

Race: Othendrel

From: Unknown

Age: 50

Height: 5ft 9

Weapon/Class: Dual Chakram Blades/Attacker

ADDER

Bio

Adder is deeply connected to her Valrriath roots, dedicating her life to preserving the ancient practices and rituals of her ancestors. While she excels in the art of wielding circular blades, she has also developed a profound understanding of the elemental forces.

Though she has spent much of her life traveling along Eragoth's coasts, she has never ventured beyond its shores. Yet, she often dreams of one day crossing the vast expanse of the Eversea to discover what lies beyond.

During her travels across Eragoth, Adder encountered a fracture in reality, a portal to another dimension. Driven by curiosity, she stepped through and found herself not only in the enigmatic realm of Shadowfall, but eventually in the mysterious domain of Nightfall.

Shadowfall, a world conjured entirely by the magic of the Carrion Witch, is a chaotic realm where entrances and exits appear and vanish in an instant. It was in Nightfall, however, that Adder integrated herself with the Reaper's Coven, where she mastered the art of curse breaking and further expanded her formidable skills.

In Combat

Although skilled with melee weapons, Adder possesses an impressive command of magic, allowing her to augment her Art, Thrash, with the power of the elements. Her versatility makes her a valuable ally: in addition to enhancing her combat with elemental buffs, she can break curses, potentially saving her fellow Slayers from a slow demise.

Battle Art "Thrash" - Adder delivers a powerful spiral slash to her target, combining precision and force in a swift, fluid motion.

Status Art "Mirror's Edge" - Drawing on her knowledge of the Valrriath and the Coven, Adder enchants her blades by fusing elemental power with steel, enhancing their cutting edge.

Power Art "Verse of Nightfall" - Channeling the Nightfall Requiem spell she learned from the Coven, Adder can break any curses currently affecting her team, cleansing them of evil magic.

Ability "Unbreakable" - Having mastered the Spell of Undying with the Coven, Adder is granted the ability to survive a fatal blow, ensuring she cannot be defeated in a single strike

Adder's Item "Nightfall Chorus" - A grimoire containing the sacred verses of the Nightfall Requiem, a spellbook of Nightfall.



Race: El'nor (human)

From: The Golden City

Age: 27

Height: 5ft 8

Weapon/Class: Dual Reaper (swords)/Attacker

Ava

Bio

Ava is the daughter of King Edward II of Eragoth. Many years after losing his first wife to the wrath of the Skeleton Witch, Edward was enchanted by the mysterious beauty of Lilith Ravensborn.

Crowned as Queen, Lilith bore Edward's fourth child, Ava. However, it was later revealed that Lilith was an agent of the Blackened Kingdom, secretly stealing information from the castle archives, particularly details about the Mirror of Lightspell.

Lilith's true identity is believed to be the Carrion Witch, who had disguised herself in a more alluring form. Upon discovering that Ava possessed demon blood, the High Priest of the Golden City performed several cleansing rituals in an attempt to purge any trace of demon influence from her soul.

Despite these efforts, some believe Ava's near-supernatural speed and strength are remnants of the demon blood that still lingers within her.

After the death of her brother at the hands of Sevkek The Great, Ava assumed command of the King's army. A master of dual blades and lightning-fast combat, she has become a fearsome warrior. Now, she marches on a path of vengeance against her mother while proudly flying the banner of her father.

In Combat

Ava specialises in dealing consistent damage. With her two-step attack, Dual Reaper, and the low-roll requirement of her Power Art, Falling Star, she excels in sustained offensive output.

Battle Art "Dual Reaper" - Ava strikes her target twice in quick succession with her dual blades, delivering a swift combination.

Status Art "Phantom" - Ava uses her supernatural speed to evade Demon attacks.

Power Art "Falling Star" - Ava launches herself into the air, descending with both blades aimed at her target in a devastating, gravity-fueled strike.

Ability "Dragon's Bane" - Thanks to her family heritage, Ava is naturally resistant to the power of dragons.

Ava's Item "White Reapers" - Believed to be the weapon of the All-Mother, Thelmia.



Race: El'nor (human)

From: The Golden City

Age: 56

Height: 5ft 4

Weapon/Class: Voice & Lute/Tank

Dio

Bio

Dio is a renowned bard from the Golden City. In his prime, he performed weekly for the nobility in the palace's grand theatre, captivating audiences with his melodies. However, since the fall of darkness, the palace doors have often remained closed, as entertainment is no longer a priority for the King.

Now in his mid-fifties, Dio has performed for everyone, from royalty to common folk, and has, in recent years, become no stranger to combat. He now brings his songs to the battle camps, lifting the morale of the King's troops and keeping their spirits high.

During his downtime, Dio began to travel. A few years ago, he encountered Erothorn and his caravan at a camp near the remnants of what was once Havenwatch Forest. It was there that Dio was introduced to the ancient Alryn vocal calls, used to awaken the Spirits of the Forest.

Intrigued by this art, Dio devoted himself to learning it. Within weeks, he discovered that he could influence small lifeforms with the power of his song. Over the months that followed, Dio honed his craft and soon learned how to channel his voice to inflict pain upon his enemies. Now, Dio offers his services in battle to fight for his King, motivated not only by duty but also to repay the debt of gratitude to Erothorn, the one who set him on this path.

In Combat

Dio is an all rounder who can guard, heal, attack and shackle. He also boasts the second highest HP making him a great option for any team.

