially since magic was beyond his interest and never supported her talents. Helgi was always more fond of his other child Hrolf who would grow up to be a reckless warrior like his father. Hrolf and Skuld didn't fight too much as children though the half-siblings were as different as night and day with them going down different paths in life. Young Hrolf started down the path of a warrior king of vikings while young Skuld dove deeper into her study of magecraft and her mother's heritage to the point of accessing the reverse side of the world and learning secrets from there including ancient rune magic from those who shouldn't be alive.

Skuld was eventually married off to King Hjörvarðr in a political marriage neither truly wanted. Hjörvarðr learned to fear and respect his wife's powers when she demonstrated them to him and her own cunning proved to be equal to his physical might. Skuld's deceitfulness proved useful to Hjörvarðr by helping him maneuver around better politically than if she wasn't around. Skuld had not been around her brother for quite some time before the boy who succeeded his father as king laid a trap for his brother-in-law at a meeting Hjörvarðr refused to bring Skuld along for.

Hjörvarðr was unaware that accepting a sword from another noble meant acknowledging you were subservient to them and must pay them an annual tribute, which was Hrolf's plan when he gave his brother-in-law a magic sword. Skuld was livid that her husband didn't trust her enough to bring her along and that she is now forced to serve her brother. Skuld managed to convince her brother to grant her three years of time to not pay tribute so long as she paid all three years worth at once at the end. This three year period was not wasted by Skuld as she used that time and money to gather a large army of warriors, elves, criminals, norms, and other entities, all of whom she kept hidden from her brother and his champions with magic until the time to siege her brother's castle came.

"Vast is the host of Skuld, and I suspect now that the dead move here and rise up again and fight against us, and it won't be easy to fight with zombies, and however many limbs may be cloven, and shields shivered, helm and hauberk hacked apart, and however many chiefs we cut down, these dead ones are the grimmest to contend with, and we haven't the power to combat this, but where is that champion of King Hrolf, who most questioned my courage and kept challenging me to come out, till I answered him? I don't see him now, and I'm not one to criticise people."

Bodvar Bjarki, chapter 51: Of Skuld's Battle

The fighting was intense between the forces serving Skuld and the vastly outnumbered warriors of Hrolf. Both sides deployed everything they had with one of Hrolf's champions turning into some giant spirit bear only for Skuld to counter by summoning a demonic boar of sorts the size of an ox which shot spikes from its fur that was dangerous enough to split a man in half. Eventually Hrolf and his men started to gain ground against his rebellious sister only for Skuld to activate her secret weapon.

Seeing that her army was being pushed back due to losses, Skuld retrieved the magical sword her brother deceived Hjörvarðr with and that she had manipulated the properties for her own uses. This sword was used in a ritual that allowed her to control the flow of life into death so that her dead soldiers wouldn't just rise from death to fight again but heal from their injuries to continue to fight. Hrolf and his champions knew their ends were near so they fought even harder, managing to kill even Hjörvarðr. Skuld reacted with rage upon seeing her husband, that she felt no love for, fall in battle and started to unleash a storm of spells that ripped apart Hrolf's remaining forces and eventually claimed her own brother's life as well.

"There came on now such a storm of spells that the champions began to fall, one on top of the other, and King Hrolf found himself outside the shield-wall and was near enough laid low with weariness. No need to spin it out with words: there fell King Hrolf and all his champions with good glory, but what blows they dealt out there, words cannot describe."

Chapter 52: The Fall of King Hrolf and His Champions

Skuld's victory over her brother was short-lived as she knew she couldn't manage both her late husband's kingdom and her brother's territory. The stress of the situation got the best of Skuld when the brothers of one of Hrolf's champions convinced a Swedish queen to lend them an army to get revenge for their brother. Skuld was caught unaware when the vengeful brothers struck, leaving her unable to use her magic and to command her army as the Swedish forces killed all who fought for Skuld. Eventually Skuld met her end when the brothers tortured the widowed queen to death for what she did in her attack on Hrolf and his champions before establishing Hrolf's daughters as the rulers of the land.

