

Archibald Whitney Van Et Al Thunderstone esq III, returned from the hivemind of the defiled.
Race: Patchwork Satyr



Bio: Archibald was originally a satyr, who made his place of residence in a small town called Sandslout. His occupation was that of a rancher, driving herds of giant beetles which fed on the plentiful mana of the white sands of the desert surroundings. He also fancied himself as a gunsmith of arcane caster weapons, which his people, the satyrs, had stolen from a larger and more intelligent clan of goatkin. However his only real weapons he designed were only utilized in the siege defense of the great wall of Obsidian Canyon against an eldritch abomination hivemind.

The battle, as well as much of his homeland and his very life was lost due to the overwhelming strength of the enemy and deunified and inexperienced leadership of various factions which took part, including Archibald himself, and his brother, who died in the final defense of Emerald City.

Whilst the enemy was ultimately defeated in that battle, Archibald witnessed it through the eyes of his own corpse, assimilated by that very enemy.

The assimilation of Archibald's mind and body have left lasting scars on his mind, though few on his newly reborn body. Constantly struggling with the portion of his mind which feels the guilt of slaughtering and aiding in the assimilation of both friends and strangers, and the knowledge that he himself was not in control, and the feelings of strange joy and connection he felt with those who shared in said experience. He understands the philosophy of the defiled eldritch which had controlled him through his own shattered lens. That the reasons for conflict all stem from the separation of self from the crowd. And that peace comes from the sameness and unification of all things.

Where once, Archibald had been a rough and easily antagonized man, his shift in perspective has caused him to remain calm outwardly toward provocations from those outside himself. He secretly hopes to find others who were brought here into undeath after being separated from the hivemind, as he feels that they would be likely to understand him better than those who never shared such a profound connection of oneness, even if it had been forced on them. He only retains the name Archibald as that is the name those who were in the hivemind with him might recognize him by, which was the name he had chosen for himself over his birth name which he has now forgotten.

Once resurrected, Archibald was found to have the talents of a BoneBinder, and began training for the profession. He spends his time working porting feed and care materials, learning to care for the bone scorpions he would be charged with. During nights he studies the ritual tongues and glyphs necessary for caring and calming the arthropodic beasts, Practicing the motions of the rituals necessary to control the animals, or speaking the commands for proper pronunciation. Once per week, whilst training, the satyr is given a day off, which he usually spends gambling in a tavern near the housing he was given upon immigration. He hustles others a bit, but he never gambles enough to make a man risk his life or livelihood. Anyone with a debt to him, he holds onto for favors for later. Sometimes having them cover a meal. Or helping him with tasks not tied to his work and training.

Appearance:

When Archibald was brought to this plane, his body was resurrected how he thought others had seen him before his assimilation, with a grisled and scarred face, put together from the skin and bones of multiple satyrs. The fur of his goatlike legs and hooves and the skin of his humanoid torso a patchwork of varying colors and tones. He has one straight goat horn above his left brow and a curled horn over the right, neither of which are incapable of growing after his rebirth. He is clean shaven, and bald, having removed all hair from his torso, face and head, due to the patchwork of follicle patterns not being uniform, and he has sheared the various lengths of fur on his lower body to a single length, but not getting rid of it entirely. He also has a form of heterochromia, but both eyes are different combinations of brown, with the right eye being darker in color than the left

The only part of Archibald's body which does not resemble any of his original race in any way is the fleshy tentacle which has replaced his tail. The appendage is prehensile, and can hold and use a weapon if needed or be used to grab or strike things and people. This tentacle is as long

as Archibald is tall (6ft) with a single one inch spike at the end which similar to a scorpion can inject a necrolyzing agent into an enemy.

Abilities:

Strength and speed is equal to that of an average human.

Scale the walls: As a satyr, Archibald is capable of climbing steep inclines of up to 75 degrees at full speed. And up to 89 degrees, so long as there are footholds at half speed.

Undead resistance: As an undead, Archibald is immune to toxins, like poisoned weapons and venoms from venomous animal bites.

Rotting sting: If Archibald stings someone with the spike at the end of his tail and injects the toxin available into them, the wound quickly begins to experience a necrosis effect. This toxin eats away at flesh, muscle, and bone at an exponential rate. It can become fatal if not treated within three days, or faster if the toxin enters the blood stream directly from the wound through an artery or vein. Due to his calm demeanor, Archibald is unlikely to use this toxin, unless he believes his enemy will kill him, and he cannot maintain a safe distance. It takes three days for Archibald to replace the toxin held within the gland which lays in the base of his tail. If this gland is cut into, the toxin can and will infect Archibald.

Skills:

Due to his past experience as a castarm gunsmith, Archibald is capable of creating and using such weapons.

His experience as a rancher gives him insight on the herding and caretaking of large livestock animals, with greater emphasis on arthropods and beetle like animals. As well as the experience of mounting and controlling a mount animal.

Spells:

Fire lance: A flame spell which extends a beam of fire from his fingertip. As a rancher, this had once been used as a firestarter for campfires. The beam stops once it is intersected by physical objects, setting flammable materials alight, but burning through any flammable material made of wood, paper, or similar materials.