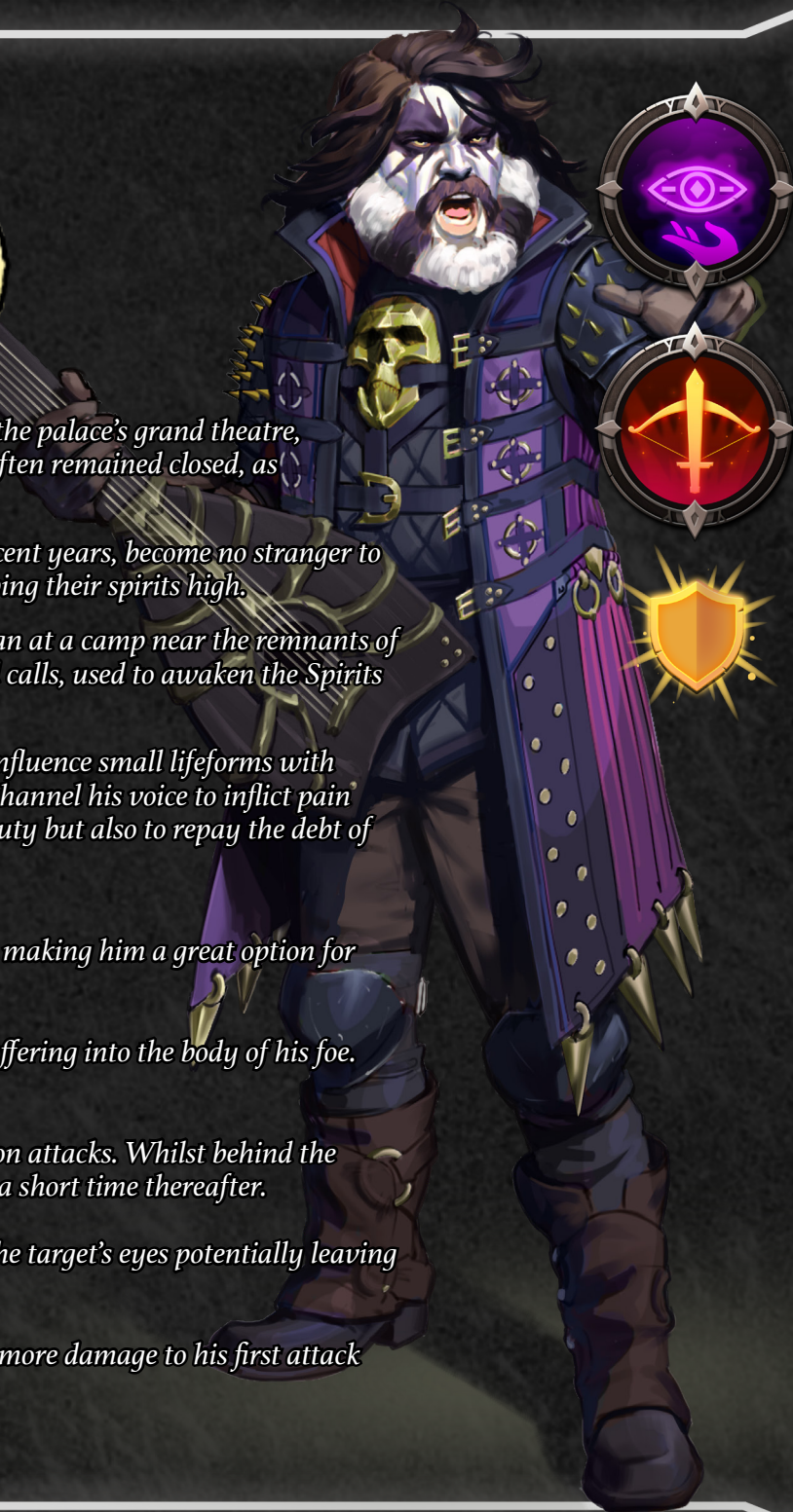
Battle Art "Lyrics of the Damned" - Dio recites the lyrics of the dead, a spell that carries pain and suffering into the body of his foe. Depending on the power of Dio's voice, he may be able to affect all that oppose him.

Status Art "Wall of Sound" - Dio bellows a wall of sound that summons a barrier reducing all Demon attacks. Whilst behind the wall, Dio sings a verse of healing, this song will heal his comrades but will leave him in a trance for a short time thereafter.

Power Art "Blood Hymn" - Dio roars an ear-splitting call, the power of this note draws blood from the target's eyes potentially leaving them unable to move.

Ability "Primal Scream" - If Slayers attack first in combat, Dio sounds a deafening note which adds more damage to his first attack

Dio's Item "Sound Check" - An instrument that amplifies the power of Dio's voice.



Race: Alryn

From: Havenwatch Forest

Age: 564

Height: 6ft 4

Weapon/Class: Doombringer (sword)/Attacker

EROTHORN

Bio

Erothorn is the leader of the Alryn of Heartwood, a region once nestled within Havenwatch Forest. He has suffered greatly at the hands of the Skeleton Witch, losing not only his home but also his people. As their leader, Erothorn bears the weight of their sorrow and anger, carrying it with unwavering resolve.

The Alryn's origins are marked by their hair color, a trait that reveals their homeland. Erothorn's golden hair signifies his roots in Havenwatch, a once-thriving region of Eragoth. However, the poisoning of the seed that sustained the forest and the destruction of the Great Tree have left his homeland in ruins.

The Alryn share a deep connection with the Spirits of the Forest, forged through vocal calls and songs. Among them, Erothorn is said to be the most skilled, able to channel immense power when enchanting his sword.

When Erothorn summons the Spirits of the Forest, his greatsword ignites with flames, bearing the name "Doombringer." This ancient blade, steeped in legend, is believed to date back to the Second Age.

In Combat

Erothorn excels at dealing high amounts of damage, making him a powerful asset to any team. Beyond his offensive capabilities, he can self-buff, further increasing his damage output. He also gains a significant advantage when facing goblins, solidifying his role as a specialised and devastating force on the battlefield.

Battle Art "Doom Strike" - Erothorn strikes his target with his greatsword.

Status Art "Thundervoice" - The Alryn are renowned for their traditional vocal calls, used to awaken the Spirits of the Forest. Erothorn channels this ancient tradition, unleashing a resounding call that bolsters his strength.

Power Art "Doombringer" - As Erothorn lifts his greatsword to the sky, the blade ignites with a brilliant glow. In searing golden letters, the word "Doombringer" blazes to life. The Spirits of the Forest answer his call, swirling around the sword in a vivid dance of light and energy before he brings it crashing down upon his target.

Ability "Goblin Hunter" - The Goblins that overran Havenwatch will feel the wrath of Erothorn.

Erothorn's Item - "Elemental Blade" - Erothorn's blade, Doombringer, is now fused with all the elements of Eragoth.



Race: El'nor (human)

From: ???

Age: 23

Height: 6ft 6

Weapon/Class: Bow/Attacker

FORREST

Bio

Forrest's life was shattered at the age of 13 when bandits claimed the lives of his entire family. Left to fend for himself, he wandered across Eragoth as a nomad, relying on the kindness of strangers or trading work for food and shelter.

His wandering came to an end when he met Rosina, leader of the Eagle Bows, a faction of the Othendrel forces renowned for their mastery of archery. Despite his imposing stature, Forrest lacked skill in close combat, but his natural talent with a bow quickly became evident. Under Rosina's guidance, he honed his abilities, transforming into a deadly marksman.

Accepted as an honorary member of the Othendrel, Forrest found a new family among their ranks. With a renewed sense of purpose, he has vowed to protect them and stands ready to face the Skeleton Witch in their fight for survival.

In Combat

Whereas Rosina's archery damage is focused against all foes, Forrest provides damage that is focused on a single foe and, depending on the bow allocated, will instantly defeat Demons of a certain level.

An Archer relies on upgrading their bow to become stronger, however, if you are willing to put in the work to upgrade Forrest, you will be rewarded with a ferocious Slayer.

Battle Art "Hunter" - Fires a swift, precise arrow at the target.

Status Art "Hunter's Moon" - During his time with the Othendrel, Forrest has learned many of their enchantments and calls. The Hunter's Moon enchantment steadies the holder's hand.

