

Reese Blackthorne

Reese Blackthorne is a arch-druid, the high king of Velusia, dream lord, and the white stag. Reese and his twin sister, were marked by a prophecy, delivered by an unnamed mage, it said they would defeat a great threat to their race and kingdom. Reese never wanted to live in the shadow of such responsibility, and often tried to flee it. The more he fought destiny, the more tragedy seemed to plague his life.

Reese Blackthorne	
	
Titles:	The dream lord, The white stag (Fiabán), King
Gender:	Male
Races:	Tuatha De Danann, Elf (fey)
Age:	358 years old, equivalent to a middle age human
Occupation:	Druid, Shaman, Mage
Faction/Kingdom:	Blackthorne/Velusia
Status:	Alive
Relatives:	Desmond (deceased,brother), Rebecca (deceased,twin sister), Vincent (deceased,brother), Orianna (sister), Adrian (half-brother), Cebrese (half-brother,deceased), Shamus (son), Reign (daughter), Prasutagus Darkthorne (son), Sayge (daughter,deceased)
Height:	5'9"
Weight:	170lbs
Eyes:	Green

Reese Blackthorne	
Hair:	Red

Biography

Reese was born alongside his twin sister Rebecca over 358 years ago and is a royal heir to the crown. He is a member of the Blackthorne clan and fated child of destiny alongside his sister. When they were young, they were often told tales about how they would save the tuatha from a great evil. They had other siblings as well, their oldest brother Vincent, middle brother Desmond, and younger sister Orianna and half-brother Adrian and Cebrese. Reese wanted to be free from the shadow of destiny and set off with his friends to forge his own. Reese sought the fabled sword in the stone, said to be embedded in a obsidian boulder in the middle of a magical lake. His friends consisted of, Ronin Wolfstein the mage, Olivia Du Grace the fencer, and the elf bard Amhránaímeisce. The four of them traveled for over four years to find the hidden location of the lake, falling into many adventures along the way. The sword required three trials to be passed in order for one to be worthy of removing it. After passing the trials, Reese was asked by a voice, if he would give anything to change his destiny? The young tuatha answered he would, but little did he know that price, or that one can truly never escape fate.

The Fall of a King

Redvar had joined the tuatha in an alliance with human and elven kingdoms in fighting off the threat of the Darkthornes and their allies. The tuatha live for thousands of years, but after a hundred years their likely hood of having offspring ends. Many young tuatha had been the first to go off and fight, and die, because of this, they were dwindling. The king wanted to protect his people, and his lands. So he lead the charge against this new Darkthorne threat. The kingdom of Regalia was under siege by the Darkthornes and their allies. Redvar summoned, storms, tornados, earthquakes, and entangling vines, it seemed the battle would turn. Then a dark figure appeared on the battlefield, an elder wyrm crashed onto the battlefield. It sent defenders and attackers flying with a swipe of its tail. The she-beast engaged Redvar in combat and the two fought for hours, but eventually the king fell. The dragon's tail had been coated in iron, creating a spike that impaled the king through the heart.

The dragon had been sent by an agent of the very darkness, his children were destined to defeat. At the same time, assassins made their way into the heart of the castle, seeking the royal family. Relena had seen this in a dream, for she was a oneiromancer. She had already sent the family away, and only she remained. She fought off the assassins but was slain by Diago Darkthorne.

Reese returned to a kingdom in mourning for the passing of the king and queen. Reese at once knew this must have been his fault, for the answer he gave at the lake. His twin and older brother were not very welcoming to Reese upon his return, for good reason. At this same time a dark force started to manipulate the twins, it created an evil doppelganger of Reese called Eseer. This copy caused a lot of strife and attempted to kill Reese's sister while pretending to be him.

The whole kingdom seemed to turn against Reese, so it was no surprise he fled the kingdom. He found peace as a wandering healer for some time since the lands were rampant with wars at the time. Eventually, he found himself in the arms of a woman named Lilly who owned a bar in the far-off

wilderness near a small village, far from his home of Velusia.

