

STRAVOS VERITAS

THE BLACK KING OF YGDDRAMAR

Level: 10 **Category:** Natural (Natura 15)
Life Points: 400
Class: Dark Paladin
Str: 11 **Dex:** 13 **Agi:** 7 **Con:** 10 **Pow:** 8 **Int:** 10 **Wp:** 10 **Per:** 8
PhR 140 **MR** 95 **PsR** 100 **VR** 90 **DR** 90

Initiative: 90 Natural, 15 Sword of the King and Shield, 55 Sword of the King, 85 Spear
Attack Ability: 265 Sword of the King, 265 Full Shield, 260 Spear
Defense Ability: 270 Full Shield, 240 Sword of the King, 235 Spear
Damage: 130 Sword of the King (one-handed), 150 Sword of the King (two-handed), 90 Spear, 75 Full Shield
TA: Full Heavy Plate CUT 9 IMP 9 THR 9 HEA 7 ELE 3 COL 7 ENE 5

Ki Accumulation: Str 2 Dex 3 Agi 1 Con 2 Pow 1 Wp 2
Ki: Str 27 Dex 31 Agi 7 Con 10 Pow 8 Wp 30 **Generic:** 113
Ki Abilities: Use of Ki, Ki Control, Presence Extrusion, Aura Extension, Use of Necessary Energy.

Advantages and Disadvantages: Hard to Kill, Use of Armor, To the Limit.

Natural Abilities: Heavy Knight Module.

Elan: Noah 95 (In the right hands, The will to Improve, Resistant, Inhuman, Ignore Penalties, Dark Power, Equipment, In the face of Adversity, Dark Avatar).

Size: 21 **Regeneration:** 3
Movement Speed: 5 (7) **Fatigue:** 10

Secondary Abilities: Acrobatics 60, Athleticism 40, Ride 105, Swim 30, Jump 140, Composure 185, Withstand Pain 120, Notice 130, Search 65, History 155, Memorize 120, Occultism 95, Style 70, Intimidate 200, Leadership 220, Persuasion 170, Poisons 20, Tactics 160.

AVATAR OF WAR

Level: 10 **Category:** Natural (Natura 15)
Life Points: 400
Class: Dark Paladin
Str: 14 **Dex:** 16 **Agi:** 10 **Con:** 13 **Pow:** 11 **Int:** 13 **Wp:** 13 **Per:** 11
PhR 150 **MR** 105 **PsR** 110 **VR** 100 **DR** 100

Initiative: 130 Natural, 55 Sword of the King and Shield, 95 Sword of the King, 125 Spear
Attack Ability: 305 Sword of the King, 305 Full Shield, 300 Spear
Defense Ability: 310 Full Shield, 280 Sword of the King, 275 Spear
Damage: 135 Sword of the King (one-handed), 160 Sword of the King (two-handed), 95 Spear, 80 Full Shield
TA: Full Heavy Plate CUT 9 IMP 9 THR 9 HEA 7 ELE 3 COL 7 ENE 5

Ki Accumulation: Str 3 Dex 4 Agi 2 Con 3 Pow 2 Wp 3
Ki: Str 27 Dex 31 Agi 7 Con 10 Pow 8 Wp 30 **Generic:** 113
Ki Abilities: Use of Ki, Ki Control, Presence Extrusion, Aura Extension, Use of Necessary Energy.

Advantages and Disadvantages: Hard to Kill, Use of Armor, To the Limit.

Natural Abilities: Heavy Knight Module.

Elan: Noah 95 (In the right hands, The will to Improve, Resistant, Inhuman, Ignore Penalties, Dark Power, Equipment, In the face of Adversity, Dark Avatar).

Size: 21 **Regeneration:** 6
Movement Speed: 8 (10) **Fatigue:** 10

Secondary Abilities: Acrobatics 100, Athleticism 80, Ride 170, Swim 70, Jump 170, Composure 225, Withstand Pain 160, Notice 170, Search 95, History 185, Memorize 150, Occultism 135, Style 110, Intimidate 235, Leadership 250, Persuasion 210, Poisons 60 Tactics 200.

Stravos Veritas, known as the Black King of Ygdramar, is a legendary figure whose name evokes fear, respect, and fascination in equal measure. As the lord of the Veritas family, he is one of the most powerful figures in Eurakia and a man whose ambition seems boundless. His military genius, unparalleled combat skill, and magnetic charisma have made him a leader revered and feared by allies and enemies alike. Yet beyond these exceptional qualities, Stravos is, above all, a born conqueror—a man shaped by the crises and conflicts of his era.