Status Art "Deadeye" - Forrest unleashes an arrow between his foe's eyes. A successful hit will prove instantly fatal to weaker Demons.

Ability "Warrior's Heart" - Forrest finds his aim more stable if he executes Deadeye in combat more than twice.

Forrest's Item "Burrowing Arrow" - Arrow tips that have been binded with Gihgorm lava. The lava burrows into the flesh of the target resulting in them taking more damage.



Race: Giant

From: Skyreach City of the Dark Moors

Age: 108

Height: 14ft 5

Weapon/Class: Giant's Club & Shield/Tank

GOGON

Bio

Gogon is a mercenary hailing from the destroyed city of Skyreach, a former Gianthian city of the Dark Moors, now known as the Deth Marsh. He roams the vast continent of Eragoth looking for work, capturing criminals and assassins in exchange for gold. He often keeps the shields of his bounties, repurposing them to bolster his own armour.

Before turning to mercenary life, Gogon served as the commander of Skyreach's defenses. During the city's fall, he used his immense frame as a living shield to protect the vulnerable, enabling a few to escape the carnage. Despite his heroism, the losses weighed heavily on him.

Once a cherished figure in his community, Gogon has become a jaded and embittered shadow of his former self, burdened by anger and regret. Seeking redemption for those he could not save, Gogon has pledged his strength to the fight against the Skeleton Witch, hoping to find solace through service and sacrifice.

In Combat

Boasting the highest HP of any Slayer, Gogon is a Tank who can draw the aggro of all enemies and protect his fellow Slayers. Although he is now a jaded character Gogon can still find some of his old triumph as he bolsters his fellow Slayers by buffing their chance of executing their Power Art.

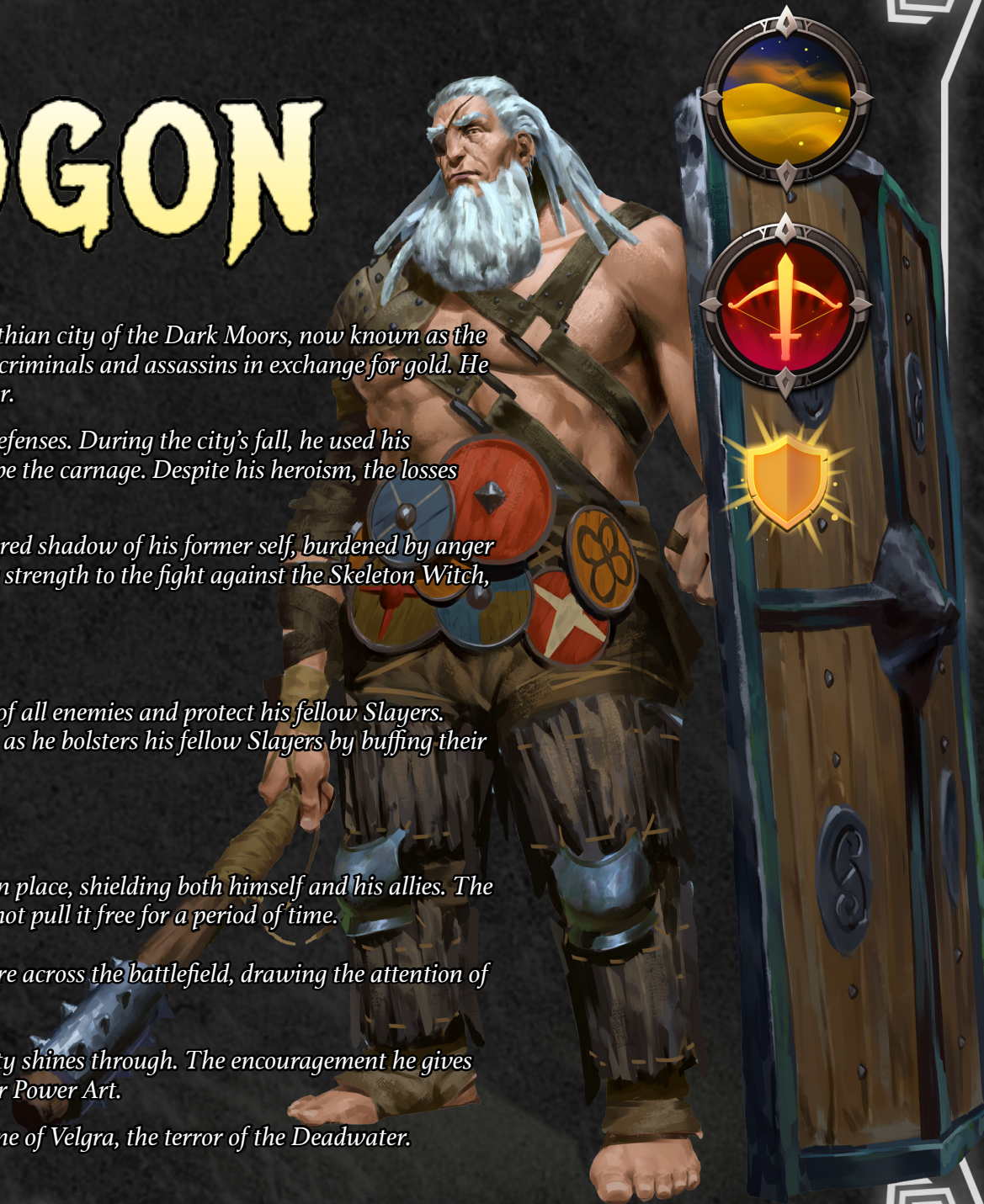
Battle Art "Grave Impact" - Gogon smashes his foe with his mighty club.

Status Art "Shield Wall" - Gogon drives his giant shield into the ground fusing it in place, shielding both himself and his allies. The shield's violent reverberation from being planted in the ground means Gogon cannot pull it free for a period of time.

Power Art "Tectonic Shift" - Gogon slams his club into the ground creating a fissure across the battlefield, drawing the attention of all Demons.

Ability "People's Champion" - When Gogon is near full strength, his old personality shines through. The encouragement he gives his fellow Slayers means that one Slayer improves their chances of executing their Power Art.

Gogon's Item "Leviathan Shield" - An ancient shield believed to be made of the bone of Velgra, the terror of the Deadwater.



Race: Half-Alryn (Halfblood)

From: Coast of the Eversea

Age: 25

Height: 5ft 7

Weapon/Class: Magic/Attacker

HELLENA

Bio

Hellena is of mixed heritage, born to an Alryn mother and an El'nor father. Her mother, a highborn Alryn priestess, once served a secretive society known as the Xul, devoted to the ancient Eversea spirit Physeter. However, the Xul's practice of El'nor sacrifice eventually led to their exile from the continent.

