

((If you are reading this, you are welcome to use any of the knowledge you find here in-game. This serves as a tome that can be found just about anywhere, as Salamandra left it behind before he disappeared.))

Birth Year: 352

Disappearance: 1548

Suspected Age: 1196

Aegis

1305 - 1351

There is no creature nor mortal being alive that knows Salamandra's origins. Mentioned only in the oldest of tales is it said he was a direct descendant of Ram'ir, "the first in the line of the great mages" -as excerpted from Arcane Mage Slayer's: 'History of the Void'. Yet, when he first was spotted in Aegis he appeared to have little to no knowledge of magic or its inner workings. It is unknown if he even knows himself: of what his mother or father looked like, or if he had siblings. During the first recorded histories of Aegis it is known he had the appearance of a wood elf. Very few ever seemed to take notice of his abnormal height (7'3), though he had deep blue eyes, lightly-tanned skin, and dark brown/black hair (that mainly remained hidden by his hood). He arrived on the shores of Aegis in a simple rowboat, docked on the sands of the Cloud Temple for only a moment as he stepped ashore. Unhindered, the Elf found his way to Laurelin.



Lost, alone, and without anything but his clothes and a couple books with some quills and ink, he stood before the Laurelin noticeboard. It was around this time that the silent figure sitting atop the noticeboard finally spoke up, and grabbed the Elf's attention. The figure had white-grey hair, a red jacket with golden cuffs, and green pants; after providing simple guidance (which meant much at the time) the elf introduced himself as Deltaro Black, and Salamandra continued on to get a grip of his surroundings.

After entering the gate, he could recall the Princess' tree home was off to the right, along with the post-office and inn. The noticeboard was in front of him, and behind it was the Laurelin Gauntlet. To his left was Deltaro's house and someone's tree home, along with his normal path that led him past a shop with basic necessities. The future site of the barracks (Established 1338) would be on his left as he followed the path, along with The Happy Halving Pub. In the center of the city was a large birch tree, surrounded by a wooden platform. He would follow the wooden path to the Laurelin Crossroads; to the right was the path to West Laurelin and what came to be known as Old Laurelin, which was a path he did not take often. Straight ahead at the crossroads would be a farm, the path he took the least of all, and then to the left was the Druid's Grove, the path to the Mine, and the path to the Docks (and later he would take this path to reach the Laurelin Mages Guildhouse).



About a year has passed, maybe more or maybe less, but the young bird has become familiar enough with his nest in Laurelin to now venture outward into the unknown. Not with haste does the newfound bird fly into the barren wastelands of the vultures, but quietly, under the shadow of night. For the next few months the Elf would venture into the dunes of Krugmar, eager to learn about the large beasts that lived there.

And as many lessons are learnt, the hard way, the Elf was confronted by two orcs who somehow happened by him. Grabbed roughly by the shoulders after a brief conversation, the elf was led to the small sandstone fighting pit built into the ground. He was not the most physically fit elf for sure, but he had a taller size than most on the contrary. With the flick of a switch the small sandy pit was surrounded by fire, and the Elf was lead to one side, while one of the orcs was lead to the other. The pit was made in a square shape, with cacti in only two of the corners. The orc above shouted the traditional: "ASH, DUB, GAHK, KLOMP!", and suddenly a fully-grown orc was charging him head-on. He dashed around the cactus to his right in the corner, knowing the orc could not turn quickly at a full-sprint, and lunged his entire weight into the creature. The orc was knocked back into the fire on the far side and began flailing about, trying to kill Salamandra with whatever might it could still muster. Shortly after the orc lie dead in the sands, with the Elf standing over him. The second orc came down, ordering the weakened Elf back to his side; it was not long before the Elf was slain by the second orc, and he found himself at the Cloud Temple.

Returning from one of his wanderings, the Elf found a small crowd gathered before the Laurelin gate. An old, scholarly-looking man with a wooden staff was facing off with a much younger

robed man with white hair. The battle was not of iron and steel, but of earth, water, and fire. Back and forth the two clashed, trying to best each other's elemental prowess with various spells before the old wizard sent the younger mage toppling backward with an orb of water to the chest. Rilath, as he would later be known to this one, fell off the bridge and into the stream below, leaving Ambros as the victor.

The adventurous spirit he was at the time, the Elf found himself joining a guild called the White Ravens albeit he did not spend much time with them in truth, for he would receive an offer from another guild that he would not refuse shortly after. Yet, some notable figures who may (or may not) return later in our story include Ogedi, Scylas, Seventh and Emberhard; other notable figures he met during this time but were not affiliated with the White Ravens include Indelwhen and Sythra (both became High Princess at one point). The majority of his time spent in the White Ravens was merely slaying nether-spawn around the base, alongside taking small infiltration missions in attempts to gain useful information (one which ended in a large-scale battle that he watched unfold between the opposing force (Nical Empire) and a group of men led by notable figure Lirinya).

It should be mentioned that perhaps a month prior to the Elf's joining of said guild the individual 'Deltaro' (who was mentioned earlier in this tale) was approached by the victor on the bridge, Ambros, he of elderly posture and sharp mind. Deltaro was invited to join the guild of Magi, which he promptly accepted with a hint of excitement. This situation was recalled when Ambros approached the Elf himself, although Salamandra was offered only a chance at an apprenticeship, whereas Deltaro was given one. Regardless, the Elf accepted the man's offer and would spend the next good part of a year (9 months approx.) performing menial tasks such as collecting books for the guild, or harvesting requested resources. Taking notice of the Elf's commitment, Ambros accepted him into the guild as an apprentice.

What had once been considered the Elf's ordinary day was tossed aside, and replaced with a strict new regiment he drafted himself. In a timely fashion he moved any and all of his belongings from the White Raven Keep into the Mages Guildhouse in Laurelin. An accompanying letter was left in place with his empty room in said keep, noting his leave of absence.



Salamandra immediately took to his new lifestyle, which mainly consisted of reading books, sleeping in the library, and rarely spending time with other people. From morning till night the Elf would be locked up in the library (which for some reason hardly anyone else used), reading and trying to find any and all information - on any and all topics available. It was also around this time

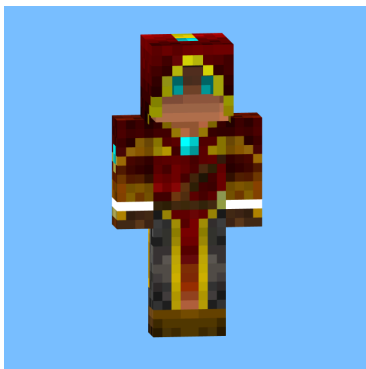
he discovered he had a natural affinity for redstone, and made various secret passages within the guildhouse that may or may not have been approved.

It should be mentioned that “magic” in Aegis worked differently with those who practiced it, than that of future generations when magic became more standardized and controlled.

Original Mages Guild Excerpt

It should be noted that the Elf was pushed to the measure of self-teaching (a method that was not well known or practiced at the time), because of the absence of Guild Master Indelwhen who went on to become High Princess. In the passage, Salamandra also met Dante and Danic, Dante of whom would later become the Elf’s apprentice after Deltaro left the guild, and Salamandra took his position of Head Teacher. Dante was taught fire evocation, and the two bonded well despite the short time they spent together. Shortly after the completion of Dante’s training, however, Salamandra disappeared from the Mages Guild for reasons unknown, but it shall be noted that he would return in the future.

Some time within this time period was Salamandra halted outside the gates of Laurelin by two human males bearing arms and armor, who seemed confused on where they were and where they were trying to find: Galahar. Salamandra agreed to show them the way to Galahar, but as they stepped through the forest the two grabbed Salamandra and threw him into the brush. Robbing him of his minas and belongings, the two cut out his eyes with a blade and left him to die. From the cloud temple he crawled blind and lame, eventually being found by another elf near Laurelin who took him to the Druids Grove to see Dante and Danic. This is where Dante invented the ‘Enderpearl Eyes’ through extreme heat: melting the enderpearls down, removing the darkly colored pigments and using only the residual lighter shade to form the eyeballs, and then cooling them. It was not a perfect solution, but it granted Salamandra his sight back. Danic gave the Elf some string. It was not particularly useful, but he wore it around his wrists.

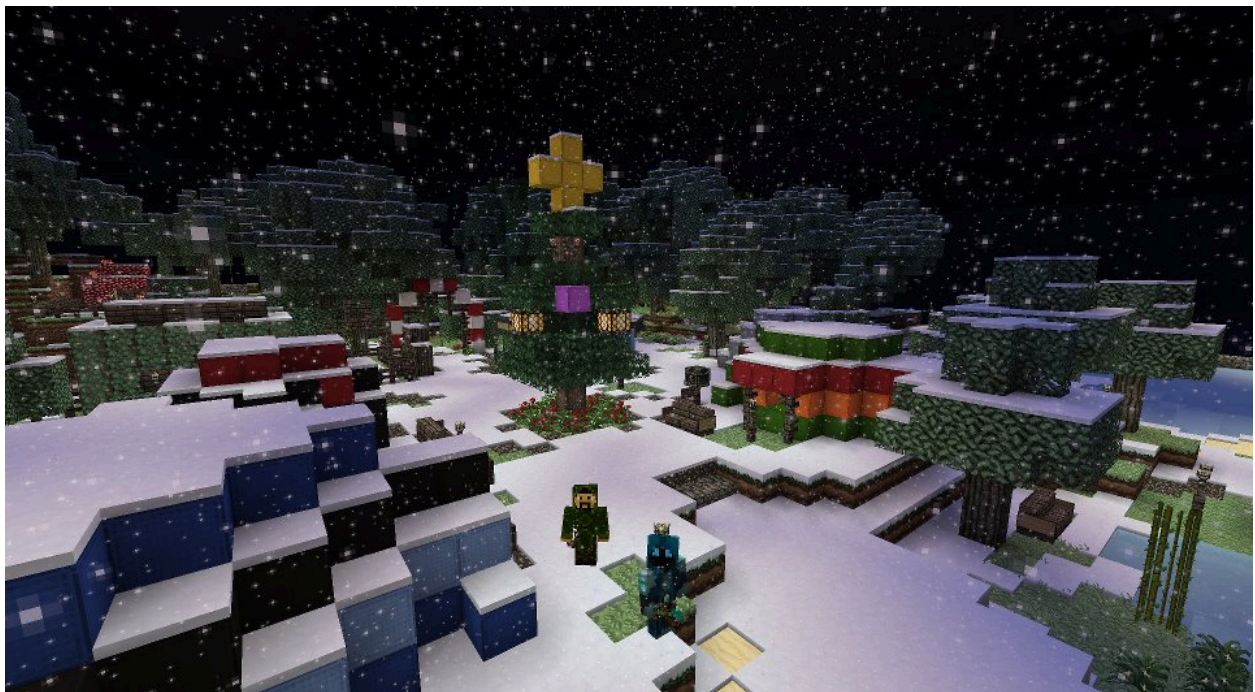


The Elf recognized that the Mages Guild would be hunting him, so he changed from his old robes and took upon himself a new name: Kiryu. With the threat of the Undead imminent, and having seen the tremendous power that the Undead wield, Salamandra desired more. He read and memorized all the books in the Guildhouse, but felt like there was nothing left the Mages Guild could offer him and he could obtain more power on his own.