Personality:

Skuld is one of those serious types who is adverse to unnecessary risks and advocates for that which is reasonable rather than idealistic. Those who believe heroic deeds and feats are good qualifiers for leaders quickly agitate her since those are the same kind of people who supported her much loathed half-brother and father. While Skuld is known for being deceitful and full of pride, she is surprisingly loyal to her allies though she has no tolerance for those who deceive her.

Skuld is someone who has little tolerance for romance which could be partially attributed to how her father and brother acted and her marriage to Hjörvarðr being solely political. This marriage was loveless from her perspective even if Hjörvarðr did have feelings of loyalty to her then she

wouldn't know as she hated his guts but valued him as a pawn. Ultimately she finds affection beyond loyalty and companionship to be time-wasting and annoying to witness but will remain steadfastly loyal to her master so long as they don't start acting against her or in a way that is similar to her loathed family members.

So long as they don't interfere with her or her master's plans Skuld will entertain the idea of an alliance if only temporarily since she has problems trusting people other than her master. Ending up on the wrong side of a conflict with her is a quick way to learn how ruthless, pitiless, and evil she can be to her foes.

Appearance:

Skuld is a woman who her master once referred to as "drop dead gorgeous" jokingly after he figured out she was a necromancer. Skuld looks human for the most part but her inhuman side from her elfish mother is apparent in how lithe she is with unnaturally pale skin and dark hair. Adorned in an armored dress, Skuld wouldn't look out of place leading soldiers or speaking in a royal court and armed with a sword that by her own admission is more for ceremonies and defending herself than striking at others. This sword was originally the magical blade her half-brother tricked her husband with but she altered the magic within it to augment her magecraft.

Class Skills (if Caster):

Territory Creation A

A Caster-class Skill. It is the Skill to build a special terrain that is advantageous to oneself as a magus, such as for the purpose of collecting mana. Skuld never truly built a workshop for herself but she would make do with a small room or even something like a command tent so this would allow her to create something like that if needed.

Item Creation D

a Caster-class Skill. It is the Skill to manufacture magical items, from implements of war to items for daily use. Also, this Skill requires time to gather components and manufacture items.

Personal Skills:

Necromancy A

Skuld's greatest asset in her opinion is her mastery over the magecraft that governs life and death and spiritual manipulations. Skuld's skill is to such a degree that she can create and sustain undead creatures and spirits at more efficient rate for hours on end. Skuld is also capable of draining magical energy from someone she is touching by messing the magical energy within them. In legend her necromancy was to such an extent her soldiers would receive fatal blows yet continue to fight like they were uninjured.

Summoning C

Skuld's ability to summon other spiritual bodies is related to her necromancy and allows her to summon ghosts, wraiths, apparitions, and other spiritual beings to serve her and her master and fight on their behalf. Legend says she even summoned a giant boar during her battle against her brother to combat the giant bear one of his companions turned into.

Mixed Blood D

Skuld's father was a human while her mother was an elf and while she mostly looks human her inhuman side grants her an increase in magical power as well as an easier time making connections with those associated with the reverse side of the world.

Primordial Rune C

Skuld's usage of runes came from the influence of her mother and others from the reverse side of the world. This knowledge included ancient primordial runes that allowed Skuld to hide entire armies under illusions, runes that would affect the weather, and even a rune to support the summoning of the demonic boar/porcupine/manitcore hybrid creature she summoned when she went to battle her brother. Other runes she possesses grant her spells that can damage others, support her undead, and other spells with different purposes.

Noble Phantasm:

Dødsbindemiddel

The Blade that Severed Trust and Death

Rank: A

Type: Anti-Army/Anti-Death

Finisher

Skuld's noble phantasm might appear to be her sword but in reality the blade is merely ceremonial as what the blade is used for is the true noble phantasm. Skuld's sword was used as part of the ritual she did in life while fighting her brother that allowed her to usurp the natural order of life and death to create an army that would recover from any injury and continue to fight well past the point of death.