Her father, an El'nor and a devout Etheon, was rescued by her mother from a Xul compound. Their connection blossomed into love, and together they fled to live a secluded life along the coasts of the Eversea. In their isolation, Hellena was taught her mother's ancient magic and her father's Etheon beliefs. From this unique upbringing, she developed a rare and misunderstood combination of magic and faith.

After her parents' passing, Hellena began traveling across Eragoth. Her journey took a dark turn when she was captured and condemned to death for what was mistakenly deemed as occult magic tied to the Blackened Kingdom. On the day of her execution in Stonehelm, a great dragon attacked the village, creating chaos that allowed her to escape.

Grateful for this second chance, Hellena now seeks to use her unique abilities to join the fight against the Skeleton Witch, determined to honor her parents' legacy and prove her worth.

In Combat

Hellena covers a utility role in her team. Her Power Art, Judgement Day, ensures that she will summon a Guardian quicker than her allies. Her Ability, Fortunes of War, also guarantees more Demon Coins per battle and therefore increases the resources available for her team.

She is not only there to support, as her Battle Art, Edge of Darkness, deals reliable damage and her Elemental Art is one of the highest among the Slayers.

Battle Art "Edge of Darkness" - Hellena conjures razor-sharp blades of dark energy that slice through the body of her foe. These blades are unstable and chaotic, with some occasionally carrying a higher concentration of dark energy, dealing additional damage when they strike.

Status Art "Sign of the Cross" - Hellena scalds a symbol of the great creator, Thelmia, into the ground. The T burns in a bright white light.

Power Art "Judgment Day" - Hellena prays to the heavens, increasing her bond to the Guardians.

Ability "Fortunes of War" - Using her knowledge of the Xul, she claims more rewards for defeating Demons.

Hellena Item "The Aftermath" - Hellena harnesses the rage within herself.



Race: ???

From: ???

Age: ???

Height: ???

Weapon/Class: Magic/Summoner

KANE

Bio

Kane is an anomaly among the Slayers, a conjuration and a product of Tamriel's experiments. Enlisted into the Scrollkeepers of the Fifth Order, Kane was trained in the art of summoning and now has the ability to call upon three spirit beasts: a panther, a bear, and a dragon. The origin of these spirits is unknown, though some speculate they are drawn from a spirit forest where the last of the Valrriath are said to reside.

Created for a specific mission, Kane joins the King's cause, seeking to uncover the mysteries of the Necrogate and the dark magics wielded by the Skeleton Witch. This knowledge is crucial for understanding the impending dangers that threaten the realm.

Kane has also been tasked by the leader of their Order with retrieving the skull mask worn by the Skeleton Witch. It is believed that this mask may provide crucial information about the enigmatic Morgar.

Without their summoned beasts, Kane's durability in battle is limited. However, they are capable of summoning a prison of fire to trap their enemies, making them a dangerous force when backed into a corner.

In Combat

In combat, Kane may offer modest damage and have the lowest HP of all Slayers, however, their beasts each sport their own HP which gives a huge advantage as Kane cannot take damage whilst a beast is active.

Kane starts their adventure with one scroll, however, they can gain extra by defeating bosses. Whilst Kane is active in battle, they can trap their foe in a prison of fire, rendering them unable to move.

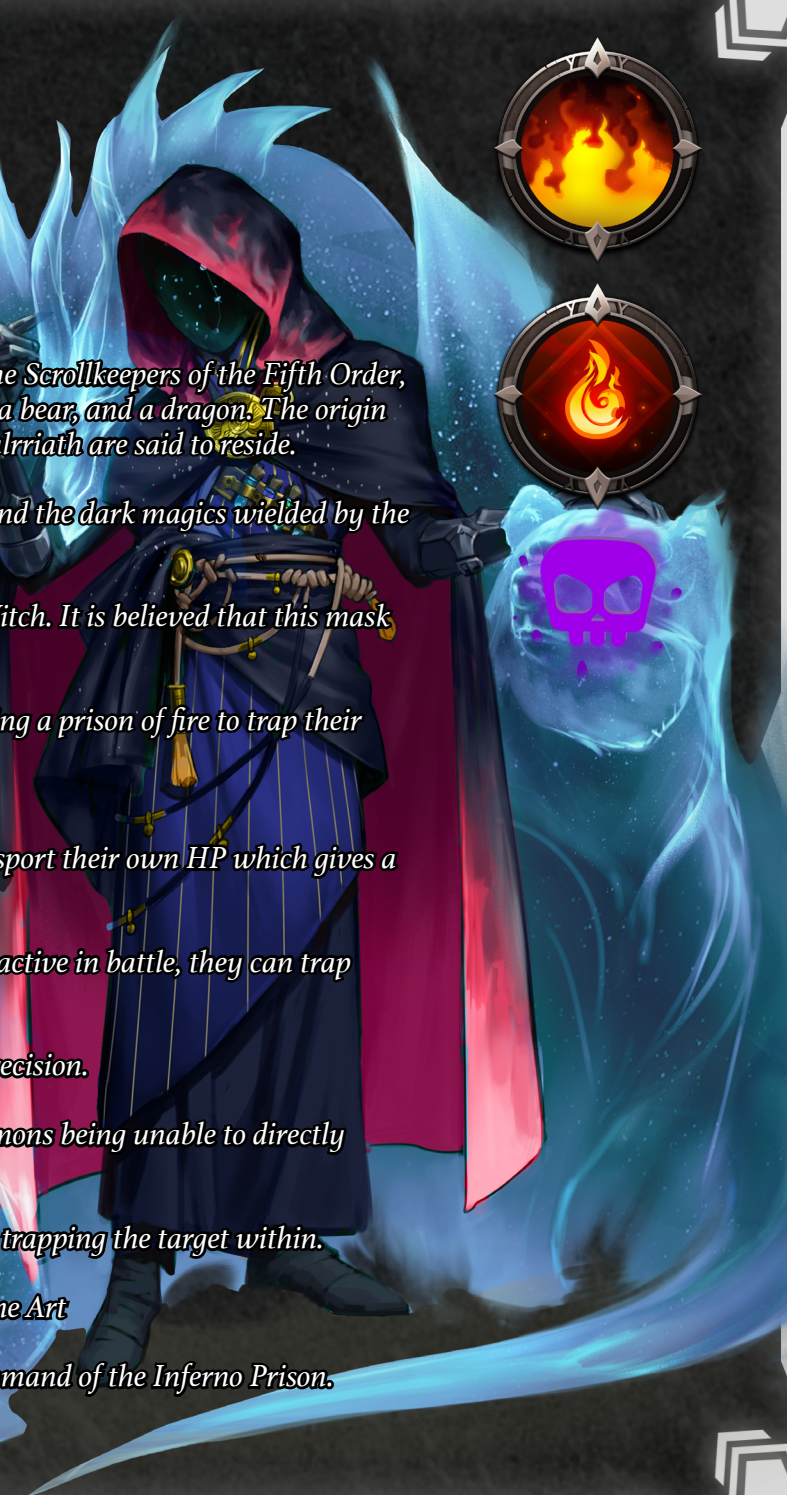
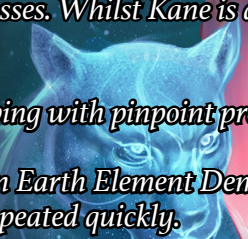
Battle Art "Spark" - A flurry of fast-moving sparks fly around the target before dive-bombing with pinpoint precision.