Flare: A modified version of the firelance which sends a projectile of flame away to a set distance or once it impacts anything, which explodes in a bright flame in the color of Archibald's choosing. Often used as a signal to other ranchers in the past, this spell can also be used as a flashbang which temporarily (one turn) blinds and deafens the nearest living being within the radius. It burns out too quickly to set anything on fire, but can cause very minor burns on bare skin.

Weapons:

After being resurrected, Archibald used his past knowledge of castarms to create a pair of Caster revolvers. He can load these weapons with different charged crystals of different origins to create different elemental energy, which passes through a resonance chamber to turn mana

he feeds into the weapon into the same element, and then a focusing crystal to create the spread of energy from the barrel of the weapon. The weapon can rotate between the different mana crystals, but the barrel must be disassembled to change out the focusing crystal. The focusing crystals and mana crystals that can be used are as follows. The frames of these weapons are made up of an undead thrall he was given that acts as a worm that is embedded into his body, which has two ends sticking out of his wrists, when used. The thrall contains the cylinders and slots for the mana and focusing crystals to be inserted for use. When unequipped, he wears the thrall around his waist, where it imitates a pair of holsters on a belt.

Flame: a ruby mana crystal can be fed into the chamber to imbue the weapon with fire energy, this element is usually loaded into all six chambers of both weapons, unless otherwise stated at the beginning of combat. They are the easiest for Archibald to make and use, due to his aptitude for fire magic. These crystals are able to be recharged from Archibald's mana, once used. If used with the beam focusing crystal, it creates a long range variant of his own Fire Lance spell. If used with a cone focusing crystal, it creates a conical blast of fire

Earth: an onyx mana crystal can be fed into the chamber to imbue the weapon with earth energy, that creates physical projectiles from the end of the barrel. These projectiles are thrown at subsonic speeds, and are bullet shaped. If fired using a beam focusing crystal, a single projectile is thrown in a straight line. If used with a cone focusing crystal, eight projectiles are thrown, in a conical pattern. This mana crystal requires a turn to feed mana into the weapon to generate these lethal speeds, but can be quickly fired in a single turn, but projectiles travel significantly slower, if this is done, but they remain lethal if hit. Archibald can recharge this crystal type, but it is significantly more difficult, often taking a full day to fully recharge the four crystals he has. The projectiles spread out from each other conically as they travel. Someone more apt with earth magic might be able to fire this weapon at it's best effectiveness or reduced spread.

Beam focusing crystal: this focusing crystal when used in the castarms Archibald creates will always fire a single beam or projectile. Beams travel in a straight line out to a distance, specified by the mana type and the user's aptitude for said element, in an instant. Projectiles fire in an arch from the weapon at a speed determined by the element and user's aptitude for that element.

Cone focusing crystal: this crystal creates a cone of magical energy or multiple projectiles specified by the element and the user's aptitude for that element. Projectiles travel in an arc, spreading gradually as they travel, leaving the barrel at a speed specified by the element and the users aptitude. Cone's of magical energy burst out in a cone in an instant with a range determined by the element and the user's aptitude with that element.

Archibald plans to develop more mana and focusing crystals as needed, and possibly more weapon frames to more effectively use the ones he has.

Mount:



Due to his history as a mounted cattle driver and his current job of caring for the bone scorpions, he has taken one specifically to use as his personal mount for long distance travel, when necessary to meet with those who would buy his animals for military, food, or material. The male scorpion is named Chikpatl-Yōlotekatl in the native tongue of Tlacuatl. The name means Bone Heart-Runner and was named by Archibald's teacher. Archibald has also trained Chikpatl-Yōlotekatl to answer to the nickname "Yōlo", as it was named whilst he still had difficulty speaking the native tongue. The scorpion is fiercely protective of Archibald, and gets moody and obstinate when it sees Archibald giving affection to or riding other scorpions. He often placates Yolo by giving it snacks and cleaning its bony carapace, especially between its legs and claws. It's favorite snack is a baked treat made from rotted meat and bone marrow mixed with bonemaize and crushed insect eggs and larvae as a binder.

Extras:

Archibald reentered the world, strangely, through the immigration office. Possibly having fallen through the bureaucratic cracks, as he is a native of the world, but not of Hextor itself.

Archibald enjoys gambling, and has a philosophy that the game should be played only by those willing to risk, and who know the rules. He often hosts a dice game he remembers playing in his homeland which is similar to Liar's Teeth in some ways. Players play against a table's dealer, who rolls a pair of six sided dice under a cup. The dealer is allowed to look at the dice and claims the total and faces he sees. Each player then makes their wager and states whether they believe the dealer is lying or truthful about the dice total only. Those who succeed gain their wager from the dealer, doubling money, gaining debt of labor, favor, information or goods. The dealer may refuse a wager if he has none of what is wagered to give. Anyone who guesses wrong owes the dealer their wager. Archibald does not use sleight of hand to cheat at this game, relying on body language, speech, and facial command to gain a slight profit. He never gambles with a person who is overtly desperate to win, as it encourages them to return when they are no longer desperate instead of taking advantage.