Born as the third son of the mighty Veritas dynasty, Stravos's destiny seemed condemned to mediocrity. In his family's rigid hierarchy, the throne was reserved for the eldest, and any hope of seizing power was viewed as a threat by his elder brothers. From an early age, Stravos was forced to navigate intrigue, betrayals, and death threats. His older brothers, fearful of his talent and potential, attempted to assassinate him numerous times. However, the young Stravos not only survived but thrived under the pressure.

Isolated from his family, Stravos found solace in books and history. He spent long hours in the vast library of his home, devouring knowledge on military strategy, politics, and philosophy. But fate, or perhaps destiny, changed his life forever. At the age of eleven, he discovered a network of secret passages that led to the forgotten depths of the Veritas fortress. There, he encountered a creature of legend: Schreckliche, a millennia-old dragon imprisoned for generations.

The meeting between Stravos and Schreckliche marked the beginning of a peculiar relationship. Though the dragon was a being of immense power and wisdom, he was bound by ancient spells that prevented his escape. Stravos, with an unusual calm and maturity for his age, began to visit him regularly. In exchange for his company, the dragon shared stories of bygone eras: tales of fallen kingdoms, forgotten heroes, and strategies that had changed the course of history.

For years, Stravos absorbed every word from Schreckliche, sharpening his mind into a finely honed tool. He learned about human nature, the mistakes of rulers, and the weaknesses of nations. Schreckliche, impressed by the boy's cold ambition, even revealed forgotten supernatural secrets and the power of dragons. These clandestine visits became the foundation of the strategic intellect and grand vision that would define Stravos in the years to come.

Later in his adolescence, Stravos began to explore the world beyond the walls of his home. He traveled across Ygdramar, observing with disdain what he described as a "pathetic society," marked by corruption, weakness, and a lack of ambition. His journeys took him beyond Eurakia to the lands of the Old Continent, where he witnessed the remnants of civilizations that had once dominated the world. He was even invited to become an Arbiter, where his talents might one day have elevated him to Lord of War. But Stravos, scorning the limitations of their rigid code and servitude, rejected the offer.

Only after seeing all the outside world had to offer did he return to Ygdramar with a stronger conviction than ever: Gaia needed change, and he would be its architect.



At the age of twenty, Stavros challenged his elder brothers for leadership of the Veritas family. In a blood trial, he publicly accused them of attempting to murder him in his youth. His words rang with a mix of truth and menace, but it was in combat that he made his indelible mark. He did not demand separate duels; instead, Stavros challenged his two brothers at once. With cold precision and unmatched skill, he killed them both, leaving a deep impression on all who witnessed it. This act cemented his position as the new lord of the Veritas house, creating the aura of fear and reverence that would follow him henceforth.

Over the next two decades, Stavros devoted himself to laying the groundwork for his conquests. He modernized his house's army, adopting innovative tactics inspired by Schreckliche's tales and his experiences in the Old Continent. He forged strategic alliances and gradually eroded his enemies' influence. His charisma attracted warriors, occultists, and scholars from far and wide, all seeing him as a leader destined for greatness.

When the Holy Sacred Empire collapsed, Stavros saw the opportunity as a call of destiny. Declaring himself King of Ygdramar and using the death of one of his less relevant sons as an excuse he launched a series of relentless military campaigns against the region's other lords. His message was clear and direct: submit to his rule or face total annihilation. Under his command, the banner of the Veritas family became a symbol of unity for some and terror for others.

THE BLACK KING'S DREAM AND THE PURSUIT OF TRANSCENDENCE

Lord Stavros Veritas is a man of extremes, a being whose personality combines seemingly opposing traits into a fascinating and terrifying synthesis. He is cruel and Machiavellian in his methods, yet honorable and just in his worldview. For him, greatness lies not in preserving the existing order but in destroying the obsolete and building something superior. This duality makes him both an inspiring and fearsome figure.

Stavros does not rule with mere authority but with the conviction that his cause is necessary. Justice or injustice holds no value to him—only results. His black banner flies as a symbol of renewal, a promise that under his command, the world will be reborn, even if it must burn first to achieve it.

To Stavros, war is not a tragedy to be avoided but an essential catalyst for progress. In his view, humanity's greatest advances have emerged as consequences of conflicts that broke the boundaries of the known, forcing civilizations to adapt, innovate, and overcome. Conversely, he sees long periods of peace as times of complacency and decay, where humanity loses its ambition and drive.

This perspective fuels his disdain for Ygdramar's current state. Stavros sees his homeland as a perfect example of what happens when a society stagnates: it becomes weak, corrupt, and aimless. Under his leadership, he seeks to transform this "shameful and antiquated" nation into a great power—not through gradual reform but through the purifying fire of war, which will destroy archaic structures and pave the way for a new order, first for Ygdramar and then for the entire world.