Status Art "Overheat" - Kane summons a shield of fire, he enchants the flames resulting in Earth Element Demons being unable to directly attack Kane for the next two rounds. The skill involved in creating this wall can not be repeated quickly.

Power Art "Inferno Prison" - Kane summons a circle of towering flames, the peaks of the flames bind together, trapping the target within.

Ability "Escapist" - When switching to and from beasts, Kane is able to break free of the effects of any over time Art

Kane's Item "Spell of the Inferno Tornado" - A scroll containing ancient texts related to improving Kane's command of the Inferno Prison.



KANE'S CONJURATION

In Combat

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PANTHERA

Battle Art "Shadowfang" - Panthera sinks its teeth into their foe.

Status Art "Bloodbite" - The spell of Bloodbite may infect their foe, freezing them in place.

Power Art "Black Magic" - Panthera pierces through the target with lightning speed, dealing critical damage.

BALO

Battle Art "Bearhug" - Balo picks up and crushes its foe before throwing them to the ground.

Status Art "Roar" - A deafening roar drawing attention solely to Balo.

Power Art "Enraged" - Balo pierces through the target with lightning speed, dealing critical damage.

DRAKON

Battle Art "Dragon Force" - Drakon smothers with smouldering dragonfire.

Status Art "Fireball" - Encases itself in a column of swirling fire forming a protective barrier between itself and its enemy.

Power Art "Through the Fire and the Flames" - Drakon pierces through the target with lightning speed, dealing critical damage.



Race: Half-Alryn (Halfblood)

From: Town of Hardrock

Age: 40

Height: 5ft 10

Weapon/Class: Undead Kultist Priest/Summoner

LYDIA

Bio

Magic takes many forms across Eragoth, some beings are able to conjure forces out of thin air and some require a form of conduit. Lydia's conduit is one born of vengeance.

Dragged behind her in chains is the reanimated corpse of a Kultist Priest of the Infernal Flame. One night when Lydia was young, her town was attacked by Kultists. The entire town were either burnt where they slept or taken hostage for later sacrifice. Lydia, who was around 8 at the time, was able to escape into the surrounding overgrowth and was eventually taken in by travellers. She vowed that day that she would learn the skills to take revenge on the Kult.

When she was old enough to leave her adopted family, Lydia would spend time with beings from all over Eragoth. In her travels, she learned how to conjure and to command the elements. She also spent a great deal of time in darkness, learning possession spells and curses. Lydia would hunt the priests that burned her childhood town to the ground, slaughtering them all. Kultist Crimsonus was identified as the one who led the attack on that day. She sought that Crimsonus would have no eternal rest, therefore, she has reanimated his corpse to be her vessel. By combining her powers with that of Crimsonus, Lydia has been able to learn much of the magic of the Infernal Flame.

Over time, Lydia has become adept in necromancy and has defeated three further Kultist Leaders. She has learned how to store their vessels in a pocket dimension, summoning them almost at will. After joining the Slayers, she is on her true quest, to destroy the Shepherd of Fire and the Infernal Flame once and for all.

In Combat

Lydia's primary purpose in combat is to summon one of her three Kultists, each of which is specialised in a core class, either attack, defence or healing. Whilst without her conjurations, Lydia is proficient in magic with maximum elemental damage when fusing with the Element of Sands.

Battle Art "Purification" - Crimsonus voices a curse decreasing Lydia's foe's fortitude.

Status Art "Shadow Cloak" - Lydia swirls her cloak, casting a Spell of Deception on all Demons.

Power Art "Devil Maker" - Using the Spell of Demonica, Lydia summons one of her Kultists to the battlefield.

Ability "As I Lay Dying" - The magic that courses through her veins runs sustains past death.

Lydia's Item "Cloak of the Towering Demon" - An enchanted cloak of the Kultists that increases the power of the Spell of Demonica.

Conjuration's Battle Art "Divinity" - Kultist casts a torrent of gloomfire by repeating the words of the Commandments of Fire.

Conjuration's Status Art "Spirit Summon" - Under Lydia's control, Kultist attempts to summon the spirits for Lydia and her allies.

Kultist Vulterous' Power Art "Incarnate" - Conjures walls of gloomfire that engulf the target from both sides.

Kultist Imperialus' Power Art "Bubonic Blessing" - Imperialus casts a Spell of Restoration.

Kultist Dragonus' Power Art "Radiant Shield" - Dragonus summons a brilliant shield of gloomfire, protecting all Slayers.



Race: Fairy

From: Losfer Woods

Age: ???

Height: 3ft 4

Weapon/Class: Wand/Healer

MEADOW

Bio

Many believe that Dahlia, the goddess of nature, created the Fairies, which would explain their deep and unique connection to her. Dahlia is said to have been present alongside Noah when he planted the seed that grew into the Great Tree of Havenwatch, whose roots spread to the farthest corners of the forest.

Meadow, one of the Fairies, can call upon Dahlia for aid in battle. When needed, the goddess casts a Spell of Restoration over the Slayers, healing their wounds and revitalising their strength.

Meadow also carries a leather pouch filled with healing waters from a spring that once flowed in the Losfer Woods. As long as even a single drop remains, the water regenerates endlessly, refilling the pouch with each passing moment.

After the fall of Havenwatch to Gorgonoth, the Fairies were driven from their forest home and forced to retreat to the Spirit Islands. Although Fairies are not known for their physical strength, Meadow is determined to prove to the other races of Eragoth that while they may lack in stature, they more than make up for it with courage and skill.

In Combat

Although primarily a dedicated healer, Meadow can also deal significant damage each round by summoning a swarm of Glasswings. Their razor-sharp wings slash through enemies with precision. When healing, Meadow can restore HP either to herself or to her allied Slayers, depending on the need.

Battle Art "Razored Winds" - Meadow summons a swarm of Glasswings, they circle the target as a cyclone leaving hundreds of paper-thin cuts. The intense number of insects cutting at the target results in an extremely painful attack.

Status Art "Healing Spring" - The healing waters of the Spring of Losfer Woods circle Meadow, restoring their life force.

Power Art "Spirit of the Forest" - Meadow calls on Dahlia, the goddess of nature, who casts a Spell of Restoration over the Slayers.

