

Partner

Gardy. Embodiment of Protection.

The existence of Gardy is a long, storied and ultimately tragic tale about a sentient automaton simple wish to help a young girl burdened to shoulder humanity desperate need to survive an age of chaos. This entity -this man- already helped Arawn inside the Demonic Throne and proved his stalwart disposition further through actions and words, ultimately becoming a second presence inside Arawn body. Much is left to discover about this friend but at least for now, he could be considered our protagonist closest ally (in, perhaps, too much of a literal way.)

Friends

Sieglinde Jawahir

Eldest daughter of Demon Lord Deruella Jawahir with all the responsibility accompanying such a heavy status, making her a direct extension of the Demon Lord will, undeniably making her a very influential person in Mamonos politics, classing her as a Supreme Monster.

In term of personality, Sieglinde has proven herself accommodating, surprisingly easy going and rather fond of teasing despite being an easy target for gentle bullying, something Arawn has taken great amusement to indulge in. Yet she's also a dignified lady with more than enough gravitas and experience to dispel any thoughts of easy manipulations once a situation is suitably serious, she has also been observed taking no shame in showing favoritism and fully using the privileges of her position to help her friends. A selfish lady who does tend to get carried away emotionally once taken by surprise, she has become something of a confidant with Arawn, the two closely working together in solving conflicts and unafraid to speak with each other to curtail misunderstandings.

She always trains martial arts in the mornings when time allows and seems open to getting a partner.

Elina

An angelic enigma who revealed herself as an apprentice and heir to the Embodiment of Love. She's been living in Zipangu for years before coming inside the demonic capital and study inside the academy of magic. She was the very first person to welcome you into this world during your confusing awakening.

As befit a heavenly woman, Elina has shown herself to be warm and passionate about most activities, eagerly entertaining conversations and answering any questions you have about the world and its mysteries. She's shown herself to be fond of teasing once she manages to

relax, though rarely make herself known in general circumstances for, despite her apparent willful drive, she's a surprisingly passive person in general circumstances, a girl of reaction rather than action unless things get physical. She remains something of an enigma to Arawn despite being his anchor into this world, having shown glimpses of a troubled mind...

Master-at-arms with polearms, she could definitely show you many things about handling weapons.

[Hao Dasyu](#)

Fearsome warrior, faithful friend and the purest of soul.

Hao is a Mamono from the very edge of the known world, a native of the nomad plains surrounding the empire of Zen far, far away in the east. Her people are cousins to Teruko's lizard-like Mamonos, with dark scales instead of pure white. Having been rescued from the Death Forest of necromancy, Hao slowly but surely became an irreplaceable part of Arawn daily life, culminating in her becoming Klesiah comrade - his second sworn knight.

Even now Arawn doesn't know how to summarize or even settle his impressions and feelings for this strange tribal runaway. Her relationships with everyone is barely a month old yet her faith in the friends around her -especially Arawn- can almost be described as lunacy in its unshakable roots. She's a jovial woman with boundless energy, finding joy in learning the land language and whatever stories people are willing to share with her... yet she also displays strong competitiveness in battle with enough bloodlust to eagerly take any chances she can find with outright slaughtering summoned beings.

Her emotions, her spirits, her belief, her loyalty, her skill at arms... everything surrounding this strange lizard-lady is so incredibly intense.

[Klesiah Zaheed.](#)

Woman of Arawn past, magical nature of lightning, once a knight of the Storm, now a faithful paladin.

Describing Klesiah as devoted isn't enough to emphasize her loyalty; hers is a life given to her lord and an existence of strife. Klesiah is a religious girl with a commitment to Mother Earth that pushes her to obey the All-Mother precepts more than the Watchful Father but she hasn't been able to handle the more peaceful side of the religion very well because of her self-imposed disgrace at having failed to save Arawn life. The subsequent abandonment of her friends led to a wandering existence of searching to support honorable causes until a fateful chance encounter...