But first, we must look back during a time when he was still in the Mages Guild. We come to an area of the Elf’s life that would greatly change him forevermore: not only for curiosity, but also for power. Returning along the path that would lead him to Laurelin, he encountered Ambros dueling another mage just before the bridge

that led into the city. Not much of the fight was observed by our character before Ambros cast a ball of water into the chest of the opposing mage, and sent him plummeting down into the water. This encounter will be important, it would be good for the reader to remember it. (Note this duel is mentioned a few paragraphs earlier)

Regardless, he had many items of great value in his possession and needed a place to move them from the Mages Guildhouse in Laurelin, and he found his answer in the Nawari Gypsy camp beside the frozen lake near the Cloud Temple. After brief questioning by the leader Delaselva the Seer, Kiryu was given a tent of his own in which he stored all of his belongings in locked chests. It was also around this time that Kiryu made friends with an alchemist named Dreadmoore, who he then bade to serve as a follower or minion of sorts.



From some unforeseen accident, Dreadmoore was killed. Using what little knowledge he had of Golemancy, Kiryu frantically tried to create a working Golem core based upon what few details he had gathered from his readings. Happening upon a stroke of luck, the Elf somehow succeeded in making a working golem core crafted of Magegold, and successfully trapped Dreadmoore's soul inside. He would take a minion of flesh and construct a minion of stone. A powerful, terrifying monster that would slay his enemies with ease, towering above all but Orcs. He knew he could not create a Golem alone, however, and set off to the kingdom of Urguan.

Just outside of the dwarf's mighty underground kingdom was an open expanse with farms, storage, shops, and common areas. This is where his search began; moving from dwarf to dwarf, Kiryu questioned many dwarves before discovering from one that he should speak to their Forge Lord, Arbrek Starbreaker. As it turned out, Arbrek was not far away from where this

information came and Kiryu rushed over to him, explaining his situation and desire to create a golem. Arbrek expressed his interest, and together set a date and time at which they would begin the process, Kiryu tasked with bringing all the required materials (aside from Arbrek's tools). Arbrek and Kiryu would see each other only a few times before the creation of the golem, but even so, the two shared a similar fascination with Golemancy and became friends. Arbrek assured Kiryu he would always be welcome amongst him and his clan, and Kiryu assured Arbrek he would always be welcome in his home.

Standing before the great anvil of Urguan was humbling. The giant mass was as big as any house, and fashioned of solid iron. In order to use the anvil one had to stand on it, and so Arbrek and Kiryu made their way up the stairs on one side. Our character provided the stone, the core, and the magic, while Arbrek provided the smithing of the body. The process took a lengthy amount of time, driving both Dwarf and Elf to their limits before at last the golem was complete. Raiga stood at 8 feet tall, a colossal wrecking ball of a creature that Kiryu would train and have battle alongside him. From then on the two would be nearly inseparable, Kiryu treating the golem more like a companion than a construct. Arbrek would not be seen by our character again.

[Original Golem Application](#)

While returning to Laurelin once again Kiryu came across the man he saw dueling with Ambros, or at least, he thought he did. Upon closer inspection it was not the same elf but one that closely resembled him: white hair, blood-red eyes, and the same angled features. Approaching the figure and speaking with him, it was determined the man's name was Elnir; one afternoon, Elnir showed Kiryu a magic he had never seen before: one that was dark and ominous, and the spells Elnir cast were black as night. Kiryu had always been skilled at making contacts or friends, and Elnir agreed to show him the basics of this dark magic, whose true name was Shade Magic. Kiryu began practicing creating a black orb, which Elnir described as the first basic spell.

Beginning his practice of the dark arts, Kiryu became aware of other Shades at the time: Lucas Black, Eoin, and Elnir's father Rilath. Rilath was coined the Father of Shades, while Lucas Black was considered the most powerful, Eoin remained mainly unknown as not much was written about her. Some remnants of a list of Shades was recorded and left on the following pages.

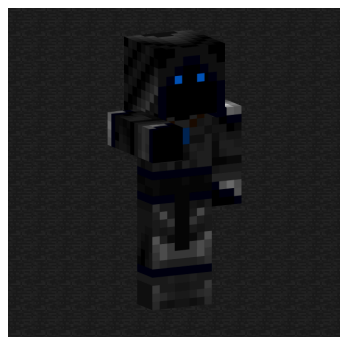
[List of Shades](#)

Not much else will be explained at this time about Shade magic, only that this is when Salamandra first encountered Shade magic and began practicing on his own. It will be noted

Salamandra mainly relied on himself when learning any type of magic, though it is unknown why he did not wish for anyone to directly teach him.

During this period of silence Kiryu mainly practiced his Shade and Earth magics, finding gradual progress in practicing both at the same time. His relations with those in the Nawari Gypsy camp became even more fair, and they seemed to not care about his affairs in general for which he was silently grateful.

Kiryu sometimes took it upon himself to wander (which is a trait he has retained even at present), and while passing beneath the Treetop Inn he heard a disturbance. Rushing up the stairway nearby he was confronted with the scene of two dark, robed figures being attacked by many normal-looking elves. Wielding what little magic was available, he disarmed one male elf with a sword and blocked chase of the others, assisting the two injured men in escaping. They led Kiryu to their lair and offered him the chance to join them out of gratitude, to which Kiryu accepted. The two demons were named Nax'Ram and Sheekah the Devourer; the two wore very similar robes, Kiryu donning one of his own.



Not pleased with their current hideout (not much more than a cave), Kiryu informed the duo of an abandoned tower behind the White Raven's base, which they then inhabited. The woman Nax'Ram fancied joined them in the tower also at this time: Faeyin.

On the 8th of the Deep Cold, year 1336 the Wandering Wizard's voice shook the landscape, calling all of the mortal races to Al'Khazar to assist him in transporting three artifacts to the Cloud Temple. Kiryu joined the giant army amassed to protect the wizard and the three relics, which were discovered to be dragon eggs. As expected the Undead attacked, but even the combined might of Aegis could not stop them. The Wandering Wizard was slain, and the three dragon eggs were taken.

If not only for the sake of knowledge, the author has recorded a journal entry of the Wandering Wizard into this book. Skip the next page if you are not interested.

[Journal of the Wandering Wizard](#)

Not many years after, Al'Khazar called for aid against the Undead. Once again all of Aegis joined forces against them, in an attempt to stop their reign of destructive terror. Kiryu began the battle in the Mages Guildhouse, but not long after the fighting started the



Undead began sealing the giant entryway with a wall of corruption. With no way to stop it and not wishing to be trapped in the large room, Kiryu leaped through the blockage before it was completely sealed, and continued the fight from there. He was not very skilled with bow and sword, but he was able to contribute at least somewhat to the battle. The mortals struck down the armies of zombie pigmen, skeletons, and zombies as they had before: they had been fighting these creatures ever since the Undead's first creation. Unexpectedly, the Undead began spawning new creatures: named the Blaze, the creature was a floating, fireball-spewing construct the world had never seen before. It was enough to pull attention off of the Undead for a good while, as the mortals tried to slay the new threat with urgent haste. The Undead remained atop the highest buildings, spawning new creatures and throwing giant spheres of flame, slowly dismantling the entirety of Aegis' forces. Recognizing the stratagem, wielding bow and arrow Kiryu managed to knock one Undead down from a tower, although after that happened it is unknown if the Undead actually died (likely not). By that time the Undead's corruption had grown too massive; the eldritch parasite spread across rooftops and engulfed whole buildings entirely, turning the once fair city into a vision of a deeper hell. Once the Undead began spawning their undead giants, the battle was already lost. What remained of the once great Aegis army shattered, and Al'Khazar was lost in the year 1338.

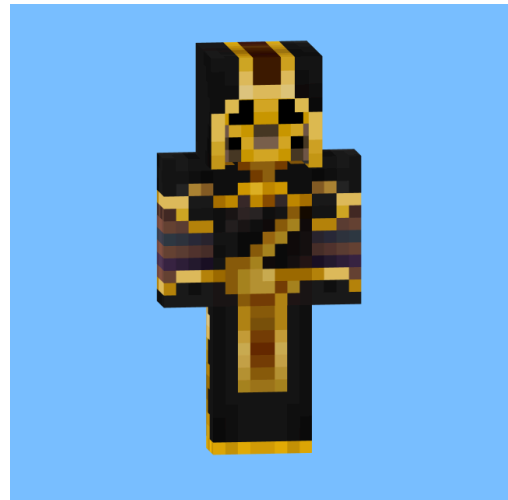


On no particular evening did Kiryu return to his tent, weary from his travels and broken from his battles against the Undead. A fair-skinned woman in the Nawari camp (which he still frequented on occasion) caught his eye while sitting by the campfire. Approaching and speaking to the woman she revealed herself as Serene Bloodcrest, merely a woman who visited friends within the camp and bartered with those who were merchants. There is not much to say about their relationship but that she won his affection, and he won hers through ardent struggle. She was

coy and playful, intelligent and cold, yet also lit a fire in the hearts of men who gazed upon her. He proved himself to her, kissed her for the first time on the Laurelin bridge, and later she brought him into her home to show him what she really was. She was a blood witch, and she proved it outright in front of him. She would lure men into her home, kill them while they slept, and then she would drink their blood to sustain her youth. Although perhaps she expected more of a reaction out of him, he accepted the truth and would help her trap new victims from then-on. Their affections would only last another 7 or so years, however, as Serene would pass away in Asulon; but before Aegis had come to a close, the two of them had a son: Rae'iri. They would watch over their son in the abandoned White Raven tower with Raiga assisting in babysitting duties.