Ability "Halo" - When Meadow is at low health, a protective halo appears which increases the power of their Healing Arts.

Meadow's Item "Serpentine Wand" - An ancient relic of the Fairies that increases the number of Glasswings summoned.



Race: Demon

From: Blackened Kingdom

Age: ???

Height: 6ft 8

Weapon: Magic/Attacker

MORYTHA

Bio

A defector of the Blackened Kingdom. Morytha was created as a vanity project by Baalmorgue, fusing the soul of a heavenly angel with the essence of a witch of the Blackened Kingdom.

For centuries, she was kept as a slave of Baalmorgue, becoming one of his key conjurers. Decades would merge into a never-ending day until her angelic soul was reawakened.

For years after; Morytha struggled with the turmoil of her split personalities, however, whilst she still undertook the plans of Baalmorgue, she sought a way to escape. Using an advanced cloaking spell, she was able to pass through the Demorgate undetected and break into the Mortal Realms, there she sought help from the Etheon Priests to rid herself of the witch's essence, but none would help.

Overtime she has gained the aid of witch doctors and Sages to repress the darkness. As her angelic soul returns, Morytha is horrified by what she has done under the spells of Baalmorgue's influence. Now, Morytha seeks absolution by aiding in the downfall of the Skeleton Witch, and ultimately, Baalmorgue himself.

In Combat

Morytha possesses a fierce command of the elementals. When there are Demons that can restrict the use of all Arts apart from the elements, Morytha is a sure way of maintaining good damage output when in a tight spot. Morytha's Power Art, Kiss of Doom has a lingering effect which could result in deal a huge amount of damage over a short period of time.

Battle Art "Black Fyr" - Morytha conjures a swirling cloud of black flames that engulfs the target, searing them with unholy fire.

Status Art "Celestial Death" - Morytha whispers a Spell of Sacrifice that originates from the Blackened Kingdom. She sacrifices part of her life force which is shared equally between two fellow Slayers. The immense pain caused by doing this resonates between all Slayers, increasing their Rage.

Power Art "Kiss of Doom" - Placing her marked hand across her mouth, Morytha whispers a Spell of Withering into her hand. She then blows them as a kiss across the battlefield.

Ability "Demon Spirit" - When Morytha's life grows short, her resistance to attack increases.

Morytha's Item "Elixir of the Night" - An enchanted elixir that fuses the beauty of the moon with the darkness of the night increasing the chances of executing Kiss of Doom.



Race: Othendrel

From: City of Haevel

Age: 125

Height: 5ft 3

Weapon/Class: Bow/Attacker

ROSINA

Bio

Rosina is the leader of the Eagle Bows, a faction of the Othendrel forces famous for their legendary command of bow and arrow. Rosina assumed leadership some 30 years ago following the death of her predecessor, Olwith Steelbow, who perished at the axe of Gorgonoth, the now-bane of Havenwatch.

The Othendrel people are descended from the Valrriath, a race of ancient conjurers. Within the great Vālrrriath city of Haevel stood their sacred tree, its bioluminescent bloom perpetually guarded by a chosen warrior.

Although the city is now largely abandoned, the tree is still guarded by the one known as the “Tree Caller”; this prestigious position was once granted to Rosina. It was during her watch that the once bright pink plumage turned to crimson red as the bloom melted from the branches.

The Othendrel people still bestow some of the magic of the Valrriath. Although they appear as El’nor, they age at a much slower rate having a life expectancy that is more than double.

In Combat

Whereas Forrest’s archery damage is focused against a single foe, Rosina can attack all foes at once and, depending on the bow allocated, can deal a high amount of damage.

An Archer relies on upgrading their bow to become stronger, however, if you are willing to put in the work to upgrade Rosina, you will be rewarded with a ferocious Slayer.

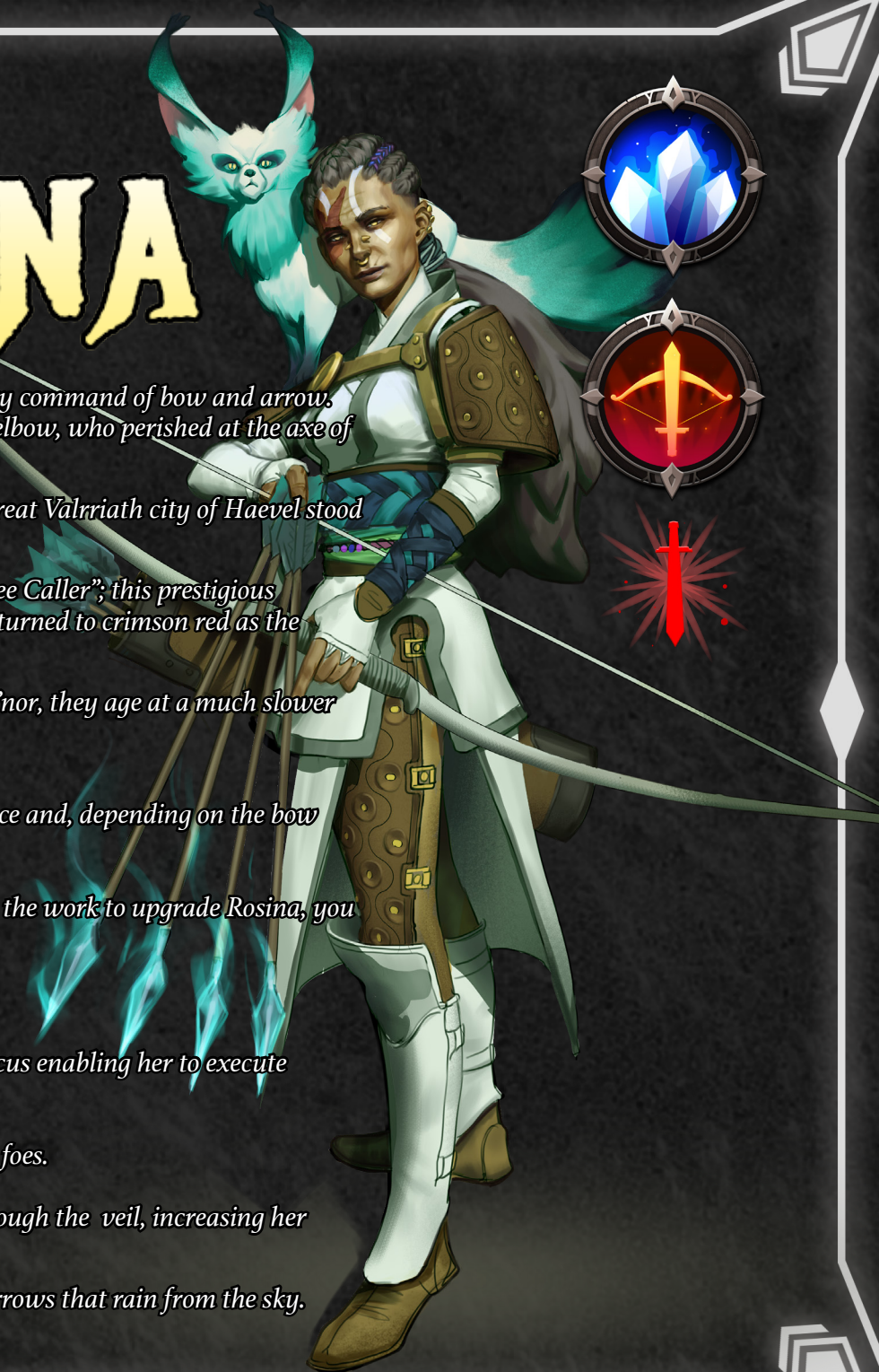
Battle Art “Hunter” - Fires a swift, precise arrow at the target.