The Problem with Taverns

Reese lived in peace working at the tavern, chopping wood, fishing, and laying by the woman he loved at night counting the stars. One day, strangely enough, his evil copy found him in the woods and made a claim that his beloved was an illusion. Reese reminded Eseer that he tried to kill his sister and that he had been blamed for it. Eseer did not deny what he had done, but stated that his sister was right royal pain. The two fought, but it became clear to Reese that he could not defeat Eseer who knew his every move. Reese, worn out, sat and listened to what Eseer had to say. Reese began to dig and found letters from his sister and a member of the Darkthornes addressed to his Lilly. Deciding he did not care if she had been spying on him, he decided simply to confront Lilly and accept her answer.

She never came back to the tavern that night. Reese sought out Eseer, who informed him that she was meeting with a Jared Darkthorne, her owner. Reese had never known Lilly to be a slave, but then he remembered the scars on her wrist that she never wanted to discuss. Reese felt pins stab into his heart, but he fought the swirling chaos in his head and followed Eseer to the mansion of Jared. There he watched Lilly relay information about him to Jared and his sister Rebecca, who insisted Lilly keep Reese under her thumb. When Lilly brought up the idea of marrying Reese, Rebecca scoffed and threatened her. She stated that her brother was of royal blood and would never be allowed to marry beneath him.

Reese stormed the meeting and confronted his sister, she stated she was only watching out for him. She said that Reese didn't know how to take care of himself or be responsible. Reese told her that he wanted nothing more of that life, that they had failed in protecting their people. Rebecca stated, no, you failed to protect your people because you were childish. Reese spat at his sister and said, is that childish enough for you and stormed off. Rebecca stated for Reese to never show his face in Velusia again, which he agreed to. Meanwhile, in the wilderness, Lilly was fleeing the scene, when she was beset upon by Eseer, who slew her, laughing all the while. He hid Lilly's body and planted the dagger he used among Rebecca's belongings in her room at the mansion. Reese searched the forest for hours trying to find Lilly.

Eventually Eseer found him and informed him about what he had seen. That Rebecca had killed Lilly and taken the body to the mansion. Eseer had moved the body to the basement of the mansion. Reese found the bloody dagger in Rebecca's room and the body in the basement. Angered beyond reason, he used his druid abilities to open the earth beneath the mansion. The earth swallowed the mansion, closing above it. Reese burned the tavern he had stayed in with Lilly, the fire spread to the forest and the village. Reese went to be alone and in that time contemplated ending his own life to join Lilly. Then he found a reason to live, revenge.

No Mercy, No Regrets

Reese trained for the next few years, plotting how he would strike. Rebecca had heard of what Reese had done, and rumors had said that he had killed Lilly. She knew then that it was only a matter of time before he would come after her. She hired an assassin, giving him half the pay for now and the rest upon completion. Years went by and eventually Rebecca seemed to have come to a change of heart. She had married and at the time and wanted nothing more than to reconcile with Reese. She sent a message for Reese to return to Velusia and they would be a family again. Reese replied that he would agree to meet her. It was that night, she planned on telling him that he would be an uncle.

She had managed to get in contact with the assassin she had hired to try and convince him to forget the job. He however, stated that once he took a job, he never quit until it was completed, no matter what. Rebecca met with Reese and wanted to warn him about the assassin and tell him the news about her pregnancy. Outside a young prophet by the name of Chance and his friend sat in the castle gardens. Chance pointed at the sky stating, a storm was coming. Reese emerged from the shadows of Rebecca's room attacking her with a sword. The two fought, she tried to convince him to stop, but he ran her through with an iron sword and then pushed her off the balcony into the gardens below. Her body crashed through the table, where Chance and his friend sat. Just then lightning ripped the sky and a deluge fell. In the shadows, the assassin smiled assuming the job was not to be canceled after all.