[Original Blood Witch Lore](#)

Kiryu, Serene, and Raiga could often be found traveling on the long road from Laurelin to the White Raven's now near-abandoned base. They would search for victims that Serene could sustain herself with, and a few insignificant victims later did they run across a man in black and gold robes. Serene went ahead to speak to the man while Kiryu and Raiga lay in wait, prepared for an ambush. Whilst speaking it became clear the man was reaching for a knife, so Kiryu and Raiga charged down the beaten-path, and at the sight of a giant golem with his black sorcerer close at hand, the man held up his arms in surrender. The man then invited Serene inside a nearby tent to speak in private, and despite Kiryu's wishes she agreed. Not long after the two of them returned, Serene delivering the news that the stranger they had "captured" had invited them to join a guild of assassins in return for his life. Both being interested, agreed to his terms and were blindfolded while they were taken to the assassin's sanctuary. Once there, Cael'que introduced himself properly as a member of the Dark Brotherhood and offered them each a room and a set of robes. Placing a vial beneath their noses (with the exception of the golem), he put Kiryu and Serene to sleep while he prepared those rooms, and when they awoke it was only the two of them in the sanctuary. Salamandra donned the black and gold robes, fashioned himself a skull mask made of pure magegold, and renamed himself yet again, to Regaki.



Regaki's first target was ambitious, as he wanted to prove himself a capable asset to his newfound brothers and sisters. Prince Lafthi was a good man and an Ascended no less, but this is who Regaki chose as his first victim. Bringing with him Cael'que who hid a nice distance away, the Elf approached Lafthi and asked him to speak in a more private area. Lafthi agreed,

and once his back was turned Regaki jabbed him on the back on the head with a dagger hilt, knocking him unconscious. The two then carried the Ascended back to the sanctuary and locked him in one of the two large cages they had, which had netherrack flooring and was rigged to be set aflame. After brief unimportant questioning Lafthi declared that he would not fight, was engulfed in fire, and then his corpse was devoured by the cannibal members of the Dark Brotherhood. Shortly after this period in time did an ex-member of the brotherhood known as "Relgard Sintel" lead a band of militants to root out the brotherhood and raid the sanctuary. The sanctuary was inoperable from then on, but the Dark Brotherhood remained alive. Other members of the brotherhood included names such as: Anri, Delathor, and Giovanni.

Due to the inevitable Undead blight, the Wandering Wizard had years before his death established a portal near the Cloud Temple of Aegis that would take the mortal races to a realm called the Verge. Many individuals began exploring the Verge and creating their own settlements there, and thusly Regaki thought it appropriate to do a little reconnaissance. Little did he find in the mystical realm, however, aside from spiders, small buildings, and some small forts (including that of the Black Hand which tried to kill him on numerous occasions).

Much like Al'Khazar and Galahar, the Undead now approached Kal'Urguan, and once again all mortal races were called in to aid. The dwarves fortified their mountain city as best they could, but the Undead shattered all hope of defense as innumerable ghastrs and zombies invaded the tunnels, quickly turning the city into a massive battleground. Despite Regaki and everyone else's best efforts, Kal'Urguan fell to the Undead in the year 1349.

It was not long after Urgan fell that the Undead seized their offensive momentum and quickly attacked Alras, one of the last strongholds in Aegis. At first giants battered the walls of mighty Alras, and the army of mortals rushed outside to defeat them. The Undead managed to lure many soldiers out onto the ice-covered waters, which blazes then melted and left many to drown. The defenders of Alras were forcibly pushed back inside the gates, which were breached not long afterwards. Then, the giant city became one field of battle with zombie pigmen around every corner, blazes and ghastrs setting fire to houses, and Undead hurling spells from above. Back and back the Undead pushed them, until finally the last resistance was forced into the castle, and destroyed. Alras also fell in the year 1349.

In a last-ditch attempt to defeat the Undead, a group of champions was summoned to Laurelin where a portal to the Nether was opened. They were equipped with the finest shields, swords, and armor money could afford, before they stepped into the portal and it closed behind them. Whatever they had tried to do had failed, as the Undead survived and the entire realm of Aegis appeared to have been lost.

It took only 2 years for the entirety of Aegis to fall beneath Undead rule, and they began their final push onto the Cloud Temple. There they revealed one of the dragons that had hatched from the Wandering



Wizard's eggs, a massive serpent with wings that could spew fire and kill mortals by the dozens. The Cloud Temple fell into ruin as the last surviving members of Aegis rushed to the Verge, closing the portal behind them.

The Verge

1351 - 1353



Regaki came through the portal after collecting all of his valuables (a time after most people had already gone in) and Raiga, and began to wander about. The most obvious place to go was the docks with all the ships they would be sailing away on, so this is where he went. He met a stranger known as Todd the Battlemage, who agreed to allow Regaki and Raiga to sail on his small ship to the land they were going. Now that a method of voyage had been established, Regaki set out to make a large profit before sailing to the new world.

Due to his various professions and abilities as a natural scavenger, Regaki was always quite wealthy and enjoyed keeping a large horde of treasure, much like a dragon would. So when he went to collect his most valuables from his horde, he found he had a multitude of diamonds, armor, and weapons that he could sell. He set up a store in a very busy location in front of the docks and began to sell his wares, and it was not long before all of his material belongings had been exchanged for minas. It was all this money that he planned to use to become rich in the

new land. Unfortunately, disaster would strike the fleet of ships on their way to Asulon and all belongings just about anybody owned were destroyed or lost. Regaki was left only then with about 2000 minas.

With Raiga and Regaki boarded on his ship, Battlemage Todd and his crew set sail with the other ships across the sea, leaving their old homeland behind.

Asulon

1354 - 1401?



Upon arrival in the new world, the mortal races found themselves docked on some insignificant piece of land which they then began to venture out from. Regaki was one of the first few off the boat, and with the large group he was traveling with it was decided they would take shelter in a stone ruin they found up on a hilltop. Alas, a horde of spiders attacked in the night killing everyone present, so Regaki was sent to the new Cloud Temple. It will be noted here that Regaki returned to this hilltop ruin once afterward, to confront and kill Relgard Sintel the Dark Brotherhood betrayer. Regaki was accompanied by a brotherhood tryout, Scylas previously of the White Ravens of Aegis who was mentioned much earlier in our story. Shortly put, Relgard was slain and Regaki took credit for the accomplishment.

Regaki first wandered to the city called Salvus, and decided it would be a nice place to live for the time being. The Dark Brotherhood did not have a base yet or any agenda, so he had some free time to himself. At first he approached the King and Queen about a possible mage circle he could found within the city, but they did not appear fond of that idea so instead he joined the Salvus Peacekeepers, essentially the guardforce of Salvus. After beating down two of their members with a wooden sword in a dueling pit, he was allowed to join and given a bed to sleep in within the barracks. He was also given a few keys, which would be used to open gatehouse doors, the barracks, etc. The author of this story would not say Regaki had a total change of heart, but he did not have any evil intent at the time with what he was doing, he simply wanted to attempt being a guard.

But of course, it was not to last. Cael'que and a friend approached Regaki and brought him into the chapel in Salvus to speak about the Dark Brotherhood, when not long after a group of orcs crowded the entrance and sealed it off. The leader, Mogroka, heard tell from one of his orcs that Cael'que (the most well known assassin in the brotherhood) had been spotted, and they had come to arrest him. Cael, Regaki, and the other were handcuffed and escorted out of the chapel, and were headed out of the city when Regaki spotted Queen Dawn and Constable V'rol Goretag. He pleaded his case to them, and the constable told the Queen that Regaki had been a loyal man, and yet the Queen demanded they take Regaki from her sight and kill him. This betrayal should be noted for the future. The three of them were taken into a large field not far from the city, and dropped to their knees. Cael was first, and Mogroka asked why he should let him live, to which he offered some snarky retort that was quickly silenced with the decapitation of his head. Next he went to the woman, who was also shortly-after slain. Finally, he stepped before Regaki and asked why he should be allowed to live. Luckily, one of his many talents included telling clever lies and he was not currently in his Dark Brotherhood uniform, he was in his guardsman outfit. He spun a long, detailed yarn about how those two assassins had tried to kill him in Aegis but failed, and they had just managed to catch up to him in Salvus a few days before and had been on his tail ever since. Mogroka and his orc companions released Regaki and left, and Regaki remained sitting there on the ground.

Words would not describe the rage he felt then, to be betrayed by those whom he had served faithfully with no ill-intent. His anger was partially misplaced, but this was thought to be the beginning of his downward spiral into darkness and evil. Before this point he was not truly evil, but that came to an end swiftly on this day. He went to his brother Delathor, another great assassin of the brotherhood, and the two of them slipped into the city under cover of darkness and rain in their robes. Without much of any purpose (aside from hate in Regaki's case) they began to kill, slaughtering a great many innocent people as rain poured down on the city like blood. Everything would be tinted red on this night, he thought to himself, the windows, the paths, the grass, the walls, everything. They killed until they were satisfied, and come the dawn countless corpses lay rotting in the dirt, a testament to his hatred.

Now was the moment to rebuild the Dark Brotherhood. Devoting himself to this cause once more he assisted in the creation of another sanctuary, one far more secure than the last. Deep

into the frozen waste did one have to trek, and climb the tallest mountains to find this stronghold, with its secret entrance hidden deep in the crevices of a cave. A large rock would move out of the way to reveal a staircase that spiralled downward, into the heart of the once volcanic mountain. Then one would meet a sturdy bridge that was suspended over a river of lava, rigged to collapse in case of an emergency. Only then would one finally be inside the sanctuary.



By this time, a new race known as the Kharajyr had been discovered living in the same realm as the other mortal races. They were supposedly a cat-like people, but not much else was known about them. One particular Kharajyr by the name of Ja'Sirah appeared to have gotten lost on his journey to find out more about "the apes" as he called the other races. Being the kind person that he was, Regaki knocked the Kha out, dragged him back to the sanctuary, and tortured him into revealing information about himself and the Kharajyr in general. In all truth what he was about to do was possible, but he wasn't entirely sure that it would work. He killed the

Kharajyr, then performed the Shade Ritual on the body to transfer his own soul into the body of the now dead Kha. He had performed this ritual before, but never for any significant reason and mainly for practice. When he awoke he was within the body of the Kharajyr: with more acute senses, stronger muscles, and a tail. Thankfully his old body was about the same size, so he simply took the clothes off of it and re-robed himself.

With Ja'Sirah's information, it was not hard to reach the Kharajyr island and find his place amongst their people. He would do what they do, eat what they eat, and speak with other inhabitants (the hardest part being learning the dialect). The leader of the Kharajyr, Tla'Xerdun, appreciated Ja'Sirah's assistance with some small matters and as he made his presence known he was accepted by all but a select few, namely, the one known as Zeriko. Zeriko appeared to dislike Ja'Sirah the moment he returned to the island, and after a few failed attempts to mend their relationship Regaki simply gave up. On the Kharajyr's island did Regaki discover a species of intelligent, black snake, one which he kept as a pet from then on.

