

Eseer Darkthorne

Eseer was created by the Dark Effigy in an attempt to create a dissonance between the destined twins. This was an elaborate web of events created to subvert fate. This brought Eseer against the twins, acting as a nemesis to their joint happiness. Upon completion of this task, Eseer was betrayed by the Effigy. He found himself among the Darkthornes eventually becoming their leader. He plotted a course for his own destiny, leading an army into Ayenee. He conquered the capital city for Overlord Varsinax. He then disappeared on an errand to subvert his own destiny. Years later he resurfaced from a temporal vortex into an Ayenee far different than his own.

Eseer Darkthorne	
	
Titles:	King, The Shadow that Douses Life's Flame, General
Gender:	Male
Races:	Tuatha De Danann,Changeling (fey)
Age:	358 years old, equivalent to a middle aged human
Occupation:	Necromancer, Mage, Warrior
Faction/Kingdom:	Darkthorne/Belathian
Alignment:	Chaotic Evil
Status:	Alive
Relatives:	Merlindria (daughter, deceased), Luci (daughter, alive), Malifica (daughter, deceased) Raive (son, deceased)
Height:	5'9"

Eseer Darkthorne	
Weight:	184lbs
Eyes:	vermilion
Hair:	white

Biography

Eseer was once named Va'el, the son of an elf chieftain among the shadow elf tribes of the Shadow Moon. As a child, he knew nothing of his true heritage, one that his parents chose to keep from him. The chieftain and his wife had tried to have children, but they were stillborn. A hunting party found a changeling child within the woods and brought him in secret to the chieftain. Through magic, they altered his appearance to that of an elf. It was not long after the child was found and adopted, that the couple had a child survive birth.

Va'el perceived that he was treated differently than his brother Am'dir. The two were only a year apart in age, but for a time they were close friends. It came time for the chieftain to choose his successor. Va'el was prepared to lead his people and had thought, being the oldest, that he would be the heir. When his brother Am'dir was chosen, it made Va'el foster contempt for his sibling. One fall as they hunted in a glade, the two were separated. Va'el encountered a changeling within the forest, the fae-creature told Va'el he no longer had to pretend to be an elf. At first, Va'el did not know what was meant by this. He went to a wise woman among the elves and she told him, that his parents were not his biological parents.

Va'el did not let on that he knew he was not like his brother or parents. His difference and the fact his parents withheld it from him were merely confirmation that he was not the favored son. The shadow elves had lived in the darkness of the Effigy, the entity that had conquered the shadow moon. Every year agents from the black citadel would come and choose elves to take back with them. These elves were never seen again, and it was rumored they were subjects for twisted experiments. The agents stated that the chieftain hand over one of his sons. Va'el knew that he would be chosen so that his brother the favored son could stay and rule.

Va'el suggested that the two siblings duel for the honor of being taken. He then poisoned his brother's cup of wine and raised a toast "may the best fighter win!" It became apparent that his brother struggled during the duel, the agony on the faces of his adopted parents made Va'el delighted. He knew by their faces that he had and always would be second fiddle to Am'dir. After having defeated his brother, the chieftain stood up and declared that the agents take Va'el. The agents decided to take both, they revealed that Va'el had drugged his brother.

The Death Pit Duel

The two were subjected to various experiments by the agents of the Effigy. One day they were placed in the death pits, they were given swords. The two were told that they would once again duel before the crystallized prison of the Effigy. The winner of this duel would be the champion of the Effigy. Va'el and his brother argued within the pit, Va'el admitted he did not want to slay brother. He truly did care about his brother, but the two were now left with no choice.

Rather than see his brother have to make the choice, Am'dir impaled himself on Va'el's sword. He

stated that he wanted only Va'el's love and for his brother to still see him as a brother. Va'el now understood, the only family member to never see him differently was Am'dir. He held his brother in his arms, tears streaming down his face. The two had played as children together, they were the best of friends, and now he was truly alone. The agents entered the pit and Va'el stood sword in hand ready to meet them. The agents were far stronger and faster, soon he was subdued.

As they dragged his limp form, he looked on at the body of his brother. An agent reached down picking up the dead body of his brother and casually tossed it into a cart. Va'el thought to himself, you are the lucky one brother, your suffering has ended and mine has just begun.

Fate of the Chosen

Va'el was subjected to magical spells and alchemical solutions, he felt his mind and body were being broken. A dark voice invaded his mind, it forced memories into his mind. It berated him day and night, he barely slept, barely ate. The voice taunted him, it laughed at his pain. The voice told him that his name was no longer Va'el. It forced the name of Reese into his mind, made him believe he was this Reese person.

Va'el was taught how to fight, arcane arts were forced into his mind. It felt as though this shadow simply reached into his mind and rearranged the pieces at it saw fit. Some days he awoke with no memory of who he was, sometimes his face was not his own. After years of this, he finally accepted an identity, it was not of Reese. He was meant to be everything this Reese was not. He was made in the image of Reese, created however to be his polar opposite. He was given a mission, to separate the twins.

He started to call himself Eseer since he was the opposite of Reese. He held onto the memory of his former life, he hid that life away in the deep recesses of his mind. The Effigy informed him that he was created for this sole purpose. Eseer was to be nothing more than a pawn in the Effigy's game, a puppet on a string.