Status Art “Exhale” - Using the teachings passed down from the Valrriath, Rosina steadies her focus enabling her to execute Arrowocalypse with greater ease, her spiritual connection also regains some lifeforce.

Power Art “Arrowocalypse” - Rosina unleashes a flurry of arrows that rain down on all opposing foes.

Ability “Life of the Party” - When Rosina is close to defeat, the power of the Valrriath reaches through the veil, increasing her team’s fortitude.

Rosina’s Item “Arrowstorm” - An enchantment of the Valrriath that may double the number of arrows that rain from the sky.



Race: Fairy

From: Losfer Woods

Age: ???

Height: 3ft 1

Weapon/Class: Wand/Attacker

SHARYN

Bio

Fairies originally hail from the Spirit Islands in the Eversea. Over the Ages, they spread across Eragoth, but due to ongoing conflict and the threat of capture by "Magic-Hunters," they eventually consolidated their numbers and settled in a region of Havenwatch known as Losfer Woods. This was seen as a homecoming, as it is believed that the goddess of nature, Dahlia created the Fairies.

The Losfer Woods were destroyed in the uprising of the Age of Darkness as a horde of Dreger, led by Dragon Witches, decimated Losfer Woods.

Most of the Fairies have fled back to the Spirit Islands, however, Sharyn will not flee but instead will aid the warriors of Eragoth in lifting the curse of Havenwatch Forest.

In Combat

What fairies lack in size, they make up for in battle prowess. Sharyn is an essential pick if you want to frustrate your foes by trapping within a void of flames.

Although their primary use is as a shackler, Sharyn can also deal a good amount of damage each round and contributes as a partial healer.

Battle Art "This Fire" - Sharyn fires two searing rays at her foes.

Status Art "Breathe Life" - Sharyn calms her soul taking meditative breaths, accepting the restorative healing of Dahlia.

Power Art "Fixation on the Darkness" - Sharyn conjures a veil of flames around her target that darken as they close in, blocking their foe of any light. The target becomes enveloped in flames and darkness, unable to move as they cannot see where the shackling flames are.

Ability "World Ablaze" - Sharyn's power intensifies when facing demons of Earth element.

Sharyn's Item "End of Heartache" - An amulet that will restore a fellow fallen Slayer back to full health.



Race: Alryn

From: City of Itnomert

Age: 480

Height: 6ft 2

Weapon/Class: Magic/Summoner

TAMRIEL

Bio

It is believed that Tamriel is not of Eragoth. He was found washed ashore as an infant in the wreckage of a ship that had met its doom on the Eversea.

From an early age, Tamriel was fascinated by the Valrriath people and has spent most of his life studying their tomes and spells, most keenly that of shapeshifting. Due to his knowledge of the ancient Valrriath texts and his adept use of magic, Tamriel joined the Scrollkeepers as both translator and protector.

During an expedition, the urn of the ancient spirit of Azeal, protector of the Valrriath, was uncovered. Upon opening the Urn, Tamriel worked tirelessly to restore the dormant spirit by fusing it with his own body.

After many experiments using the Valrriath texts, Tamriel succeeded in the restoration of Azeal and was able to transform himself into the great protector.

Although revered amongst his Scrollkeeper brethren, Tamriel is considered mad by most due to his soul-fusing experiments.

In Combat

Tamriel offers two options in combat; such as either dealing regular damage with Dune Crush and supersizing their elemental damage with Elemental Boost or to summon the mighty ancient spirit of Azeal who can deal huge amounts of damage along with causing their foe to recoil in battle, unable to move.

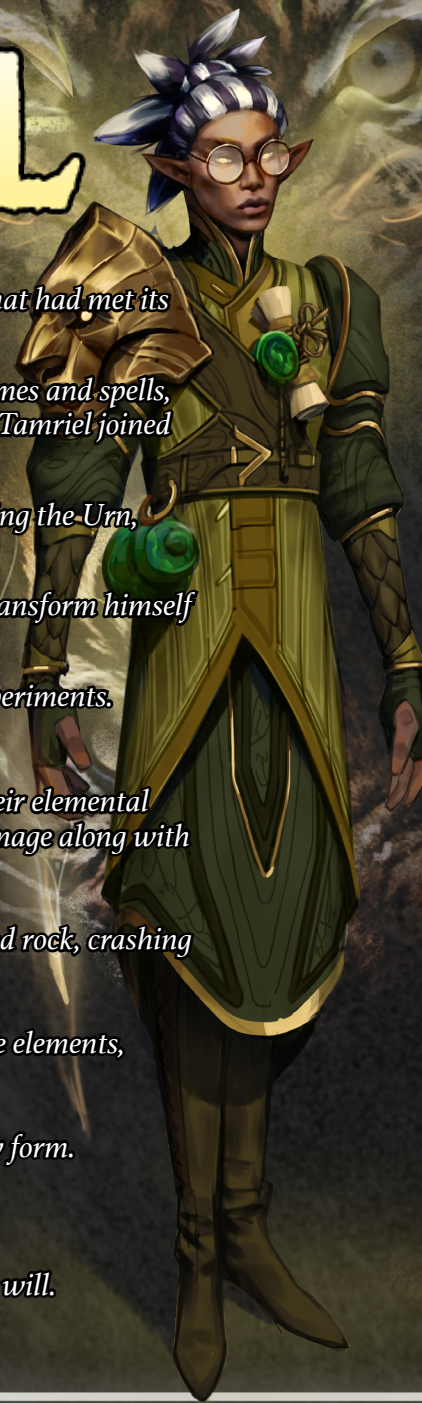
Battle Art "Dune Crush" - Unleashing the primal force of the desert, Tamriel summons a massive wave of sand and rock, crashing it down upon his enemy.

Status Art "Elemental Boost" - Unleashing his power as a mighty Alryn wizard, Tamriel temporarily enhances the elements, increasing his attack.