Though capable of acts of cruelty that would make both enemies and allies tremble, Stavros does not revel in gratuitous violence. Every action, no matter how ruthless, serves a greater purpose. He punishes incompetence and betrayal without mercy but rewards loyalty and talent generously. Those who serve him well can rise to positions of power and prestige, regardless of their origin or social status. In this sense, Stavros is a reformer who values meritocracy over outdated traditions.

MODUS OPERANDI

In combat, Stavros is both poetry and violence. He typically enters the fray clad in his signature black armor (the one that earned him the title "Black King") and wields a massive greatsword alongside a full-body shield. He fights in a savage manner, though on the battlefield, he tempers his strength until the precise moment to unleash it—a moment he always seems to know by instinct.

In large-scale battles, if he deems it necessary, Stavros may join the fight atop Schreckliche, using the dragon and its breath as a decisive weapon in the conflict. Meanwhile, he provides tactical support with terrifying accuracy, hurling spears at critical targets. Schreckliche's scales carry nearly twenty spears of varying quality, which Stavros uses as ammunition.

When facing opponents he considers truly dangerous, Stavros can fight in unison with Schreckliche, as their synchronization in combat is exceptionally high.

Only in the most desperate circumstances—those that force him to give everything he has—will Stavros resort to his ultimate card: activating the Avatar of Darkness gift from Noah. This power drastically enhances his combat abilities, transforming him into a living embodiment of war. Ironically, Stavros remains unaware of the true origin of this power, believing it to be an ability he gained through his pact with the dragon.

In personal dealings, he can be surprisingly courteous—so long as no one stands in his way. If they do, he transforms into a cold, amoral monster. His sense of justice is peculiarly pragmatic. He does not adhere to a rigid moral code but adapts his actions to the needs of the moment. However, his word is sacred: when he makes a promise, he keeps it, even at great personal cost. This trait has earned him both admirers and enemies, as those who deal with him know they can trust his integrity, even as they fear the terms he might impose.

Stavros is a natural strategist, capable of predicting his enemies' moves with unsettling precision. His time learning from Schreckliche granted him a profound understanding of history and the tactics of war. But his brilliance is not confined to the battlefield; he is also a master of political intrigue. He manipulates people with a blend of charisma and veiled threats, often convincing even his fiercest adversaries to ally with him if it serves their interests.

Additionally, he has an innate talent for recognizing potential in others. He can perceive hidden strengths in those around him and exploit them to his advantage, often turning ordinary individuals into key elements of his strategy. This ability to inspire and harness talent is one of the reasons for his success as a leader.

Despite his calculating coldness, Stavros possesses a rarely seen human side. In moments of introspection, he reflects on the cost of his actions, fully aware that his path is paved with sacrifices. However, he views this price as necessary to achieve his goals. He does not seek redemption or absolution; his only judge is history, and he is determined to carve his name into it in letters of fire.

Though he is unaware of it himself, the way he perceives the world, his unwavering philosophy of self-improvement, and his actions have created a profound connection with Noah. This connection has reached such a height that the Black King has become the closest thing to an Incarnation the Shajad has seen in centuries, embodying the ideals of transcendence that the Dark Warrior represents better than anyone else.

KI ABILITIES

The Conqueror's Style

Using Schreckliche's explanations as a foundation, along with lessons from his encounters with Killrayne and other fighters on the Old Continent, Stavros has managed to synthesize his own skill tree purely focused on effectiveness. His goal is none other than to compensate for his shortcomings and crush his opponents under his overwhelming power. Interestingly, his techniques became more refined as he aged; the more he matured and became aware of his needs, the more complete each technique became compared to the previous one.

Visually, the Conqueror's Style is characterized by its wild movements, leaving dark trails in their wake as he moves.

Veritas Slash

Level: 1 **MK:** 25

The first technique developed by Stavros—basic and savage—was created by the Black King during his journey across the Old Continent. To execute it, he draws back the arm holding his sword, channeling his energy, and unleashes a brutal dark slash that travels with such speed and force that it becomes unstoppable.

STR 5 DEX 6

Effects: +75 Attack

Type: Action (Attack)

Sovereign Supremacy

Level: 1 **MK:** 30

The second technique developed by Stavros focuses on defense, allowing him to use his energy to perform a rapid double movement. This creates a visible energy cloak using his weapon or shield, deflecting two incoming attacks with ease.

DEX 4 AGI 2

Effects: +50 Parry, Additional Defense +1

Advantages: Ki Reduction -1

Type: Action (Defense)

Royal Judgment

Level: 1 **MK:** 45

Royal Judgment is the last technique developed by Stavros. He began crafting it when he realized that over time, he would need increasingly bulky armor for protection, and his physical strength would gradually wane, making him slower and more vulnerable.