Klesiah is unassuming in most circumstances, often outright docile when it comes to general friendly social gatherings, easily made to follow a flow of actions or suggestions without finding the courage to truly impose herself. Yet she displays unflinching zealotry when it

comes to upholding her vows and ideals. Her empathetic propensity toward Mamonos pushed her into a near-suicidal rescue of slaves, it is clear that Klesiah isn't timid when confronted by harsh realities.

Lately, she has begun to slowly impose herself.

Excellent warrior, Klesiah wield glaives and swords with true masteries. She combines these skills with a natural lightning magical aptitude to lethal effects. She's also displayed competence with bows but seems to treat this as a hobby instead of a genuine skill to cultivate. Finally, Klesiah seems particularly in-tune with Arawn, finding coordinating with him almost innate.

Arawn knows two of her vows.

- 1: Loyalty to her Lord.
- 2: Avoiding alcohol.

[Martha Jawahir.](#)

Second daughter of Demon Lord Daiyu Jawahir, a prodigy of alchemy and magitek, lazy girl fleeing responsibilities and apparent hedonist.

Martha is an enigmatic woman who rarely speaks about herself, almost a genuine mystery to her kin; nobody knows exactly what it is she is up to and outside her passion for technology, nobody can say for certain what it is Martha has been doing with her time. Despite this flighty nature, she's still disposed to helping her family - her faithfulness with being an envoy to Gwendolyn realm is an undeniable fact that she understands her position - but Martha is a frustrating woman because she constantly skirts around responsibilities and agreement after coming home or whatever places that can become a temporary one.

However, she proved to have a rock-solid resolution when it come to helping her family.

Martha history with her family is rocky (having only recently returned from well over 40 years of total separations) nobody quite knows how to handle her. To Arawn, she seems like a friendly, casual woman reminiscent of Belphegor, albeit calmer without predisposition to teasing people.

Her skills at teaching Magitek are beyond reproach and can easily be considered a true gem of this era. In terms of general battle capabilities, she's a complete mystery.

[Vilma Ingerd](#)

Student of the summoning academy, foreigner from Arnbjord. An unfortunate girl stuck with stigma of "undead" for her natural need to consume small amounts of living souls for

sustainment (similar to vampires needing blood to remain healthy). Vilma is a new friend, a mage of obvious talent with great passion for her natural abilities of necromancer and learning summoning to nurture her capabilities.

She's someone with a noted low self-esteem who's been relentlessly bullied because of her race and association with Teruko, resulting in a constant stutter unless she becomes particularly passionate about a subject or situation. Her passion for magic has resulted in a notable love for explaining various obvious things to Arawn neophyte mind, resulting in a friendship that blossomed quickly because of their shared interests. Too many emotions have resulted in blowing up, she's a good lass if far too hesitant to try and forge an identity for herself.

She'd make a fantastic teacher for necromancy. And a very, very scary person to anger.

[Teruko Gunji](#)

Magical professor, discoverer of Internalization, prideful little lizard and happy new mother. Also, a foreigner from the empire of Zen.

Teruko has helped Arawn self-discovery immensely despite having only two sessions of magical discovery under her tutelage. She's an expert summoner and the most prestigious tutor of the Demon Lord academy and an all around good person with a good head on her shoulder and a frank love of teaching, with a certain fondness for helping girls in trouble since she specifically chose to become Elina and Vilma tutor because of their difficult situations inside the academy; something that has spawned unfortunate problems, yet also forged a genuine bond between the three of them. She's a woman who somehow managed to skirt a line between pride and arrogance, her selfishness is genuinely endearing and hearing her speak is something Arawn has grown to appreciate quite a bit; overall the two are rapidly building a strong friendship.

Arawn doesn't know much about her past, having only recently found out that she has somehow melded her very soul with a fairy, effectively making her body a recipient of three independents, living souls.

[Belphegor Jawahir](#)

Supreme Monster, Sieglinde adoptive aunt, and the Demon Lord closest friend, having apparently grown up beside the all-powerful succubus.

Belphegor has the appearance of an adorable little goat-girl despite having several lifetimes of experiences. This resulted in a casual woman who seems to take everything in stride, always going at her pace with a great love of friendly banter, teasing and bullying (especially her niece, poor Sieglinde is always prodded by this goat demon). Being someone who lived through this era's greatest events and a driving force behind the Demon Lord influence, she manages to appear empty of mysteries and immune to any kind of smart prodding to get

juicy info; she's an old gal full of life and whatever memories she has isn't curtailing her joyful existence.