Reese happened to run across this individual in the family cemetery where he had prepared a grave for his sister. The shadowy figure said something witty and threatening, but Reese was too drunk and angry to engage in a discourse. It was then that the man attacked, Reese and the figure fought for hours, eventually, Reese was hit by an attack that nearly killed him. He fell into the grave he had dug for his sister, losing consciousness as the rain filled the grave with water. Chance and his friend carried off Rebecca, not sure if she would survive the night. Two figures entered into the cemetery, convincing the assassin to leave. They gathered Reese's broken body and put him on a wooden cart and headed toward the druid circle. When he awoke he saw the face of his dear friend Sabrina, and a fellow druid he had once trained, Melfina.

New Beginnings

In the darkness of his unconscious mind, Reese had a vision. The vision was of a fractured mirror, on one side his face, on the other that of his sister. The vision was interrupted by Melfina delving into Reese's mind. She sought to find a way to heal him. She discovered that there was a chalice in his possession, a relic of his people, able to bestow the drinker with the blood of the tuatha. Sabrina agreed to drink from the chalice and give Reese a blood transfusion, Melina had to bleed Reese of the poisoned blood. After which the relic was stolen by a thief and never reclaimed.

In the morning, masters were brought from around the realm through Reese's friend Crimson Fuego. They helped forge Reese new limbs, these limbs reminded him every day of his sister's betrayal and his failure to end her threat. He could not feel anything through the silver fingers, only the cold metal. Melfina and Reese developed a relationship over the months that he recovered in her hovel. He was constantly visited by his friends and the few loyal family members he had.

They brought him the news that his sister had survived his attack, but that her children were stillborn. Reese felt disgusted with himself, he walked to the suicide cliffs and thought about just ending it all there. He had not known, and he questioned had he, would he had stopped? Reese and Melfina lived in the woods near the Grastari encampment for two years before news from his sister arrived. She wanted to bury the hatchet and to try for a new start. Reese wondered if it was a trap, but even if it was, maybe he deserved whatever befell him. When Reese arrived in Lochland, he was greeted by his sister and the two sat down and talked for some time. The two cried, they laid bare everything that had happened and in the end, they forgave each other.

The twins realized who was behind all their recent sorrows, Eseer. Reese wore a magical circlet to let Rebecca know it was him and not Eseer. They knew they would have to lay a trap for the doppelganger, in order to capture him. The question was, what could they use as bait for someone

they knew little about?

Eseer Unmasked and Unchained

Reese returned to Velusia, it was then that he met Aria Quentin a long lost sister to Sabrina. The young Aria was a paladin and soon became a good friend of Reese, even confessing feelings to him. Rebecca gave Reese their father's ring as a sign of good intent. He and Melfina agreed to stay in Lochland for the winter, but they would again leave when the snow thawed. During the winter Aria met a young man named Eric Bluesummer who seemed a good fit for her, the two were young and in love. On the winter solstice Aria and Eric were married, as they lay in their bed, Eric revealed himself as Eseer, but claimed he was Reese.

He said he slew Eric so he could take his place and enjoy her like all the others, he then raped her. Eseer impregnated her and through magic accelerated her birth, the birth of their daughter Lucilla. He took the child and said that no matter what she said, no one would ever believe her. Aria plunged into madness and confronted Reese about this, at the time Eseer had been gone for years so no one assumed he was behind it. Aria eventually tried to kill Reese in a tavern having completely lost her mind. Reese was protected by Sabrina, who accidentally killed Aria. Reese saw that Aria was buried with all honors befitting a paladin. He went to investigate her claims, finding an amulet of hidden intent, an amulet able to hide the intentions of its wearer. Reese returned with this knowledge to Rebecca and they began to lay their trap.