Power Art "Shapeshift" - Tamriel morphs into the ancient spirit of Azeal. His body contorts as it bends into its new form.

Ability "Last Gasp" - When near defeat Tamriel's calls upon the texts of the Valrriath to enhance his attack.

Tamriel's Item "Spell of Evolution" - Tamriel unlocks the true power of Azeal and will now be able to transform at will.



TAMRIEL'S CONJURATION

Bio

Azeal, a tiger-like beast spirit, was the protector of the Valrriath people.

Their power has always required a host, therefore, a Valrriath would be selected as Azeal's vessel until their body could bear no more.

Although the Othendrel people have maintained many practices of the Valrriath, the spirit of Azeal was deemed lost forever until uncovered by Tamriel.

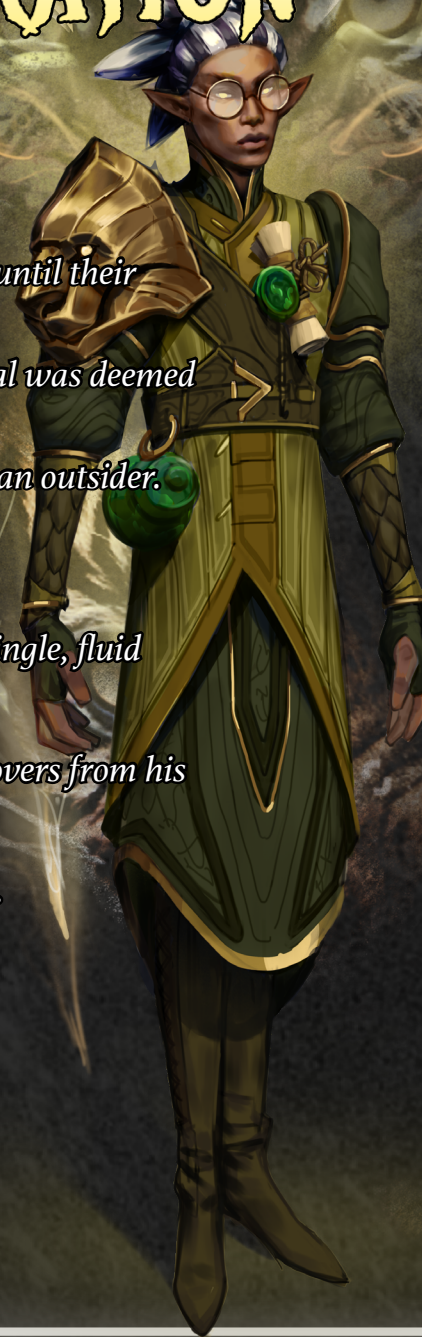
The Othendrel are aggrieved that their ancestors' protective spirit now resides within the body of an outsider.

In Combat

Battle Art "Strike" - Azeal charges across the battlefield with unparalleled speed and agility, in a single, fluid motion, Azeal unleashes a powerful swipe.

Status Art "Engulfed by Shadow" - Beyond a veil of shadows created by a wall of sand, Azeal recovers from his wounds.

Power Art "Dune Avalanche" - Azeal raises a mountain of sand, it crashes down upon their target.



Race: Kronos

From: Gianthia

Age: 19

Height: 5ft 6

Weapon/Class: Winterthorn (sword)/Attacker

WINTER

Bio

Since their teenage years, Winter has consistently found trouble, often working as a thief for bandits and mercenaries. With unmatched agility and the unique ability to break locks using their ice grip, Winter became a prized asset for many heists.

Winter's gang recently used a demon invasion on the Golden City as cover for an attempt to steal jewels from the Golden Palace. While most of Winter's party was surrounded and defeated by Ava and the King's Guard, Winter was eventually captured and put on trial.

Recognising the value of Winter's skills for her quest, Ava offered a pardon, contingent on Winter joining the King's fight against the Skeleton Witch.

In Combat

When not in use, Winter's blade vanishes, leaving only the hilt behind. As battle commences, a bolt of ice materializes, forming the blade. Winter's skills as a thief also provide a unique advantage: with each use of their Power Art, Winterthorn, they gain additional Demon Coins for the party, a benefit that increases when they obtain the Demon Magnet.

Winter can also lift curses from her fellow Slayers, a vital ability when all hope seems lost.

Battle Art "Winter's Fury" - Winter slashes their enemy with a blade of ice, the icicles tear off in their foes' flesh.

Status Art "Destiny Unbound" - During their travels, Winter has acquired a Witch's Amulet, these relics can be used for many things based on their insignia, this one can break curses on Winter and their allies.

Power Art "Winterthorn" - Winter launches the bolt-like blade from its hilt as if it was a spear into their target's body. The target's body absorbs the blade, filling their veins with ice.

Ability "Night Vision" - Born and raised in the darkness of Kronos Mountain, Winter has gained superior vision and, advantage in combat, in low-light.

Winter's Item "Demon Magnet" - Winter's keen skills as a thief pay off as the Slayers will gain additional Demon Coins each time their art Winterthorn is used.



Race: Kronos

From: Gianthia

Age: 55

Height: 9ft 6

Weapon/Class: Forearm Warblade/Healer

YANNIC

Bio

Having spent most of their life in the temples of Kronos Mountain, Yannic has spent many years mastering the art of healing, earning a reputation as one of the most skilled and revered healers in all of Gianthia.

Though wise in the ways of their homeland, Yannic has never ventured beyond its borders. When they learned that the fellowship aimed at dethroning the Skeleton Witch was composed of many races from across Eragoth, Yannic sought approval from their Chieftain to join the fight and represent their people, the Kronos.

Yannic has since travelled to the Golden City to meet with King Edward II and his commander, Ava, to offer their healing skills.

While Healing Arts are traditionally performed using one's hands, Yannic was born without a right hand. To keep their left hand free for healing, Yannic has had a special blade fitted to their right forearm, a modified warblade, inspired by the ancient weapons of Gianthia.

In Combat

Yannic is a healer, one that can heal both themselves and allies with more than one of their Arts. When at low HP, Yannic's defence sharply increases, turning them into a healer-tank.

Although primarily focused on healing, which gains their classification as a magic Slayer, however, their warblade damage output is also consistent.

Battle Art "Warblade" - Yannic drives their warblade forward, gouging their target.

Status Art "Spirit Rising" - Using their restorative powers, Yannic heals an allied Slayer.

Power Art "Kronos Rising" - Yannic slows the passing of time, their meditative thoughts reach back to the sacred temples of Kronos Mountain. Yannic rises from the ground as a restorative aura appears around them, they then transfers this aura to a Slayer, greatly restoring their HP.

Ability "Permafrost" - When Yannic's health is low, a protective glow appears around them, the spirit of Kronos Mountain protects them.

Yannic's Item "Black Metal Warblade" - A warblade made of a stronger metal of Aelith called Black Metal.