Belphegor has shown herself to be an expert alchemist, having revealed a pair of masterful experiments to Arawn with a look but don't touch attitude that is always so typical of this teasing shorty; convincing her to try magitek wonders will undeniably take long, arduous works.

Acquaintances

Deruella Jawahir

Sieglinde little sister, third and last daughter of the Demon Lord. She spent an evening with our elf and revealed to him his options for curing his amnesia. Deruella is also an expert manipulator of blood magic and corruption, with enough raw talents to be considered a menace amongst Supreme Monsters.

She's a succubus oozing raw seduction and sex appeal to a point well beyond the norm of her race. Body, gaze, mannerism, smiles, laugh even her attitude instilled a sense of allurements that demanded serious willpower to deny. This also translates into charisma, she's someone who knows how to keep anybody's attention because she's always been shown speaking with raw emotions and captivating honesty. From what little time Arawn has spent with her, he found her to be good company, being a casual lady fond of teasing her older sister but also possessing an endearingly romantic view to Arawn's problems and hesitations.

Elenor

Ace of the summoner school and apprentice under the Red Guard scouted by General Zazawu himself. Recent events led to her disownment from the Jucunda family, making her adopt her true family name. Relationship with Arawn and his friends notably improved after her duel with Vilma, leading to a state of forgetting old animosities. She could potentially become another friendly face.

Brenda and Brigid Brenhilda

A pair of Minotaurus twins studying in Internalization often accompanying Elenor, they share a close friendship with the demoness.

General Zazawu

Deployed on the southern border of the Cursed Swamp with his unit, the Red Guard. Zazawu is acknowledged as a living relic; a monster so old and strong that he's believed to have lived through antiquity. He's someone that rejected the concept of Supreme Monsters and has instead preferred to continue acting as general of the Red Guard, an elite semi-independent battalion of battle summoners.

He has recently recruited Elenor and Vilma into his unit. Arawn briefly talked to him after Vilma duel, he seems like a good-natured giant

[Melvina](#)

Zazawu second-in-command.

Melvina is an odd Mamono that could only be described as a strange snake mutant, she seems to be a dry person who tends to keep her distance with people. Arawn brief encounter with her was polite and to the point, she'd likely make a good coworker.

[Gwendolyn.](#)

Overlord of monsters in the Allied Kingdoms, Gazer, mind reader and liege-in-training.

A short yet imposing girl, this Supreme Monster is a sharp-minded, quick-witted monster girl who honors her position with quiet resolution. Clearly wishing to help all the Mamonos oppressed by the surrounding Kingdoms, Gwendolyn showed endearing idealism by personally taking place in a rescue operation and showing her true form despite potentially revealing her realm existence by doing so. She understands her position as Overlord, clearly placing virtues on honor and confrontations by mirroring Daiyu general disposition when it comes to handling human-monster relationships but the deeper working of her mind and objectives remain a mystery.

The Overlord share Daiyu dislike of stuffy titles and ceremonious waste of times and seem surprisingly meek in casual social gatherings despite her inherent charisma.

[Tuilelaith Helewidis](#)

One of the oldest Supreme Monster still alive, Tuilelaith was born in the middle of antiquity -the great War of Pretenders- and possess a rocky, storied history. Oldest of all Ninetailed foxes, she's publicly allied with Overlord Gwendolyn, giving the fledgling Mamono monarch an extremely powerful ally.

Another short powerhouse, Tuilelaith carry herself casually with little love of formality, having no patience for stuffy atmospheres, Tuilelaith became fast friend with Arawn and rapidly became a stalwart companion after he asked for her help. A lesser known fact about the vixen is that she's a genuine agent of Mother Earth whose happily willing to accomplish whatever duties the goddess need in exchange for being able to use the Goddess wide divine web. Another important truth is that Tuilelaith has been feuding with Lady White for an extremely long time, making her eager to help corner the foxy witch.

