

# Diago Darkthorne

**Diago Darkthorne** the son of the heroic Bohan Daellyn Ath Cortha of the green thorne clan. They protected the forests of Velusia from enemies from outside and within. Diago fought alongside a group of heroes that sought to end the threat of the Darkthornes in their lands. He joined them only after a tragic even left him with no other option. He would fall to a dark curse and become one of the most notorious young blood Darkthornes of a new age.

Diago Darkthorne



<b>Titles:</b>	King, The Serpent of the Garden, The Tyrant
<b>Gender:</b>	Male
<b>Races:</b>	Tuatha De Danann, Vampire (fey)
<b>Age:</b>	233 years old, equivalent to a young adult human

Diago Darkthorne	
Occupation:	Hell Knight
Faction/Kingdom:	Belathian
Status:	Banished
Relatives:	<a href="#">Bohan</a> (deceased,father), <a href="#">Eru</a> (deceased,mother)
Height:	6'1"
Weight:	197lbs
Eyes:	yellow
Hair:	silver

## Biography

Bohan Daellyn Ath Cortha was the leader of the wildthornes, they lived in the most inhospitable places, Arvor. The lands of Arvor were on the other side of the mountains, away from Velusia. It was a wild forest, filled with swamps and caves. A clan of higher vampires had made their home here after being removed from their own lands by the Darkthornes. After three thorne younglings died due to vampire attacks, Bohan swore action. He lead a band against the vampires and many died on both sides. Eventually the vampires and thornes came to an agreement, both races were dying off. They decided to solidify this union with a marriage, Bohan and Edu, the vampire lord's young daughter. The higher vampires could stand sunlight, eat normal food, and were hard to distinguish from ordinary humans. Bohan and Edu, had a son Diago and so his dark plight began.

### Child of the Wilderness

Diago grew up in a very dark place. Though his parents were around, they did not engage with him very much. He spent most of his time begin called an abomination by the elders of the clan. Those that were around his age were few and they distanced themselves from him. The only friend Diago had was an exiled angel called Morta. She often kept him company and protected him from the dangers of the wilds and the insults of his fellow tuatha. Darkthorne scouts found the safe haven in the forest and reported back. The next day, Diago and Morta were spending time on the beach, when they noticed smoke in the distance. When he returned to the village he found his family and his whole clan dead. Morta and Diago were attacked by Darkthornes and she was abducted. Diago managed to escape, but was alone. Eventually he was found by Captain River Bashalde and his crew aboard the airship "Morning Star".

The captain fed and took care of Diago and eventually the young man came out of his catatonic state. He told the captain and his crew what happened. They explained they were trying to rally allies for their own lands to fight against the incursion of the Darkthornes.

### Toil and Trouble

Diago and the crew begin a heroic adventure that takes place in the span of seven years. One night Diago had a dream of Morta calling out to him. The dream gave him a glimpse of a terrible place of hard packed sand, rocks, and volcanic activity. Diago used the magic map aboard the ship to find the

location from his dreams. That night as ships navigator he directed the ship to the Darkthorne Citadel, the place from his vision. A battle ensued, but Diago had left the ship following a strange pull. He had been followed by the knight Darius and rogue Korth into the darkness. The ship fired on the citadel and the Darkthornes below, while a battle raged aboard the ship.

Diago found Morta inside the citadel and she told him there had been survivors from his village. He decided to leave the survivors and only rescue Morta. As they fled, Darius was killed by the Darkthorne lord Manece. Korth, Diago, and Morta returned to the ship and helped gain back the deck, but Arla the ship's druid healer had died along with Gus the bard. The crew managed to stir the ship away to safety. After the ship was secure, the captain scolded Diago for his actions, and asked that the tuatha and his angel friend disembark at the next city. Diago agreed to this, but before he could, Morta fell ill. She died in his arms, perhaps driven to madness, or a desire for death, Diago locked himself in the ships command cabin and stirred the ship back towards the Darkthorne lands.

## Thrown to the Pits

## The Curse Ends

# Personality

# Weapons, Relics, and Weakness

### **Miotal Spéir:**

### **The Eye of Athul-Mun:**

**Iron:** Iron is deadly to Tuatha, it can poison the blood, something only a blood transfusion can fix. It can also make a wound become infected or not heal right. Tuatha are basically allergic to Iron, it is an item not found in their blood or anywhere in their bodies like it is in humans. As such this has caused such rivalries between the humans and dwarves with their dealings with the Tuatha. Humans use iron in so many things that Tuatha can be offended by the most minute object offered them by a human. The dwarves spend their time mining iron and smelting it more than even the humans and some of the runoff from their smelting camps has polluted streams that run through Tuatha lands. Iron also weakens Tuatha in such a way that their regenerative abilities are disabled for a few days from receiving a wound with iron.

# External Links

[Julian's Roleplay Bio](#) This page was originally created by [J](#) on Fri 12-05-17.

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