Skuld stabs her sword into the ground "to bind Death in place and to my will" causing a sensation to spread among those present like standing in a cold river in winter and suddenly the flow of the water has stopped and reversed back up stream. A spirit that is not quite that of a heroic spirit but similar to a Berserker (Skuld's husband of a political marriage, Hjörvarðr) is always the first to answer Skuld's call before other phantoms, apparitions, skeletons, and other undead or spiritual creatures return to the realm of the living momentarily to serve Skuld. Any nearby corpses (recent and ancient) will also become animated and fight on Skuld and her master's behalf with the abilities and capabilities they had in life.

So long as Skuld is alive and actively using her Noble Phantasm, her army will continue to pour out from death and overwhelm her foe with bodies that rapidly heal from nearly all injuries. Should Skuld fall in battle or deactivate the Noble Phantasm then the spirits will be swept back into the sword as if they were washed away by a roaring river with those on the edge of life and death also being at risk of being absorbed.

A partial release of the noble phantasm's power can be used by Skuld to temporarily summon her pseudo heroic spirit husband to fight for her or a small group of spirits in addition to what her own magecraft grants her control over at a moment though this is only temporary.

Forbandet Barnekjole

Dress of the Cursed Bastard Daughter

Rank: C

Type: Armor/Passive

This noble phantasm is the armored dress Skuld can often be seen in and serves as a means to augment her spellcasting and tap into the tricks she inherited from her Elvish mother. Passively this dress increases the rate at which Skuld regenerates Prana while granting her resistance to spells and other supernatural abilities (acts like the magic resistance skill.) When activated though this noble phantasm significantly increases the rate at which prana is regenerated as well as drastically lowering the cost of spells thanks to Skuld drawing deeper from her connection to the reverse side of the world. The full activation of this noble phantasm also casts a glamour over Skuld to make her as magically beautiful as her mother did which was enough to bewitch her father into conceiving her, thus letting her charm others to obey her with her magically enhanced beauty and regalness.

Spells

1. Rise

Rank E-A

This spell is the primary primordial rune used by Skuld and allows her to either raise nearby corpses or conjure up skeletons to fight for her should no corpses be around. The cost of this spells increases for each body Skuld is controlling at the moment. At high prana cost this spell could be used to raise many undead minions or fewer but stronger minions.

2. Obscure

Rank C

Another primordial rune known by Skuld and allows her to remove the ability to be perceived on anything she places this rune on or above. Anything under the rune's effect is unable to be seen, heard, smelt, or detected until it strikes or the rune is removed as if affected by the presence concealment rune.

3. Drain

Rank C

This spell allows Skuld to drain prana and vitality from an individual letting Skuld bolster her health at the cost of another being. Non-human targets and those near death are more vulnerable to this spell than the healthy.

4. Wrath of the Dead Queen

Rank A

Large tendrils of energy extend from Skuld wrapping themselves around those nearby. These tendrils cause intense pain and those that are killed become undead minions for Skuld to manipulate as she sees fit. Non-human entities captured in the tendrils are drained of prana and afflicted with a mental effect that'll attempt to convert them into serving the half-elf witch queen.

5. Frozen Ballista

Rank D

This spell causes a ballista bolt of ice to appear in front of Skuld and launch itself at a high speed with enough force to pierce steel as if it was paper. The prana requirements for this is surprisingly low for the projectiles allowing for rapid firing of the spell with relative ease.

6. Winter of the Wights

Rank B

A large scale curse that Skuld uses to create a massive blizzard over a large range. This blizzard also bolsters the durability of Skuld's undead minions and weakens the prana regeneration of all those affected by its winds.

7. Grasp of the Dead

Rank B

This spell caused spectral arms of bones to clamp onto the target and bind them in place. Those restrained by this spell will suffer from the same effects as Drain but at a quicker rate

8. Embrace of the Valkyria

Rank B

They Valkyries were women who would bless great warriors as well as escort the dead among them into valhalla. This spell acts similar to this legend but in reality heals those that serve Skuld but also reaps the weakened caught within the radius. Those healed will recover their injuries while those reaped will have any vitality and prana they might have had transferred to Skuld and her master.