That winter the snow was thick and the roads were treacherous. Desmond had returned from afar, he had acquired mastery over the dark arts in his many years away. Reese and Rebecca, brought Desmond in on their plan. He began to recruit bandits and various other scum into an army. He claimed he wanted to overthrow his twin siblings and rule himself. Eseer heard of this and went to meet with Desmond. Eseer offered to help Desmond secure the throne for himself. As they attacked the castle it seemed Desmond was winning. His siblings, defeated at his feet, Eseer yelled for him to slay them. It was then that Eseer realized the real goal of Desmond. Desmond stabbed Eseer in the back with an iron dagger causing him to flee. The trail of blood led to the nursery where Reese found a letter from Melfina.

The constant events were enough to make Melfina make a decision, she decided that the two twins were too crazy and dangerous. It was not a place for her or her children, she would have to leave. Eseer had managed to get to the nursery before her, in all the chaos. Melfina, worried, followed the tracks and blood in the snow leading from the castle. Eseer had been attacked a second time by a witch, her magic left Eseer's hair white and his skin pale, she had nearly drained him of his life. The witch fled with the children of Reese and Melfina. Melfina found Eseer conversing with a pool of water, talking to an entity called the Dark Effigy.

Eseer was injured and pleading for aid. He was distracted, but there was no sign of her children. When Eseer saw Melfina the two fought, the battle was short due to the blizzard separating the two combatants. No one ever saw Melfina again that day and Reese had assumed she fled with his children. The three siblings and volunteers searched for days in the snow. They had found Melfina's cloak near the river, but no sign of her. Eseer had escaped and would not return for many years to come. When the snows thawed, Rebecca decided it was time for her to relax a little. She went off to live with her husband in his kingdom, Desmond had somewhere else to be. Reese was left ruling the kingdom.

Road to Recovery

Before she left, Rebecca set up a meeting with the twins and the Overlord of Ayenee, Varsinax. He claimed that he had not exiled the family from Ayenee, and that they were welcome in his lands. This left room for Velusia to begin expanding and reaching out to other kingdoms. It became clear that the count Vharn Reinhart the family's ambassador in Ayenee was to blame for this. The count did not favor the siblings and had been working with fellow discontents trying to usurp rule from the Blackthornes. After being exposed, he was beheaded and his family lands were given to Ronin Wolfstein.

Reese spent most of his time in a bottle, having lost his second love and his children. He was alone in the castle, and it held many fond memories, that now tormented him. He held lavish parties weekly and spent massive amounts of gold on wine and women. The people of the kingdom started to question his rule, though it was prosperous and peaceful. The people would most likely have revolted had conditions been even slightly unbearable. Eventually, his friend Sabrina helped sober him up.

Reese pulled himself out of a bottle, assured his liver was most likely pickled. He started working next to the common people and asking them what he could do better for them. This is when the druids of the realm began to use their magic to help increase the size of produce, teleportation circles were built around the land, an invention fair was held every year, and things improved. Reese began to shape up as a ruler, much to the surprise of anyone that had known him.

Reese began to make allies, Strathra, Delioncourt, Pendragon, Eitan, and numerous others. He attended ceremonies for new kings and queens in many new lands. Trade began to pick up in Velusia mostly in part to their access to the ocean and their skilled sailors. The jack jaw pass through the jawbone mountains happened to be very close to where the Darkthornes made their home. Velusia could not trade reliably by land, therefore the sea became a highway for a new era.

The White Witch

Reese, however, was the target of a witch of the woods, a woman known as Calypso Whiterose, she had been raising two children that she had found within the woods. These children were Reese and Melfina's sons, she had plans like her sister had with Reese's father. Many years ago an ancient coven of witches claimed the swamps in Velusia. The tuatha wanted the peat held in the swamp and to end the coven. The witches had sent terrors to snatch children from the nearby villages for ages. Reese's ancestor set on the swamp and wiped out nearly all the witches, but half a handful. Calypso was the last of that line and perhaps because of that, the most powerful. Reese had fallen in love this time with his friend Sabrina, the two were to be wed and the entire kingdom was abuzz with excitement. They decided to have the wedding in the temple of Pois overlooking the ocean.