It is not remembered how the idea came about, but Regaki devised a plan to enter the new Mages Guild tower on Bellus Turris, and steal from it. He was one of the most powerful men he knew, and he was bringing with him a duo of elite assassins, so what might go wrong? Regaki, Cael'que, and Delathor approached the Mages Guild tower: the plan was that Regaki and Delathor would hide nearby while Cael'que explained to whomever answered the door that he had come to learn about their ways. As it happened, Dante (previous apprentice to Salamandra) is the one who answered the door, and clearly was not fond of the idea of Cael coming inside. Delathor and Regaki sprang out from their hiding place and bolted through the entrance with Cael following in-tow, giving Dante little opportunity to retaliate. Little did the group know that Dante was in the middle of teaching two apprentices, who he told to stand back and not

retaliate. The threesome then searched the tower for valuables, finding little but still some, before leaving. Regaki decided he would return at a later date, with a larger group.

The Dark Brotherhood decided it was in their best interest to have small hideouts in various places, the most popular of which was disguised as a barber shop in Oren. Although they would give actual haircuts to customers on occasion, the building was mainly used to store items and equipment along with providing access to the city's walls and rooftops. Although the guardsmen led by the renowned "Lion" were certainly a fearsome bunch, they had much difficulty keeping up with the limber assassins on rooftops. Not many members of the brotherhood were ever caught or arrested, and one of the few instances of this will be discussed in the coming pages.

By this time the name Regaki was well known across the land, as was his mask. An individual by the name of Floop Lightforge sent a messenger to the Elf, challenging him to a duel. The duel was accepted and Regaki met with Floop in the area of his choosing: a large, domed room with a very high ceiling, and a hole in the middle of that ceiling. Thinking nothing in particular about the room itself, Regaki stood on one side of the room with Floop on the other. Their duel ensued with Regaki dashing forward towards the center of the arena, and in the blink of an eye the duel was over. A bolt of lightning cast itself down through the opening in the ceiling and struck him directly on the mask, leaving the proud shade to writhe on the ground screaming at the searing pain in his face as it scorched his flesh and fused to his skin, leaving him unable to remove the mask in the future. It is not known to the author of our story how the lightning was summoned or created.

Regaki had weeks to become accustomed to the newfound sensations in his face as the pain slowly subsided, but as it appeared more misfortune was to be cast his way. One day as he returned to Oren he found himself quickly surrounded by soldiers. Ambushed and without any means of escape, he surrendered himself to Lion and was thrown in a cell beneath the castle. He was told of his public hanging that would be taking place, and was left to rot in peace until the time came. Although he managed to trick one guard into letting him free, he was swiftly re-captured before he could leave the castle and was thrown back into his cell, and from then on no guard watched over him. The day came, then, when he was led from his prison cell by Lion and marched through the streets while being flanked by guards. When they reached their destination he was turned to stare at the noose that his neck would fill, and the guards fanned out into a circle to keep any citizens away. Lion began giving his short speech, but none of that mattered now. The guardsmen were fools to notify the entire city that his execution would be in public, because now his brothers knew that as well. With shackles around his wrists he sat there on his knees, eyeing up his brother within the crowd in a plain, dark blue hood. None of his brothers were in their brotherhood uniforms today because although they enjoyed showing their colors, today would require the element of surprise. With a nod of his head his brothers sprang into action, Cael'que being the first to stab a nearby guard in the neck with his dagger, drawing the attention of the crowd, Lion, and the other guardsmen. It was then that another brother swept through the crowd from behind, using his dagger to shatter the chain that held Regaki's shackles together. He rose slowly; he wanted them to fear him, and he was prepared

to give them that terror. Black mist poured from his sleeves and from his back sprouted a single, long, thick, black tendril. The guardsmen froze while Regaki stepped towards Lion, his intent clear. One finally mustered the courage to try and stop him, but was swatted aside by the black tendril. The remaining guardsmen screamed of a demon as they dropped their swords and fled, Lion amongst their ranks.

The latest rumor on the lips of the common people was of a group of sisters who lived out in the snow. Stories told of beautiful women who lived in a tower made of ice, but for what purpose nobody knew. As soon as he heard about such rumors and when he had time to spare, Regaki set off to find this frozen tower, and it was not long before it was in his sights. The tower was not concealed by any means whatsoever, rather, it stood out in plain sight along a semi-busy road. Numerous times did he inspect the tower: it was clearly not created by hand yet there was no known magic type other than Shamanism that would allow for a permanent change to the landscape in such a way. Very few times was he ever allowed inside the tower, mainly only when in the presence of a cleric named Areon Baldwin who frequented the location often, but nothing else struck him as particularly odd, other than the women wore dresses in these freezing conditions. Perhaps simply being a result of circumstance, it was eventually revealed that the women were unlike anything the world had witnessed before. As if through illusion magic the images of the fair-skinned beauties was stripped away, replaced with cold, menacing, cannibalistic witches who could bend snow and frost to their will. Although Regaki was never strictly slain by them, a few of his most deadly encounters were around the Frost Witches, and eventually, he gave them the respect they deserved and let them be. The friendliest of the group was the one named Arabella, who he later came to enjoy the company of.

Speaking only in generic detail, Regaki was invited primarily by Deke Valentine and Rilath to join a small group or cult they had made, which he declined. Although they had a fine base of operations themselves, he would not turn his back on the brotherhood.

The church bells rang, signaling all to gather for the coronation of Godfrey. The members of the brotherhood thought this would be another great opportunity for them, and so they gathered for this mission. Once again Regaki, Cael'que, and Delathor would be working together as they often did, accompanied by Anri as well. The sat through the never-ending coronation where people hooted and hollered, praising Godfrey and hoping for his long reign. If he had his way, the king would have the shortest reign of any thus far. When the coronation was over, the king was marched through the streets like a hero of legend, before he turned to the crowd and offered to duel any individual who dared step before him. There was a long line, and at the very end of it all was Regaki, disguised as a feeble old man. He dueled Godfrey, lost meekly, and when the king stretched out his hand Regaki reached behind his back for his dagger and went to plunge it into Godfrey's chest. The king dodged the knife as if he had seen it coming the entire time, and before anyone had a chance to breathe Regaki was gone, flying across the open field as if the wind itself carried him. The guards were on his trail for a short while, but after long he had lost them. The attempt to kill Godfrey had failed.

He had gathered a group of impressive individuals for the next raid on Bellus Turris. Kvothe, Rusen, Cael'que, and Delathor would all be going into the tower with him, and there was hardly a chance any members of the Mages Guild within the tower would be able to defeat all five of them. Luckily for them, entry was not all that difficult: there was an open hole in the ceiling where construction was still being done, with scaffolding there so a worker could fill the hole, which made the perfect climbing opportunity for the band of criminals. Once they were all inside it was rather simple since it seemed the tower was empty, they descended the tower and scoured its depths for whatever vault or treasure room they could find, and find it they did. Kvothe rigged some explosives in front of the door that he had prepared beforehand, and it was not much longer before the door was open. Once inside, however, they began to hear a strange sound that grew louder as the seconds past. Suddenly, the far wall of the treasury blew open, replaced by the giant shadow of a golem-like creature made of metal. The construct charged them, with Delathor and Cael'que there to meet it. Delathor rammed the automaton, and it in turned shoved him aside while Cael nimbly climbed onto its back and jabbed a dagger into a crevice where it's arm met it's shoulder, disabling the appendage. Cael was suddenly thrown from the robot's back as it reared, smacking Regaki into a nearby wall. Kvothe threw a small explosive at the metal golem which seemed to stun it momentarily, when Delathor mentioned a hole in the robot's chest. Sure enough, there was what appeared to be a redstone repeater in the metal golem's chest. Delathor managed to distract the automaton while Cael climbed onto it's back once more, and jabbed his dagger into the repeater, and the golem shut down. They all then took their fair share of what they could get from the treasure room before heading back up the stairs.

There was a lone, single figure waiting for them in the center of the large, domed room: Ambros. They all began to leave, when at once Ambros stated: "Not you.", and Regaki knew it was meant for him. The group left and the door closed behind them, leaving Ambros and Regaki the last two in the tower. He had never truly seen Ambros fight before, only for a short moment against Rilath in Aegis, but by his demeanor Regaki knew what this meant. The Elf would show the old man he could defeat him with Arcane magic alone, he did not need to rely on his Shade magic for victory. And so it began. Ambros flung an orb of water at Regaki's chest which he evaded with a lithe spin, and returned in kind with an attack of his own: a large rock that when he set his feet and punched was sent flying towards the elder, but was shattered moments before impact. Ambros raised his staff high then, and it appeared as though the entire ceiling was to come down on Regaki. Dropping to all fours in his cat-like body he struggled to dodge the boulders of varying sizes, and was forced to take hits from the smaller rocks. His robes shredded in varying places and bleeding slightly from new wounds, when the stones had

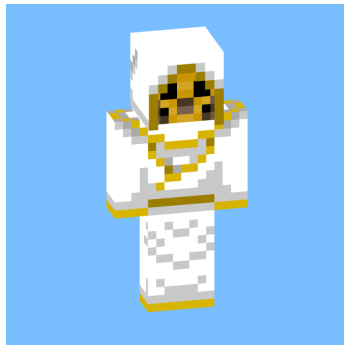


finished falling he stood on the largest of them and stared down at the old man, hateful. He charged at Ambros quickly now, who just as quickly raised a wall of rock, some of which flung outward at the shade but missed, and now Regaki was positioned on the opposite side of the room, back towards the stairs. The elf flung a large rock high in a lob towards Ambros' position, while swiftly afterward throwing a smaller one towards the wizard's body. Ambros appeared to effortlessly throw the large rock aside with his magic, yet the smaller rock landed, battering his shoulder. The effects of fatigue grew more clear during this time, as Regaki staggered down the first of the steps with Ambros in tow. But now Ambros' anger seemed volcanic. Black and terrible he charged down the steps confidently, slinging rocks towards Regaki with masterful ease as he ran, dodging some but being hit by others. His meek counterattacks seemed of little use, the rocks he would fling at Ambros would be deflected or blocked outright altogether. But finally, nearing the end of the staircase he could see Ambros was tiring, he had used far too much mana too quickly. Catching the old wizard by surprise, Regaki flung his hand near a torch on the wall, scattering flames in Ambros' direction which caught fire to his beard and robes. The old man struggled then, exhaustingly, to quell the flames, and finally once it was done he fell against a pillar. "Go," he said, leaning against the pillar in defeat, "you can be called apprentice no longer." Regaki climbed the steps then, and trudged out of the tower.