Kreszenz

People belonging to the queendom of Kreszenz.

[Queen Valda Swanhil Wilhelmina.](#)

Merchant-queen of Kreszenz who revitalized her impoverished country into a strong land apt to resist against aggression from the Swamp and unruly neighbors. Valda is a rare monarch of friendly disposition with Mamono inside the Allied Kingdoms

Her majesty displayed a sharp, intelligent mind and a strong charisma to Arawn and, while clearly none too appreciative with altering her diplomatic strategies, proved reasonable enough to keep herself flexible after calming down. Her relationship with the Demon Lord is surprisingly casual and while Arawn hasn't interacted with her much, it is possible she'll become important in the future when times demand negotiation with other realms.

[Waltier Swanhill Wilhelmina.](#)

Prince Marshall of Kreszenz, outland stranger who somehow married Kreszenz queen.

Waltier is something of an enigma to Arawn. He's a quiet man who barely speak during important negotiation yet he watches and pays a keen enough attention to involving himself when his wife is about to make a mistake and thusly prevents it. Her daughter described him as a particularly talented swordsman and it seems he once enjoyed an existence on the road for he displayed rare skills in playing the flute.

[Anaïs Swanhil Wilhelmina.](#)

Sole heir of Kreszenz, a spirited little lady with a sharp mind - her looks weren't the only thing inherited from her mother.

Anaïs is a jovial girl who's clearly someone preferring a hands-on approach instead of bookish pursuits when it comes to handling problems. Her little highness possesses a strong sense of morality and clearly sees Mamonos as genuine people instead of menaces and seems to enjoy quite the popularity amongst Kreszenz armed forces. More than once Arawn caught hints of concerns amongst soldiers that would definitely have each of them lay down their lives for the princess out of something more profound than simple duty.

Her blood possesses a strange nature to attract spirits from the red veil, further details will need to be investigated.

[Hildegarde](#)

Stoic maid, bodyguard and strangely good company.

Hildegarde is Anaïs's attendant and friend. Her relationship with the princess is a warm, precious one; Anaïs takes joys in breaking Hildegarde's mask of placidity and Hildegarde reminds her little highness of her unending duties in turn, creating amusing back-and-forth. Despite being Anaïs's escort she doesn't seem to be too uptight with maintaining duties, she often allows Anaïs to indulge her fun and readily joins in helping her liege when times come to tackle problems.

Hildegarde hasn't been seen wielding weapons once, it is likely she's confident enough to fight bare-handed against blades.

Antagonists.

[Lady White.](#)

Otherwise known as the Witch of Contract. Also referred to as Wound-of-the-World because of the general belief that she lives inside the Cursed Swamp, Lady White is a near-mythological being whose often blamed for unexplainable misfortunes under hushed tone. Mamono's are a superstitious lot who, unlike humans, make many contracts and agreements orally in order to avoid her influences; her encounter with Arawn occurred in a dream during a tea party where she ultimately revealed herself as an enemy after tricking him into accepting a contract. Since then, she's been influencing nearly all of Arawn's torments.

[Myr.](#)

A tonfa-wielding stoic dark-elf who's been seen with Lady White inside Arawn's dreams.

[Ari'el](#)

One of Lady White's entourage who accompanied the fluffed enemy during one of her imaginary tea parties.

[Mimiru Milte](#)

One of Lady White's apostles, Mimiru is a ghoul who can modify her body to a horrific point. Actively plotted to modify Vilma's memory during the lich's many visits, her previous demeanor was an act.

[Blue Oni Harkon](#)

Master necromancer, extremely dangerous apostle who masterminded the assault on Daiyu fortress.

[Jena Javed.](#)

Vampiress of the Javed clan. Jena was one of Sieglinde most prominent political enemy until the assault on the Demon Lord fortress where she was seen helping Lady White forces. Motivated by revenge because of the death of her older sister, Jena tried -and failed- to reach her objective during the battle, whatever it was.

Her natural strength as a vampire grant her ungodly endurance and she's known to fight skillfully with a rapier. A very dangerous person who managed to defeat (and kidnap) Klesiah.