As the ceremony began a storm appeared marking an ill omen. Before the couple could finish the lido's the temple ceiling was shattered and debris rained down on the guests, many were killed. Reese's friends jumped into form, Daemion Knightshield, Lyria, and Gem Sherbrook along with Ronin Wolfstein and Nyxi. They scrambled to free those trapped under the ruin. It was then that the witch Calypso and her witchling sons Terron and Dane appeared. Terron wielded such elemental powers that the ocean roared and a giant wave crashed down nearly engulfing the city of Lochland, the earth shook and the temple ruins threatened to collapse with the cliff. The storm overhead shot bolts of lightning at the heroes and tornadoes spun in the distance. His brother Dane seemed to command the

darkness itself appearing in multiple locations, everywhere there was a shadow there was Dane.

The mother of these two forces of nature was no less terror inspiring. Terron commanded the sky and multiple bolts of lightning struck down hitting Reese and sending him into a wall. The wall fell atop him and he lay motionless. It came down to the heroes to save the day as Sabrina began to pry the rubble from atop Reese. The two boys had been altered by magic, enhanced and magically aged. They wore strange helmets that covered their eyes, their bodies were covered in arcane tattoos. When not confronted by the heroes they were fine with turning their rage onto innocent civilians. At one point Dane commanded a tattoo of a dragon on his arm to leap off and grow to a full-size dragon. The beast attacked the capital city of Lochland as the heroes were reinforced by others who had sensed this was the epicenter of chaos.

Many of the heroes that day died in weakening the witch and her two thralls. Reese now awake engaged the witch herself in battle sensing she was the one in command. Reese was defeated by the witch and confined in an orb. She began torturing him without mercy. The gathered heroes rose up and took on the two witchlings. After a fierce battle, the two lay dead and the witch roared in anger. She cradled the bodies and confessed they were Reese's sons, that she intended for them to kill their father. A bloody Reese, rose up behind Calypso and with a swift strike, took the head of the witch. He then plunged his dagger into her heart and ordered the guards to burn her corpse. Reese had his sons entombed in the family crypts. Reese had a memorial constructed on the ruins of the temple, dedicated to the heroes that fought and died. He also began to see a common thread in his life, that when he sought happiness, sorrow seemed to follow.

Memory of Happiness

The marriage between he and Sabrina lasted but a year the two separated amiable. It was at this time Rebecca returned with her new husband and children of her own. The castle came alive with sounds of happiness, but not from Reese. Reese spent his time at the tavern drinking, eventually, he sobered up once more. His younger sister Orianna and his older brother Vincent were rumored to be returning from abroad. Reese and his family celebrated, eventually Desmond returned with a wife of his own.

It seemed peace had finally returned to the lands. Reese and the others fought of the Darkthornes, defeating it seemed finally. Reese married a woman named Malmora and had two children Prasutagus, and Sayge. Reese's children grew up with the children of his brothers and sisters. Eventually it seemed the sorrows of the past were just a memory. Then Diago and Eseer appeared. Eseer had joined the Darkthornes and increased his powers. Reese was kidnapped by Eseer and was about to be killed, when Eseer stopped. Eseer had noticed something he had not seen before. His life and that of Reese were tied together. The Dark Effigy had not informed Eseer that all the time he had been trying to get Reese killed, that he would die as well. Eseer imprisoned Reese with the help of the dwarves whom disliked the tuatha.

Eseer attacked Orianna nearly killing her and then lead a campaign against the Blackthornes. In the end only Reese remained, but Eseer had revealed who had been behind him, the dark effigy. Reese managed to free himself from the dwarves, but Velusia was under the rule of the Darkthornes. Eseer had won, but he could not kill Reese, not yet. Reese sought out more information about the dark effigy and help from his allies in retaking Velusia.