Weeks later he would return to the tower again. Rumor had it that the Node beneath the tower had grown unstable and was going to destroy the entire island, so Regaki thought it a good idea to sneak back inside at the prospect of obtaining more wealth for his personal inventory. Little did he know, Ambros would be inside the tower again. Down and down he went, farther than he had gone before into the bowels of Bellus Turris, stepping down the seemingly endless staircase with haste. Before long he was in the library, and directly attached to the library was a room where Ambros was, along with some other unknown mage, both of them hovering over a hole in the center of the room. The black opening was endless, and it was clear they dared not to step too close, so Regaki took note of this when he stepped out of the hallway. No words were needed when Ambros and he locked eyes, and clearly the apprentice sensed it also as he stepped out of the way. In a flash Regaki had a sphere of black energy in his hand that he whirled towards the wizard, who managed to evade it while casting a counterattack of his own: a large boulder that flung itself through the air in the shade's direction, but missed by a narrow margin. There would be no more games today, he planned to kill Ambros and his fame to heighten his own. Black mist seeped out of his sleeves and mask while a black tendril gradually took shape on his back. The tendril shot forward and knocked the dumbstruck apprentice down, and then he took aim at Ambros. But then something happened that I don't think he nor the apprentice expected. Ambros' eyes glowed a pale blue, and he raised his right hand towards the shade, and as he did a blue chain of pure energy whistled through the air and took hold of his wrist. Ambros grabbed the chain and stabbed it into the wall behind him where it stayed as if bolted in, and then he did the same with his other arm. Regaki fell forward onto his knees near the center of the room, black tendril still raised. The apprentice came forward then, channeling his spell as he stepped between Regaki and Ambros, saying "I'll take care of this." However, the black tendril shot forth not a moment later. The apprentice ducked...and the tendril stabbed Ambros through the heart. The apprentice, realizing his mistake instantly ran to Ambros and

knelt by him. The old man dropped a strange orb from his sleeve that rolled towards the center of the room where Regaki lay now, set a hand on the apprentice's shoulder and said: "Saeldur, you are the leader of the Mages Guild now. Take what remains of Regaki and go." Regaki lay near the very center of the room now, lying unconscious near the black hole into the void. As Ambros collapsed and Regaki's body was dragged from the tower by Saeldur, the odd orb Ambros had dropped remained hovering in the center of the room for a while longer, before vanishing.

When he awoke he felt nothing. Not pain, not instinct, not an urge to do anything but simply remain where he was. The apprentice that was with Ambros was there, telling him to get up, so



he did. The Somnelent, Saeldur was calling him, a servant without emotion or will. As if a living golem with memories he entered a trance-like state of being, where the world was written in black and white and there was no life. He was in an emotionless stupor: without direction he would remain still and do nothing. Remaining too close to the void for so long had apparently sucked parts of his soul out of him, but he didn't mind. Saeldur said that he was going to reform the Mages Guild, and that Salamandra was going to help him. Yet, in truth there was little to nothing to be done. After

Saeldur's speech he seemed to vanish entirely from the world, leaving the Elf without a place to go or anything to do. He was last told to help Saeldur reform the Mages Guild, so Salamandra went to the person he was most familiar with, but first he had to find him.

Luckily, before he outright disappeared Saeldur escorted Salamandra to a house outside Normandor, just right of the main bridge. After a knock and a nod to his large, masked, robed friend, Saeldur stood at the ready with a smile. The door opened, and Dante stepped out. After a rather vague explanation of what had happened to him and assurances from Saeldur that he would be no trouble, the Elf was allowed to stay in Dante's house: in a corner directly beside the door where he would sit and stand. Dante, his wife, and children were clearly not trustworthy of the once-be serial murderer and dark magic practitioner, but he outright did not mind. He would receive meals, step outside for the bathroom if need be, but otherwise would remain in his corner. Eventually they began speaking to him, and the names he would learn in that house would be those he would hold onto forever. Salamandra began to help with chores, start conversations of his own, enjoy fishing competitions the family would have (that he normally would win), learn how to pillow fight (the Flormai way), and relish his chance of being with a real family. The original members of the family he met were: Stral'don (later Yami'ni), Domelvina, Kairi, Dynasty, Bethina, and Trinity, but later on saw additions such as Angel and Chauncey. Suffice to say, he became familiar to the Salamandra of old after two years or so with the family; what he had lost was replaced by something new: a fresh start, and a new life.



Unbeknownst to most of the Flormai household for some time, a small romance had blossomed between Salamandra and Trinity. As Salamandra the Mage evolved from his emotionless state he became jubilous, outgoing, inquisitive, and as the family would find out: a romantic. She seemed very hesitant to his charms at first, but eventually the two entered a relationship with one another. Her brother Dynasty seemed particularly cautious when it came to anything about Salamandra, overpoweringly so, and the two did not get along well. Regardless, the Elf did what he could to make Trinity happy, and was joyed to see when it was so. It was later discovered that Dynasty and Trinity had been in an incestual relationship beforehand, and by the time Trinity had confessed this to him he had already known.

An odd twist to our story is that within Normandor was a household owned by an elf named Eldorico who Salamandra came to know, and who one day approached him with a family tree that claimed the two were brothers. Salamandra visited often and the two got along well, but in the end he came to the conclusion that the documents were likely false, or that there was another Salamandra who was not he.

Some time later, because Dante was a Prince of Malinor, the Flormai family was given a large manor atop the Normandor tree to move into. Trinity and Salamandra were paired together in a lone room which only helped to progress their relationship further, Dante and Stral'don were given another, Bethina her own, etc. for other members of the family as well. Many pillows and memories were exchanged in that household, and this period was thought to be one of the happiest times in Salamandra's life.

All good things must come to an end. Ambros appeared one night, cradling the strange orb he had been carrying below Bellus Turris. Wasting little time to explain how he was brought back to life, he showed the orb to Salamandra and clarified that his other half had to be returned to him. A soul is not simply toyed with, and without his other half he would suffer consequences possibly as severe as death. The decision was made to return Regaki to his former body that Salamandra now inhabited. Over the coming years those that would know Salamandra would come to see the effects of that night. When he became enraged, the soft-hearted, outgoing, jubilant mage would become a rage-filled shade with anger that could shake a mountain. His blood-lust was unquenchable, chained only by the amount of mana within his body, that when Regaki consumed it all would knock him unconscious. There was a constant power struggle, each vying for control from the other without a moment's rest. At first it was unbearable; for many days and nights Salamandra struggled for his sanity as he combatted the demon within himself, eventually forcing it into a black cage that was unlocked only by a single key. He was able to control himself well from then-on, and he made that extra effort for Trinity's well-being.

A few years later and the two announced their engagement. The marriage would be held in the large hall atop the Normandor tree (not far from where their house was), and a great many people of all different lifestyles were invited. Assassin and mage, Ascended and peasant, many came and many were received. Otherwise it was a standard wedding, aside from the ring-bearing psychopath known as The Perfectionist and the flower-bearing Knox, the two spoke their vows, kissed, and were married.

Randomly, Salamandra was sent an invitation one morning that invited him to an inn in Holm, and since he had not been there before he decided he would go. Trinity was busy and he had nothing else to do, so he set off for the city to meet with those there. Arriving from the boat, he could not see the city's walls. A colossal blizzard shook the landscape and blinded him, but he ducked his head and marched onward to the gates where he was allowed inside. Despite what was going on outside, however, the inn was warm and cozy. This is where he was introduced to the king of Holm, Cethis, as well. But as those inside the inn became engaged in conversation, the storm outside grew even more fierce. The sounds of shattering glass and a woman screaming were the first signs. Then, despite the only broken window being on the first floor, every torch in the inn went out. Finally, every remaining window shattered all at once, strange whispering sounds were being heard, and witnesses claimed to spot wolves outside, even though there are none in Holm. Salamandra rushed outside after feeling a shift in the inn's foundation, with black mist taking the shape of a tendril on his back. He was immediately confronted in the blizzard by what appeared to be malevolent spirits in the shapes of wolves: glowing white, misty shadows that resembled wolves or wolf-like creatures. They circled him as a second tendril grew out of his back, and at that point they stood no chance. He stabbed them clean through, a sharply-pointed tendril for each, as more and more of them appeared out of the snow. He did not notice at the time, but the harsh winds and severe snowfall lessened with each that he slay, and eventually the spirit-like wolves that showed themselves were no longer hostile, but playing with one another and running past him. It was then that what appeared in front of him was no longer wolves, but a lone, single, massive white stag. A sense of peace

permeated the area, the winds now absent as snow fell gently on the crowd now outside the inn. A soft voice said simply: "Thank you.". The stag touched Salamandra on the forehead, bowed, then disappeared.

He found out some time later that the entire inn had collapsed, and in a meeting with King Cethis he was given a tower within Holm, a large structure that overlooked the entire city. He and Trinity moved in together and had a child there, a daughter named Nirya, while also fostering a young Kharajyr named Rasha. While digging deep within the earth beneath his tower with Botar, he unearthed an ancient artifact that he later called the Akilith Stone. This artifact claimed to contain the wraith (pre-existing memory) of a Daemon named Akilith. When one would touch the stone they would fall unconscious, and then be able to communicate with the memory within the stone as if in a dream. Salamandra religiously protected this stone and rarely if ever was it revealed by him to anyone else. Exceptions include people such as: Dante Flormai, Laurina, and Silir'ilume later on. For those curious, Akilith is the Daemon of Prayer: a deity that answers those who have proven themselves with magical abilities.

Ambros summons Dante, Laurina, and Salamandra to a meeting, where he explains he wishes for the three of them to run the Mages Guild for a time. Salamandra gets approval from Cethis for the tower to be built just outside Holm, and the massive spire is constructed. During this time an inquisitive Joe Blackman tried to earn an apprenticeship with Salamandra but was denied. According to our character, Joe then began to stalk him and his family including his daughter Nirya, which only earned more disapproval. Some time during this period Salamandra crafted his unique "Everlasting Sleeves" enchantment, and instead of Joe he accepted an apprentice named Ac'Aelu. Also, his second golem named Djinn was created during this time, but Djinn never amounted to much and disappeared one day, assumedly destroyed.

