


Diago Darkthorne

Diago Darkthorne, the aristocratic son of Bohan Ath Cortha Wildthorne and Edu Nightbane, and former chieftain of the Greenthorne clan was the leader of the Darkthornes. He was the constant target of attacks by the Dark Effigy to drive him mad and turn him into a pawn. He was known for his war mongering, cruelty, and charisma. He quickly proved himself as a hero and became a member of the “Morning Star” crew. He was a great hero to his race and quickly turned into one of their greatest enemies.

Diago became a Darkthorne upon drinking the corrupt blood of Manece. He swore to lead the Darkthornes on a campaign to become conquerors of the known lands. Diago created the controversial “Fusion Stones” capable of leveling entire cities. He used one of these stones on the cavernous dwarven city of Mac Moria, bringing the whole mountain down and leaving a crater. He then led a campaign against other thorne clans, killing them all except for barely a handful.

Diago Darkthorne	
	
Titles:	
Gender:	Male
Races:	Tuatha De Danann, Vampire (fey)
Age:	233 years old, equivalent to a young adult human
Occupation:	Hell Knight
Faction/Kingdom:	Belathian
Status:	Unknown
Relatives:	Bohan (deceased,father), Edu (deceased,mother)
Height:	6'1"
Weight:	197lbs
Eyes:	yellow
Hair:	silver

Diago taught Eseer the way of the pits and allowed him to join the Darkthornes. Eseer would split the Darkthornes, turning many against Diago. In the end, after the two armies clashed, the warlords met on the field of battle. Eseer managed to get the upper hand and defeated Diago. Diago was mocked and banished to the shadow lands. There he remained until a breach, in reality, allowed him to escape. Diago has not been seen since.

Biography

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 being 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 steer 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 ship's command cabin and stirred the ship back towards the Darkthorne lands.

Thrown to the Pits

The ship nearly crashed into the citadel, as Diago threw himself from the railing. He fought his way

through Darkthornes on his way to the one who had slain his beloved, and taken away his name. Diago was captured and the airship was forced to flee, leaving him to the mercy of the Darkthornes. Diago was tortured by Manece, who found Diago to be a perfect candidate for the pits. He forced Diago to drink his corrupt blood, turning him to a Darkthorne. He was then thrown into the death pits where he was forced to fight for his life. Everyday Diago would wake up to water being tossed on him, he would then be told today he would die. He fought, and killed, and he would stand in the center of the pit looking up at the cloud covered sky. Manece would appear from time to time and bring new combatants stronger than the others. Diago sometimes found himself near death, but Morta's voice would always bring him back and make him fight to live.

Manece decided Diago had earned his freedom and made Diago swear loyalty to him. Diago for a time seemed obedient to Manece, but one day he turned. He ripped out Manece's heart and ate it, before tossing his corpse into the pits and unleashing the beasts to feast on it. Diago was named lord of the Darkthornes and he had found that he was different. He no longer felt guilt, he only felt alive, and driven to fight. Manece, had a loyal right hand called the Duke, a force of nature, an unstoppable force. The duke did not like Diago and the two fought each other in the throne room. The duke would have killed Diago, had he been kicked by Diago into a pit within the floor. The duke made his way back up, and they fought again. Diago managed to remove the Duke's helmet as he was being broken in a bear hug. The Duke screamed in pain and searched the floor for the helmet. Diago took the helmet and used it to bait the Duke to follow him. He tossed the helmet into a huge crack in the earth, it disappeared and the Duke dove in after it.

Diago limped back to the citadel and collapsed upon the throne, his body broken, he passed out.

The Curse Ends

Diago became the king of the Darkthornes and began destroying the other lesser thorne clans. Instead of attacking inwards to Velusia, Diago attacked the lands outside Velusia, finding more success. After winning a number of decisive battles, he returned to finally set his eyes on Velusia. He began a campaign of terror across the land making his way towards the capital bit by bit. He had two armies, one attacking Regalia an ally of Velusia and the other aiding him in reaching the capital. Diago had gained an ally in the dark god the Effigy who had sworn that should his armies draw out the king of Blackthorne, that the king would fall. Diago decided to slay the rest of the Blackthorne family, mainly the two twins, for the aid of the Dark Effigy. He did not find the twins however and instead killed the matriarch of the family.

The Effigy didn't seem to care for Diago's failure and took away his offer for great power. Eventually Diago would encounter Eseer, the Effigy's second option. Eseer would be the downfall of Diago, banishing him to the realm of shadows. In the shadow lands Diago was haunted by the ghost of his fallen love, Morta. The ghost detested what he had become, a monster. Diago was freed accidentally when the realm of Velusia plane shifted back into reality from the veil of protection. Diago battled Shamus Blackthorne and other heroes as he tried to escape the castle and taste the sweet air of freedom. It was short lived, the Effigy had begun his invasion and Diago was captured by minions of the Effigy and taken to the shadow moon. The Effigy tortured Diago and left him broken on the ground. The Effigy was defeated, but no one knew what had become of Diago. It is said that when the tree of destiny was restored that the cursed blood was no more. It is believed Diago was cured of his curse and fled the battlefield to live in self exile, alone.

Personality

Weapons, Relics, and Weakness

Miotal Spéir: The sky metal axe, Diago forged this weapon while traveling with Captain River and the crew of the Morning Star. It is forged from a meteorite that they found in the mountains. The axe is said to be immune to magic disturbances and is as hard as the hardest metal. He had never had to sharpen the blade, and the though made of metal, the axe feels much lighter than it should. The end of the axe forms a pick, allowing for use of both sides of the weapon.

The Eye of Athul-Mun: The old necromancer that once a threat to the tuatha lands. His amulet was taken from his corpse, by Diago, after he had drained his blood, leaving only a dry husk. The necromancer had threatened Diago, who in turn, replied in kind. The amulet allows the wearer protection from scrying, and detect thoughts. It also can allow the user to become invisible, by allowing them to walk through the shadows veil. The amulet holds the knowledge of all who have ever worn it.

Shadow Touched Having spent years in the shadow realm, Diago has taken on the attributes of a shadow land denizen.

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.

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