Dance Puppet Dance

Eseer set about sowing the seeds of doubt between the two siblings. In some ways, he was jealous of the perfect relationship the twins had. He could no longer remember what his previous face even looked like. All he saw was the face of Reese looking back at him in every reflection. It was enough to drive him near madness. He contemplated cutting his face off. The voice of the Effigy and the magical shackles of control would not allow him though.

Eseer poised as Reese, and as the young prince killed innocents in the name of smearing the Tuatha's name. It also provoked the citizens of the land to near rioting. Reese was forced to flee his home, while tensions cooled down. Rebecca sought out the doppelganger behind these murders while her brother hid. Eseer managed to discover an agent of the Effigy hiding in Rebecca's entourage. His sight had been altered in a way that allowed him to see those who had made pacts with the Effigy.

Through careful manipulation and schemes, he managed to set the twins against one another. He also discovered another agent of the Effigy, Jared Darkthorne. Eseer managed to kill Jared simply because he hated his new master and his lapdogs. Eseer was injured by Reese, he managed to escape the mansion. Eseer had accomplished his goal and was no longer useful to the Effigy. Near death, Eseer begged the Effigy for aid, for he feared death. Eseer was discovered by Diago and healed. He was

then thrown into the fighting pits and told to find a reason to live.

Eseer Triumphant

Eseer practiced and fought with a dedication to survival, but without a goal beyond that. Here in the fighting arena, he became more sadistic and over time changed. He would stare at Diago sitting upon his gilded throne above the arena.

The leader of the Darkthornes, but not a title respected by all. The noble houses saw how Eseer fought, easily dispatching foes with little care or theatrics. They came to him one night and offered him a deal, that if he agreed to kill Diago, they would give him freedom.

Eseer agreed but had plans of his own. They gave him the key to the cells which he used to lead a revolt. In the night he vanished, it seemed he would never be heard from again. Much time passed and Diago had heard that Reese was conducting a ritual alone, to protect Velusia and the surrounding lands from some disaster. Diago wanted Reese's head and so he went with a small force to take it.

Eseer arrived just in time for to aid Reese in fighting Diago. Reese thrust his sword into Diago's armpit, severing an artery sending sprays of blood gushing out. Eseer brought his spear across Diago's face and was about to puncture his heart, but Diago slashed Eseer's face with his clawed hand. Deep gouges scarred Eseer's face, he felt his finger tip sink into the wound. While his healing factor restored his face, Reese was pinned down. Reese had managed to plant his feet against Diago's chest as the giant shouted, "I will devour your soul!" he pressed down, his mouth chomping towards Reese's neck.

Eseer managed to jab his spear into Diago's neck causing the giant to fall aside. Eseer said, "You once told me you were born in shadows, then you won't mind returning." After saying this he cast a portal above Diago that sucked the Darkthorne leader in. His massive hands gripped the side edges of the portal. He screamed out "I will be the death of you both!" His anchorage was lost and he spiraled back into the darkness of the shadow lands. Eseer turned and began to walk away when Reese suddenly said, "Turn away from the dark path you walk. You want to be free of the Effigy's shadow, join me brother and fight against the darkness that has threatened us both."

Eseer laughed and said, "continue to fight against evil and you shall continue a pointless existence in this life. I am not someone for you to judge, I was made this way, destined to this path, just like the one you walk now." He left Reese to his ritual and returned to Belathian, he showed everyone the sword of Diago as proof of the leader's defeat. The house of nobles sought to rest power back to its fold, but Eseer created a divide, two factions of Darkthornes formed. Those who followed him sought a destiny outside the veil lands, in Ayenee

The Legacy

He sought the troves of knowledge coveted by the Darkthorne lords before him. These powerful tomes and artifacts he carried away by force. As the new faction of Darkthornes settled in Ayenee, the veil behind them vanished, and with it all the lands of the veil. Eseer wondered what Reese had been up to, but it was too late now. Eseer took up residence in a ruined city, within a pyramid. He used the tomes to summon ancient powers from the far realm to empower himself even more.

He lusted for more power and after vanquishing a nearby black dragon, he bound his blood to the dragon's remaining egg. From this egg would hatch his adopted son Raive. Eseer had three more children in that year, three girls Malifika, Merlindria, and Lucifera. The four children were not treated with any paternal love. He had magically aged them, bestowed upon them knowledge and power all for a purpose. Through the combined powers of his children, he was able to distil the corruption that had made the Darkthornes. He now had the new generation drink of this corruption. They were empowered taking on new traits and powers, none similar.

He then put together an army of humans mercenaries, goblins, orcs, gnolls, and Darkthornes. He raised the dead, dead dragons and skeletons marched with his armies. He was made general of an army that sought to overthrow the heroes of Ayenee, to take the capital for the armies of darkness. After accomplishing this task, Eseer was given a vision of his own demise. He sought to undo this destiny by traveling to the city of Chrona where he searched for the threads of times.

He disappeared from history, only resurfacing recently in a world nothing like the one he left behind.

Weapons, Relics, and Weakness

Spear of Destiny:

The Dagger of Shadows:

Mask of Invisibility:

Abilities

Necromancy:

Blood Magic:

Enhanced Traits:

Conjuration:

Witchcraft:

Enchantment:

Regeneration:

Teleportation:

Temporal Magic:

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