A small, not very notable span of Asulon was spent as an assistant to the mayor of Seventis. As said previously it is not very notable, but will be mentioned regardless.

Salamandra never heard much of the Mori during Asulon, until the Kharajyr decided to move into their caves. He went with them still under the guise of Ja'Sirah and was given a large room in a discreet place which he made into his treasure trove. Two important Kharajyr to be mentioned are Ja'Sahra and Tla'Tiazar, who succeeded Tla'Xerdun.

Due to some unforeseen, unfortunate accident Raiga was transformed into a red golem. His core had been damaged beyond repair, and before he could cause any more damage Salamandra made the decision to destroy his friend. Some would think it odd to consider a golem a friend, but they were; they had experienced many trials, tribulations, and great years together, and it brought the Elf sadness in having to end his friend's life. From then on Salamandra always considered Raiga to have been a king among golems, and there was never a golem he witnessed during the rest of his lifetime that could have defeated Raiga in single combat. A piece of Raiga's body was attached to a necklace that Salamandra wore from then on.

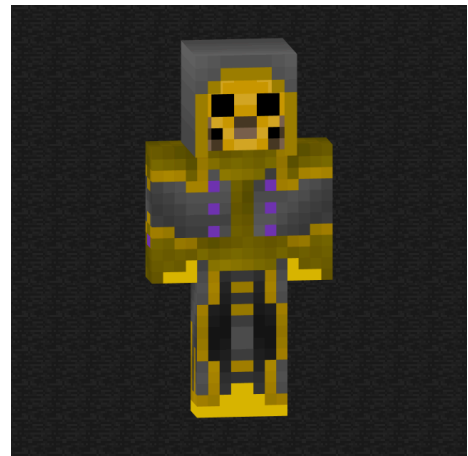
Rumors of horrible acts committed by Rilath reached Salamandra's ears before long, and so he sought him out. Rilath was found under a new alias, Riley, in the body of his daughter that he had body-swapped into. It became clear the Shade infection had taken Rilath root and stem, twisted him and made him evil beyond all doubt, and so Salamandra challenged the new Riley to a duel. They met atop the Mages Guild tower in Holm, with nothing but an endless fall on all sides should one of them fall, their only support being four pillars each on the far sides of the roof. Salamandra opened the battle by sprinting across the roof towards Riley, with black spheres coming to form in each hand. With a feign the black spheres landed on a pillar behind her, and she retaliated by turning her arm into a black tendril, grabbing Salamandra's legs with it, and throwing him back to his original position. He rose quickly and threw a black sphere directly into Riley's back as she appeared to be walking back to her original spot, sending her sailing into her own pillar. With a flash of anger the entire rooftop is consumed in black mist, eventually clearing to reveal Riley in a full-suit of black (shade magic created) armor, with eight black tendrils sprouted out of her back. Their duel ensued, his four tendrils attempting to hold off her eight to little avail, but eventually an all-or-nothing gambit paid off in Salamandra's favor, stabbing Riley through the chest. She fell from the tower and was slain, Salamandra recovering the Shade Gem from around her neck before leaving.

[Rilath's Demise](#)

Salamandra buried Rilath's body but eventually dug it up later to take the robes from it, as the robes were infused with part of Rilath's soul. This allowed Salamandra to retain his Shade magic despite all other Shades losing their powers due to Rilath's passing, and wearing the robes allowed him to communicate briefly with a very weakened version of Rilath. This reasoning came to be the reason why Salamandra was known as "The Last Shade".

[Shredded Shade Encyclopedia](#)

Nirya and Trinity both disappeared nearing the end of the Asulonian Era, leaving Salamandra without his direct family. A part of him was crushed that his daughter and wife would simply leave without a trace, but he had much time to mourn. He would sail to the new lands with the Kharajyr and particularly the very loud Tla'Tiazar who enjoyed singing (horribly) while he was sailing.



Elysium + Kalos

1402? - 1411?



The once races of Aegis and Asulon once again landed in a new place, this one known as Elysium. During the first few days since landing the Mages Guild officially disbanded for the time being, and cities were set up for the various races. Salamandra would come to join the Elves.



Ac'Aelu would receive many lessons in earth evocation while in Elysium, and Salamandra fashioned him a pair of new robes to match the ones he had made for himself. Salamandra's was blue of course, and Aelu's would be green. This is also the period in which Salamandra first met Silir'ilume, a mali'aheral interested in learning Shade magic. There had been many Shade magic inquiries from various individuals, but Silir was the one Salamandra deemed most promising. Without giving a direct answer Salamandra agreed it may be in his best interest to pass

along Shade magic to another, but only the right person, and at the correct time.

Electrical Evocation was given a proper name during Elysium by Lucion Sullas, a scholarly Mali'aheral who claimed he was the one to discover it. Infact, Salamandra had been unknowingly using what Lucion would come to discover as Electrical Evocation for years by drawing what energy remained from the lightning bolt that struck his magegold mask into his hand. His hand would then emit loud sparks, and when the hand was applied to another's body it proved a very useful spell. It was eventually accepted that Lucion Sullas was the one who discovered Electrical Evocation, but Salamandra was very influential in its discovery.

His largest battle within Elysium took place right within the Elven city, in the common area of all places. Evark, a fire-wielding lich that acted as a parasite to anyone he encountered, had pushed him too far. Salamandra used a spell he had invented in Asulon to cover his body in stone, in the semblance of a golem to force Evark's back to a large wall. An extremely powerful shaman known as Brevias watched the confrontation and decided to enter the brawl as Salamandra charged Evark and bashed his bones through the wall entirely, sending brick and mortar tumbling down the mountainside. Brevias leapt after them after transforming to twice his usual height, and managed to impressively subdue the injured Salamandra after he had destroyed Evark's body.

On no particular evening did Salamandra receive a letter, and a copy of said letter has been scribed below for the viewer. After reading the parchment did he go to the high elves, specifically Kalenz Uradir, and receive access to the anvil. Unfortunately, the Dwarves were furious and tried to steal the anvil on multiple occasions, one attempt in which they stole a fake anvil. After creating the golem Miramel, Salamandra returned the anvil to the Dwarves with the help of Tortek, who acted as a mediator.

Unsigned Letter

In an act of retaliation against the High Elves' blatant racism towards him in the previous years, Salamandra summoned his goblin army to the front gates of their enclosure. For those who never met Salamandra during Asulon or Elysium, he was widely known as the King of the Gobos. He and his small green counterparts breached the city, pelting any and all high elves inside with snowballs until the city had been taken with no residents remaining within. They barred the gate with snow so it would have to be dug out and then left, victorious.

After years of coping with Trinity's disappearance, the Elf felt somewhat prepared to move on. A new relationship between him and an "impure" high elf named Verisa was sparked, and the two moved into a small house together on the beach behind what was now Malinor and lived there with their son, Cir'dian; their neighbors coming to be Ac'Aelu and his lover Alandri. They moved together to Kalos when the time came and stayed in a large tree-house Salamandra constructed

on the Kharajyr island, where he discovered “The Kraken” which he always identified as giant, a mutated squid with teeth. Salamandra’s contact with the Kharajyr finally came to an end under Tla’Morthawl due to trickery performed by the previously mentioned Zeriko: who attacked Salamandra, Verisa, and Cir’dian, and when Salamandra defended them Zeriko went directly to the Tla’ and had him exiled. Almost directly after this happened was it time to move again, and the races set sail once more.

Anthos

1411? - 1457



For a large period of Anthos was Salamandra in service to the Mages Guild again, this time under the alias of the Mages College, located within a frozen tundra atop a treacherous mountain in the form of Wyverwyn Hold (pictured below). He assisted with what he could, and was often found in the bathroom raising his kraken in the giant bathtub.

Eventually he and Verisa moved into Malinor, in one of the treetop homes that Salamandra redesigned to suit his own wants. At this time the High Princess was Titania Hawksong, her husband Emberhard (who was mentioned previously) a good man Salamandra had known for many years. Malinor was moved out of, however, and replaced by New Malinor which could be found off a side-road on the way to old Malinor. Cir'dian had grown considerably by this point to the age of which he could be considered a man, and he introduced Salamandra to Sen, his partner. At the time Salamandra disliked Sen, but ironically before her passing he considered her a good woman and had come to like her. Sen died in childbirth while having Cir'dian's baby.



Once again Salamandra's lover disappeared, and it would seem as though he cursed any woman that was with him to death. A letter reached our character that Verisa had been slain, but the parchment was not signed in any way and only arrived by bird. Entering a slight depression the mage moved to Vaerhaven to raise his kraken in the sewers where there was enough space for it to grow freely. Also during this period he finally decided to pass Shade magic onto a successor, the high elf mentioned previously named Silir'ilume. The two created

a "Shade-lair" within Haelun'or, buried deep beneath the city behind many locked iron doors for safety purposes. Unfortunately, Silir would not learn enough to carry on the art after Salamandra's death, and Shade magic would pass into the void.

Laurina, once colleague of Salamandra had been transformed into a lich and now she sought to turn him into one as well. With illusion magic she managed to subdue him long enough for her to turn him into one himself. Although she tried to use him for evil purposes, commanding him with the threat of destroying his phylactery, he did his best to avoid heeding her commands as much as possible.

[Original Lich Excerpt](#)



Laurina mysteriously disappeared and Salamandra's phylactery with her, or at least, it appeared that way until somehow the cleric Braxis Silverblade obtained it and challenged Salamandra to an open duel. He entered the city where he was summoned and found Braxis on a narrow street, who turned to face him. Not moments after the two looked at each other was Salamandra attacked from behind by a Dread Knight, his body destroyed. It was then that Braxis destroyed Salamandra's phylactery and soul, banishing him from existence. Or so he thought.



Through unknown means did Salamandra return to the realm of the living, in a body identical to his mortal body of old. However, his body was missing a heart that was now replaced by a glowing sphere under his skin that was assumed to be keeping him “alive”. He no longer required any food, drink, sleep, or air (only to speak), and pain to his body was registered differently in his mind, as if dulled. His ability to use magic was nonexistent at the start, as if he had been entirely drained of the mana pool he had gained through decades of being a magic practitioner, and he was once again a novice. Despite this, before the end of our story he once again became extremely formidable, perhaps more so than before, and gained the magic types of: Earth Evocation, Enchanting, Mind Magic, and Sensory Illusion.

But carrying on with our story, Salamandra and the Flormai regrouped one last time in the Conclave of Malin where they built an extremely large manor for themselves by hand, and where he would stay for the remainder of Anthos. Trinity made a marvelous appearance during this period and after much consolation given by both parties the two were reunited again, and Salamandra vowed to never take another: a vow he would keep until the end of time.