The Apple of Wisdom

Reese found something that could give him knowledge of his family's unseen foe. The apple of wisdom, together with a hanza of heroes, he sought the apple and the secrets it held. Meanwhile, Eseer betrayed Diago, imprisoning in a pocket dimension in Velusia. Eseer began to dig through the vaults of the Darkthornes, expanding his powers. Eventually he too found a quest. The resurrection of the elder blood Darkthornes, said to be ten times more powerful than the young bloods like Diago and the others. Very few Darkthornes remained, and there were other tuatha clans to defeat.

Reese found the apple, but it had been a true quest. When he returned, Reese was no longer the young tuatha he had been. He was a hero, someone with determination. He sought the bottle of zulimon said to house powers that could aid him in defeating the Effigy once and for all. The quest lead to the valley of dragons, where Reese met two sisters. Hoshi and Tsuki, he spent most of his time with the women. They told him that the bottle he sought was under their protection. The bottle it seemed was a mystery, but a relic and something of a family legacy. Reese ended up marrying Tsuki and having children with her, Shamus and Reign. The longer Reese spent in the valley the more and more he forgot, what he was there for.

The Dream and The Dreamer

Eseer was waging war all over Ayenee, Cebrese had wrenched control of Velusia from Eseer, only to have it taken back by Adrian, the other lost heir. Adrian lost control of Velusia as well, when he went missing. Eseer was the general of an army of elder bloods Darkthornes. The war spilled over the mists into the valley of the dragons. The valley had been hidden and those within protected, but no longer. The Darkthornes attacked the temple, and as it began to crumble around Hoshi, she gave the bottle to her sister and told Reese to protect her. Dragons came down from the sky, attacking the Darkthornes, but the dragons fell and as they did, they were reanimated by the Darkthornes and turned against their own. The dragon flights had no choice, but to leave the valley and the temple fell.

Upon leaving the valley, Reese took the bottle from Tsuki and raced off with it. He opened it and was struck by a force that flung him back. He landed near Tsuki and his children, a bubble of protective energy encircled them. Some malevolent spirit assaulted the shield for hours, before fleeing into the night. Reese remained in a coma for nearly a year, before awakening, with a voice in his head. The voice belonged to the previous owner of what was called the dream mantle. Reese was pulled from reality into the dream realm, where he was instructed in how to act as a dream lord. Reese eventually escaped back to reality, where he and Tsuki lead an army alongside their children, in retaking Velusia. Reese then created a spell to remove Velusia from reality. Velusia was now contained in a breach, between reality and time, where it could no longer be threatened by the Effigy. This gave Reese time to figure out his new powers and to prepare.

After his children, broke the veil protecting Velusia, the Effigy attacked. Reese's plan unfolded and the Effigy was defeated by Shamus, Reign, Prasutagus, Adrian, and of course, Reese and Tsuki. He had completed his destiny, it was then that a servant of the lady of the lake, Kiante, came to invite Reese and his wife to a place called Avalon. They said their farewells and sailed across the sea.

The Nightmare

A former knight of the realm had become the vessel of the nightmare lord and was attacking Velusia. Catastrophe struck and the land was about to crumble beneath the waves. Reese managed to save

the realm, but it was so damaged, that he did not know if it would ever be able to exist without his constant protective power. While Velusia took the time to heal, Reese managed to defeat the nightmare lord, but could no longer return to Avalon.

Personality

Reese believes in helping people out and truly enjoys the companionship of others. He has a deep connection to family and the desire to have a family and protect them. He often times goes against the grain of what is considered normal or accepted. He believes in doing what is right and standing by his word. Reese believes that one can not always fight other's battles, for in doing so makes them weak. He thinks people should be treated equally, no matter what race, sex, or religion they are, as long as they do not try to harm others. Velusia became a melting pot of various races after Reese helped free many slaves from the slave auctions. He campaigned to end slavery in all lands allied or surrounding Velusia. He would take to talk with people in the streets and try to better the lives of his people.