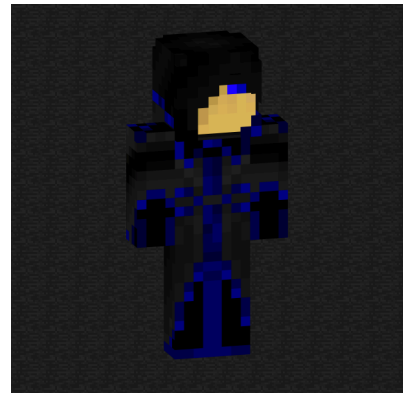
Years later time again came for the mortal races and they would once more sail away on ships in search of new lands. Trinity vanished as she had before, but Salamandra would wait for her until his time was over if need be. It is also reported during this time that Salamandra attempted to single-handedly fell a drake, and when he would be spotted later he would always keep his hair over the right side of his face to hide the large burn-marks he carried.

The Fringe **1457- 1465**

In truth, there is little to nothing to be said about Salamandra during this time period. He was rarely if ever spotted in The Fringe, and if he was he was not doing anything of importance. We will simply skip ahead to Thales.

Thales **1465 - 1468**

Thales passed quickly for Salamandra, as what are three years in the shadow of a thousand? But during those three years an elf named Izier agreed to teach Salamandra the “dead” Mori’Quessir language, for which he was very grateful. Also during this time the Flormai regrouped and obtained a manor within halfling lands. Trinity was not present, however, many members of the family were and they enjoyed good times like those of old when there was hardly a care in the world. What else? There is not much else to speak of; Salamandra wandered about as he did often in all other places, but nothing of significance was discovered.



Athera **1468 - 1513**

Athera was rather dull for Salamandra, but nonetheless he started it in Anni’sul disguised as a guardsman known as the Wall Monitor. He would patrol the walls often and loudly, many times being chastised and berated for doing his “duty” but he performed it regardless. The Wood Elves raided the High Elves who had already fled, and there is not much else to be said about this time.

Salamandra's friendship with Thurak was strengthened due to frequent conversations they had with each other, including a visit to see some of Thurak's rhinos which he found very interesting. The orc was a shaman but moreover overall good company, which was difficult to find in most of his kind. In years to come they would speak on rare occasions, including Thurak's offer to teach Salamandra shamanism at one point, which he could not accept.

Salamandra disappeared for a few years before being found again in the form of Athe'lor, an extremely tall high elf with silver hair and robes. The only friends he made during this time were Tiuth Ni'leya, Talimeracahe, and Seth Calith, and it came to pass that he spent most of his time around them. He served briefly as Okarir'leyun (or the builder, basically) and assisted in the construction of the city's walls. During this period he also made friends with a Cervitaur named Plazea, who taught him the Cervitaur language which he later wrote a book about. Perhaps a year later, the High Elves would assassinate King Andrik Vydra within their walls by trapping him within a courtyard and then releasing one of their traps that spewed lava up through holes in the ground. He and a few of his men were burned alive, others running around the city and killing any Mali'aheral unfortunate enough to be caught.

For the rest of his time in Haelun'or he began constructing a giant sewer system which never reached completion. It was thought that when the mortal races fled Athera, Athe'lor was still down there, building. However, he still managed to rejoin his kin eventually.

Vailor

1513 - present~

Salamandra made a non-astounding appearance in Vailor as Athe'lor the high elf, dressed as a butler and performing butler-like duties for one Seth Calith. Though many high elves chastised and ridiculed him as usual, he found that when dressed as a butler they ridiculed him less than when he was in his normal attire. Matter of fact, some actually "liked" him as a butler, and he was happy to play the

part. He protected Seth from harm, served him tea, and performed other various butler tasks. At first he had a chest outside of Seth's room, in the hallway where he "lived" until he was recognized as a citizen. Once recognized, he was given a small room.

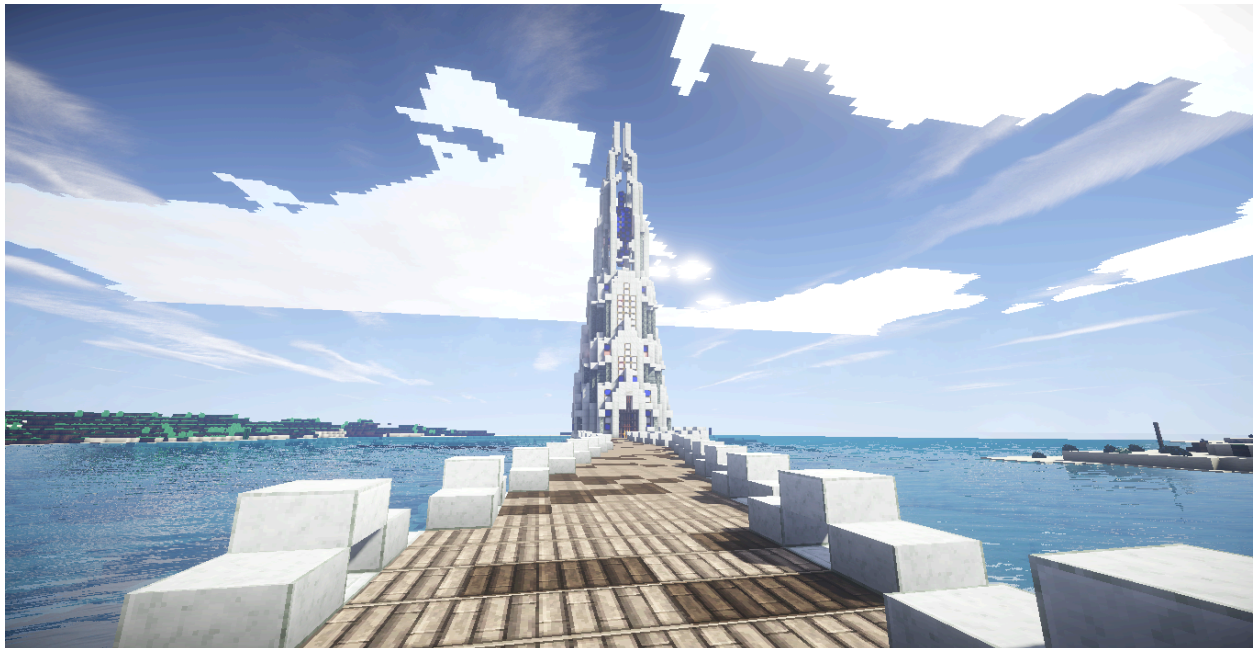


When Seth was not present, Athe'lor ran out of things to do and thusly brought his search outside of Haelun'or. At first he applied to a group known as the "Enchanters Guild", but he was denied entry. He would ask around the human city about work, but found little opportunity.

Eventually, a startup company known as the Aumont Merchany Company hired him on as an enchanter and counter-worker, where he would take orders and sell products. It is also around this time that he re-met the pigman Raglin whom he had known from Aegis before, and who was also employed by the company. The owners of the company at the time were Aumont and Alasdair. Thanks to their new workers and sales, the AMC was able to flourish and afford a very nice building.



Due to inner turmoil, most of the high elves left their citadel to go live in a swamp, and thusly it was left abandoned. Salamandra, seeing the opportunity, seized one of the two pre-abandoned towers that did not see any use even before the high elves fled the citadel. He moved all his belongings into said tower, created a secret entrance, and went along crafting enchantments for the Aumont Merchany Company from there. The tower was difficult to find without knowing where it was beforehand, so it made the perfect home for this illusive wizard.



For months there had been talk of a Mages Guild reformation, a return to the way the guild was long before Deke Valentine (better known as Crumena) usurped the position of Archmage for himself. It was at that time Ambros disappeared and all loyal members of the true guild disbanded, assumedly forever. But now Ambros had returned, and his loyal benefactor would be there to assist him. By the time Salamandra had joined the reformed guild they had 1 guildhouse and were in the process of acquiring another, a full set of Archmages, and a number of students. During this time it did not seem as though much was being done, however, outside

of construction on the colossal Mages Guild tower (which never reached completion due to its massive scale).

Wishing to be of good help to Ambros and the guild, Salamandra took it upon himself to visit the Druids often. In the Mages Guild enchiridion was defined a position known as “Court Wizard”, and having had fine relations with major Druids of the past and knowing more of them than most other mages, he deemed himself the one worthy to take such a position. After a few months of visiting the Druids weekly, Salamandra approached Ambros about the possibility of having a Druid Court Wizard, to which Ambros agreed he had already been thinking on. He sent the Elf, then, to confront the Druidic Order about it. At one of the Druid’s Moots is where Salamandra made his less-than grand appearance, explaining the benefits the Druids would have with him as their Court Wizard (as there were no cons to this deal whatsoever). The Moot was split about half and half, however, but in the end Salamandra was begrudgingly accepted. After a brief meeting between himself, Callax, and Ambros about a week later, Salamandra’s position was solidified.



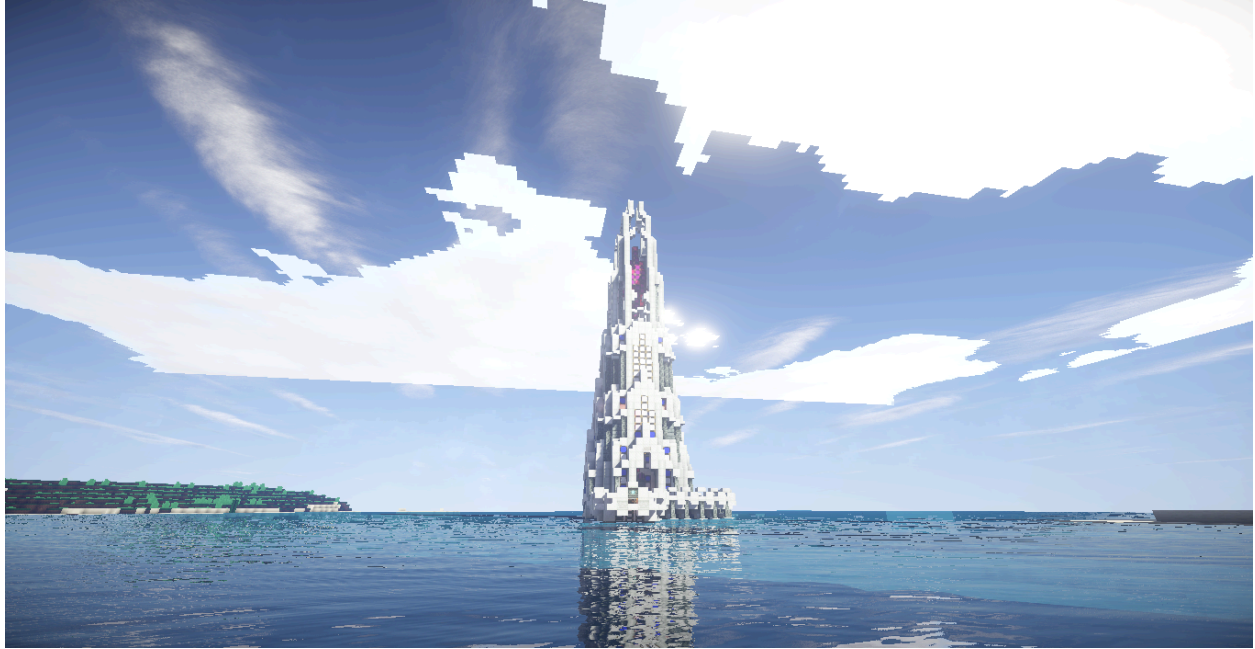
Even with the position of Court Wizard for the Druids and the duties it entailed, the Elf still found he had more free time than he wanted. He decided to fill any empty time with secretary duty for the new Sanctuary Mages Guildhouse. He made his desk and area appear the way he wanted it to, and after his minor renovations were complete he would stand behind the desk for hours, greeting those who entered and answering any questions they might have. Although others