Reese can sometimes take things very personal and often feels overwhelmed in certain situations. When someone hurts Reese personally, he can hold a grudge for many years. Reese has a short temper when it comes to certain subjects. He does not tolerate those that harm innocent people, or gain joy at other's misfortune. Reese's worst enemy besides himself, has always been his twin sister. The two as a lot alike which is something he can't stand. Also his sister is different enough, that she is able to get under his skin like no other. Reese can be dramatic when his feeling are hurt, or when he is hurt or ill.

Weapons, Relics, and Weakness

Claíomh Solais: The sword of Nuada, some call it a god-slaying weapon, it was not an easy task to acquire this weapon. It was one of the first adventures that Reese complete as a young Tuatha and upon his return with the sword, he found his kingdom in chaos. His parents had died while he was away seeking the sword to aid in their war against the Darkthornes. The sword is engraved with runes in an ancient fey language empowering it with magical spells, the runes glow with a divine light.

Draíocht Fáinne Óir: Also called the ring of reagents, it was his father's ring. The ring was crafted by numerous Tuatha jewelers and mages in honor of his ancestor defeating the evil queen and uniting the Tuatha people once again. The ring removes the requirement of any spell, in regards to components, it also is bound to the wearer until their death at which time it returns to the curio box made for it.

Artifice Arms and Legs: Reese nearly died to an assassin sent by his evil twin sister, the cost of this near death was the degradation of his limbs due to iron. Iron is poisonous to Tuatha and when the assassin included iron oxide in his bomb it made for a terribly painful effect. Reese had little time to block the blow and as such his limbs were affected. Tuatha are master craftsmen and skilled in artifice, so masters were brought in from around the kingdom to create magical connected artificial limbs. They have forged out of silver a metal that enhances magic and they were created with additional tricks and weapons of their own. Reese can not feel with these limbs, but they respond to his mind's command without any need for concentration. Outwardly the arms are covered in intricate

designs and magical reinforcements due to the natural silvery softness. He has a segmented fan-like shield that can be summoned from his right arm, his left hand can be used as a projectile and returns to its mooring. His legs have enhancements that allow him an enhanced jump.

Mantle of the Dreamlord: The mantle is not so much a physical thing that can be worn, as it is an aberration of natural character. In his quest to defeat a dark god that was threatening his family and kingdom, Reese sought something that would level the field. Aside from his sword, he would need to be able to reach this entity in its own domain, but there was no magic that allowed such travel. The realm which this god inhabited could only be reached by godlike beings. Eventually, Reese tracked down an ancient fairytale about a godlike being trapped in a bottle. Many had mislabeled this being as a genie, but in truth, it was two beings, the dream lord, and the nightmare lord, confined in a pocket dimension to do battle till the end of time. It was too late to correct his mistake by the time he had already opened the carafe. The dying host of the dream lord thrust the mantle of dream lord upon Reese, thus preventing the nightmare lord from being able to do the same. The powers of the dream lord are minuscule when used in the waking world, they only allow for instant teleportation to wherever the wearer has been or seen. It grants a slight divine aura about the wearer, it gives him the ability to see beyond the few dimensions of sight granted to normal creatures. When used within the dream realm it gives him the power to create whatever his mind can summon forth into being, the ability to shape reality, to see infinity through the eyes of past, present, and future dreamers from all corners of creation. Reese very seldom travels to the dream realm since the defeat of the nightmare lord, though such a creature can never truly be defeated. The short reprieve granted Reese, however, has allowed him to return to the real world. As a dream lord though Reese is subject to the ruling of the guardians, a council of beings that have all held the mantle who can dictate if he is worthy of keeping it. They can also pull him from the real world to the dream if they should desire, but he is not only friendly terms with all of the guardians. Time in the dream realm move non-linear, so the guardians exist in a wide spectrum of time.

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.