would struggle to perform such a task without their legs cramping up or a gnawing hunger in their stomach, Salamandra suffered from none of these things and could stand there mimicking an animatron, as if here were a golem himself. This way he would quickly learn the names of all Mages Guild members and help new members apply, which he did; however, he found if he slacked in his duties and was not behind the desk constantly, that members would less often visit the guildhouse and the once lively halls would be home to nothing but ghosts. He was present regularly and eventually hired on an Assistant Secretary named Mirabelle Peregrin, and after that an Assistant-Vice Secretary, Eliza (one of the guild's Archmages at the time). It should be noted secret passageways within the guildhouse may or may not have all been constructed by Salamandra. Other notable characters at this time include: Glacio, Khel'laurir, Dram, Ayche, Katari, Rupert Peregrin, Salendys, Dorin Irongut, Iyath, Thurak, and Solan.

Upon returning to his tower one day, the bridge that had connected his tower to the old citadel was completely gone, but thankfully the tower remained. The source of the bridge's disappearance is unknown, but not long after did the entire island near the tower become transformed into a new high elf city. Salamandra, wanting to keep his tower, registered as a citizen and visited the new city frequently (albeit there was nobody he really spoke to or wanted to speak to there other than Dram and Ceruberr who visited also).



Alas, despite being a registered citizen and having lived in the tower for many years, Salamandra returned one day to find the high elves had broken into his tower, stolen most of his belongings, and claimed the tower as their own. It was around this time Salamandra disappeared from the world of man, dwarf, elf, kha, and orc, to return to whence he came. Some will say he left in search of his lost wife, Trinity, while others will claim he began to pursue his lifelong ambition of becoming a lesser-daemon more earnestly. Unfortunately none will know the truth, as he was never seen again.



[Salamandra Character Sheet](#)

So ends our tale of the Blue Wizard, congratulations to those who have finished this journey with me. It was a pleasure getting to know you all and enjoy our times together. My legend on Lord of the Craft comes to a close, and this is the story I leave behind.

Salamandra

Salamandra Quotes and Phrases

“Life is an endless hallway filled with countless doors. I aim to open more than anyone ever has.”

“Balls.” -First delivered by Ambros

“The best Druid is the dead kind.”

“Release the Kraken!”

“I have never used tendrils for anything inappropriate ever.”

"A duel is not won by magic, but the mind that wields it."

"Gobonic Order forever."

"I am many individuals in one body. When needed, I simply change masks."

"Limitless possibility is found in the form of an open hand."

"Every wizard should have a large tower."

Comments on Salamandra

"My favorite fights, even today, were probably the magical battles between Areon Baldwin and Regaki." -wardog4445

"You were someone I looked up to throughout my years on this server. I still look up to you. Have fun buddy." -Tom Whiteman

"Wow Salamandra.. I will really miss you. I enjoyed wasting your time as Millosm asking you so many questions about things he doesn't understand, and I hope you have the best of times wherever you go. Peace out man, I really respected you and continue to do so now." -KiausT

"I still think back to my early times on Asulon, thinking you were one of those great legendary mages along with Ambros and whatever his teacher's name was, lol. You'll always be the only voidslinger I ever truly liked or befriended, and I'll hold onto the experiences we had together <3 You're definitely one of the classics here on LotC, keep in touch :)" -Callax

(If others wish to add comments which would be greatly appreciated, feel free to message me on skype at xblxsnazzlez.)

Salamandra's unfinished works:

[Individual Mana Pools](#)

[The Evaglno Effect](#)

[Mori'Quessir](#)

[Skins I collected on LOTC](#)

Affinity towards other Characters (At the very end)

AC'AELU	HIGH
AERAN	GOOD
ALANDRI	NEUTRAL
ALASDAIR	GOOD
AMBROS	VERY HIGH
AMIPHER	HIGH
AMRAS	GOOD
ANGEL FLORMAI	GOOD
ANRI	NEUTRAL
ARABELLA	GOOD
ARBREK STARBREAKER	HIGH
AREON BALDWIN	GOOD
ART CAMORYN	BAD
ARZOTA	NEUTRAL
AUMONT	GOOD
AUVEREATH	NEUTRAL
AVERN DIONNE	NEUTRAL
AYCHE	GOOD
AZORELLA	GOOD
BATTLEMAGE TODD	GOOD
BAWD	HIGH
BELTRAN	GOOD
BETH	GOOD
BETHINA FLORMAI	HIGH
BIRCALIN	GOOD
BLUNDERMORE	NEUTRAL
BOTAR	GOOD
BRAVEPAW	NEUTRAL
BRAXIS SILVERBLADE	VERY BAD
CAEL'QUE	HIGH
CALLAX	VERY HIGH
CERUBERR	GOOD
CHAUNCEY FLORMAI	HIGH
CIR'DIAN	GOOD
CONSTABLE V'ROL GORETAG	NEUTRAL
DAGOR STARBREAKER	GOOD
DANIC	GOOD
DANTE FLORMAI	VERY HIGH

DEKE VALENTINE		VERY BAD
DELASELVA THE SEER		BAD
DELATHOR		HIGH
DELTARO BLACK		HIGH
DIO ASTORE		GOOD
DJINN		GOOD
DOMELVIA FLORMAI		VERY HIGH
DRAM		GOOD
DUCKY		HIGH
DYNASTY FLORMAI		GOOD
ELDORICO		GOOD
ELENE		NEUTRAL
ELIZA		GOOD
ELNIR		GOOD
ELORNA		GOOD
ELWEN EVAGLNO		GOOD
EMBERHARD	HIGH	
EOIN		NEUTRAL
EVARK		BAD
FACELESS MAN		HIGH
FARMER BILLY BOB	HIGH	
FARREN STARBREAKER		HIGH
FENGRIC		GOOD
FLOOP LIGHTFORGE		NEUTRAL
GIOVANNI		NEUTRAL
GLACIO		NEUTRAL
GODFREY		BAD
HAADI		NEUTRAL
HAELPHON		VERY HIGH
HIEBE		NEUTRAL
HIGH PRINCESS INDELWHEN		NEUTRAL
HIGH PRINCESS SYTHRA		GOOD
HOSPER		HIGH
IATRILEMAR		GOOD
ISABELLA DEATHSBANE		GOOD
IYATH THE TOYMAKER		GOOD
IZIER		NEUTRAL
JAMESON TARUS		GOOD
JA'DATO		GOOD
JOE BLACKMAN		BAD
JON EVAGLNO		VERY HIGH
KAIRI FLORMAI		HIGH
KALENZ URADIR		NEUTRAL
KATARI STIRLING		BAD
KNOX		GOOD
KOLYAT		NEUTRAL
LAGOMORPHIA		GOOD
LAURINA		GOOD

LUCAS BLACK		NEUTRAL
LUCION SULLAS		NEUTRAL
META SOLARAY		HIGH
MIRABELLE PEREGRIN		HIGH
MIRAMEL		GOOD
MITHRAS		GOOD
NATIVE THE PATHFINDER		GOOD
NAX'RAM		HIGH
NIRYA		HIGH
NUG		HIGH
OGEDI		NEUTRAL
OGLAND		NEUTRAL
OUIY		NEUTRAL
PHAEDRUS		VERY BAD
PLAZEA		GOOD
POLGRATH		GOOD
PRINCE EBS		GOOD
PRINCE LAFTHI		HIGH
PRINCESS TITANIA		NEUTRAL
PUGSY		HIGH
QUEEN DAWN		BAD
RAE'IRI		BAD
RAGLIN		VERY HIGH
RAIGA	VERY	HIGH
RAKTAR		HIGH
RASHA/SAELDUR		HIGH
RELGARD		HIGH
REPITEO		GOOD
RESIA		HIGH
RILAE FLORMAI		GOOD
RILATH		NEUTRAL
RIONDIL		VERY BAD
RUPERT PEREGRIN	HIGH	
SAHRA		VERY HIGH
SALENDYS		GOOD
SAVITICUS		VERY HIGH
SCYLAS		NEUTRAL
SELINA DEMONES		VERY HIGH
SEN		HIGH
SERENE BLOODCREST		HIGH
SETH CALITH		VERY HIGH
SHEEKAH THE DEVOURER		GOOD
SILIR'ILUME		HIGH
TALIMERACAHE		HIGH
TAYNUEL		GOOD
THE LIBRARIAN		GOOD
THE PERFECTIONIST		HIGH
THRYM		GOOD

THURAK	VERY HIGH
TIUTH NI'LEYA	HIGH
TLA'MORTHAWL	BAD
TLA'TIAZAR	HIGH
TLA'XERDUN	HIGH
TORTEK	HIGH
TRINITY FLORMAI	HIGHEST
VARSTIVUS	HIGH
VERISA NYMPHEA	VERY HIGH
VIERNA	GOOD
YAMI'NI FLORMAI	VERY HIGH
YULN	NEUTRAL
ZERIKO	VERY BAD

(A negative rating on your character does not mean I don't like you, it just means my character didn't! If you believe I missed yours or just want your character added here and you knew me, please just message me and I'll be happy to add it. Remembering all the names of everyone you've ever met is very difficult.)