Abilities

Magic: Magic is a powerful elemental force in the world. Those who can wield it, can in a sense become gods. The power of magic however has always been tied to a price. The more powerful the spell the higher the price, sometimes simply reagents for casting. Other times the spells payment can be blood, life, or simply karma. Magic can absorb energies, create energies, transport, protect, harm, destroy, banish, command other living things, create illusions or influence. It can erase memories, scars, and curses, it is the giver of life or death, to ones foes or even friends. Magic is only bound by the ability of its user and their imagination. Magic can change an object from one thing to another, it can give you the ability to commune without words. You can command reality, or simply the

elements, or perhaps time. Reese learned magic at an early age, part of his royal upbringing, he eventually became a druid, working his way up the ranks. After the death of his parents, Reese spent some time in Vanguard learning magic before heading off. He worked on mastering this skill with his friend the outlaw mage when he was not busy with Lily's tavern. Lily herself helped teach Reese a few tricks as well, mainly new forms of healing magics.

The Dream Mantle: The ability to access the minds of all dreamers, to dig, to delve, to create an algorithm of proposed possibilities or futures. Time in the realm of dreams is non-linear, past, present, and future exist as one, this allows for infinite chances to retry possible scenarios within the confines of the dream. The ability to plan in such a way allows one to manipulate chance. The access to the minds of dreamers, in all times, allows for the slight manipulation of events in the waking world, through the power of dreams. The ability within the dream to create reality and life itself, from the material of the dream. The ability to exist within the dream when your body has long since passed on. In the dream, the dream lord has power omnipotent, this power does not extend outside the dream realm. The one thing a dreamlord protects are the minds of the sleepers, the unrestrained access to the subconsciousness of all living things can be disastrous in the wrong hands.

Regeneration: Human regenerate at a slow rate, the Tuatha regenerate at such a rate that, they are immune to things like cancer and the loss of limbs, unless through magic or pertaining to some iron based weapon. Certain magics have a negative effect on the Tuatha regenerative abilities, things like necrotic energy, or certain elemental energies. A Tuatha should be able to regenerate a loss limb, even organ, but certain parts can not be regrown. These parts are the head, heart, spinal chord, and brain. Regeneration can be slowed or nullified by blood poison due to iron.

Sword Fighting: Reese has trained with some of the best swordsmen in Ayenee and out. He has spent his days seeking out the best fighters and testing their weapon or martial skills. Reese known how to use many weapons, and a few fighting styles, but he has not master all there is to know. Even though he could simply use his abilities as dreamlord and basically upload the knowledge to his mind, he chooses to learn the old fashion way. Melee is Reese's favored way of fighting, magic comes in second. The weapon and martial fighting have a way of revealing a person's true self in ways that no other fighting style can convey.

External Links

[Julian's Roleplay Bio](#)

Quotes

- “Humans like to persecute us and those like us. They call us monsters, blame some of you for killing their numbers. In the end humans will kill more of their own than any other. In some ways humans, are the real monsters. They hate so freely that which they do not understand. Here, in Velusia, you shall be protected, the humans here, not all, but a majority shall accept you as I do.” - Reese to the Avriel Vahl and Draconic Dex and their people.
- “I forgive you, for the wrongs you've done to me. However, I can not forgive you for betraying our family. It is with a heavy heart that I must administer the ultimate punishment.” - Reese at the execution of Tank Blackthorne.

- “I am at peace here with you, and wish that this moment would never end. You are like the sun to me, for you brighten my day and are the first thing on my mind when I wake. You are also like the moon, for you illuminate my nights and are the last thing I see before sleep. You smile grants me salvation from my past sins. In short, you are the love of my life.” - Reese to Lily

Trivia

- Created 1998
- Played by Julian Milam
- Twin sister Rebecca, later changed to Orianna, then back to Rebecca
- Reese was named after Julian's favorite candy at the time
- In chat history, Reese has had seven wives and ten children

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