When executed, Stavros lets out a roar and moves at incredible speed. Like a wild animal, he leaps and spins in the air, using the momentum to descend vertically onto his target, crushing them completely (often splitting the ground in two as well).

STR 2 DES 3 AGI 1 CON 2 VOL 2

Effects: +75 Initiative, +40 Damage

Advantages: Ki Reduction -2

Type: Action (Attack)



EQUIPMENT

THE SWORD OF THE KING

This weapon was forged (though "re-forged" would be more appropriate) for Stavros himself, using as a base Tenebrum Rex, an ancient relic once wielded by an incarnation of Noah over a thousand years ago. The Black King found it during his adolescence while wandering the Frozen Wastes (likely due to his already growing affinity with the Shajad) and, over time, had it restored and altered by his personal blacksmith.

The weapon, a massive bastard sword with a black blade, emanates a strange darkness that can be perceived by any individual capable of seeing the supernatural. It leaves behind a peculiar trail when wielded.

Quality: It is considered a +15 quality bastard sword capable of damaging energy.

The Sword of the Conqueror: While wielding the weapon, those who fight against the wielder or his allies and are within 50 meters of him cannot use special mystical bonuses (such as spells or similar magical effects) unless they succeed in a Resistance Roll (RM) against 120. The effects last as long as they remain within the sword's area of influence. This ability is only activated if its wielder has at least Elan 40 or higher of Noah or Meseguis.

Darkness Tornado (use notion 3): As a full combat action, the wielder of the Sword of the King can generate a semi-solid darkness tornado. The tornado affects all those within 10 meters of it, although any target other than the wielder within 25 meters is at risk of being absorbed unless they succeed in a Strength or Agility check (their choice) with Difficulty 12. Intangible beings are also affected, but in this case, they use their Power attribute to resist. For gameplay purposes, all those within the area (whether initially or after being absorbed) are targets of an Energy (ENE)-based attack with a Base Damage of 100, using the caster's offensive ability.

Additionally, anyone within the area at the end of the round (whether they take damage or not) must succeed in an automatic MR against 100 or suffer a penalty to all actions equivalent to the level of failure. The penalties recover at a rate of 5 points per round.

This ability can only be activated once every 10 minutes.

Projecting the Tornado: In the round immediately after activating the Darkness Tornado, the wielder of the Sword of the King can perform another full attack action to "launch" the tornado forward. When doing so, the tornado travels in a straight line for about 100 meters, affecting any target in its path in the same way it does when initially created.

Dark: The weapon is considered a dark weapon and deals double damage to light elemental beings.

Power Level: 3+

THE ARMOR AND SHIELD OF STAVROS

The black armor and shield of Stavros were crafted exclusively for him by his personal blacksmith using a Malebolgia alloy provided by Schreckliche.

Quality: They are considered a Heavy Full Armor and a Body Shield of +15 quality. As they are of supernatural nature, these bonuses also increase defense against Energy-based attacks and allow the wearer to block supernatural attacks.

Mystic Defense (armor): The armor grants a special +10 bonus to the MR (Magic Resistance) and PsR (Psychic Resistance) of the wearer.

Power Level: 2+

THE CAT AMULET

Under his armor, Stravos often wears a fae-origin amulet around his neck, which, according to legends, was created by a fairy princess. It is a small silver medal shaped like a cat, and it grants the wearer some supernatural qualities inspired by felines, which is how the artifact got its name. It is unknown if it is a unique object or if there are others like it.

Catfall: The wearer can fall from great heights without suffering damage from the impact with the ground, as long as the distance does not exceed 10 kilometers. Stravos often uses it to leap directly from Schreckliche to the battlefield without taking any harm.

Feline Agility: Grants a special +20 bonus to the secondary skills of Climbing, Jumping, and Acrobatics. Generally, Stravos does not make much use of these skills.

The Seven Lives of the Cat: On a single occasion, if the holder receives any type of damage or incident that would normally result in death, they automatically overcome any life-and-death control, remaining with 0 health points without suffering any penalties. This ability does not work against entities with Gnosis 35 or higher or those with a Natura superior to that of the wearer.

Power Level: 2+

THE DRAGON SCHRECKLICHE

Schreckliche is an ancient creature of immense power who once waged war against the Nation of the Blood Sky for control of Eurakia. Leading dozens of dragons and a legion of Turaks, he sought to subjugate Nyhakryenzarath, only to be defeated and punished by the forces of the noble Vetala Kaleb Zarathos, the one who would eventually ascend as the Blood King.

For his audacity, the Elders of Nyhakryenzarath decreed that Schreckliche would not be executed but instead chained in the depths of the earth alongside his offspring, condemned to eternal torment.

After the fall of the Nation of the Blood Sky, the dragon was abandoned and forgotten in those subterranean depths. The King of Spirits, unwilling to kill an enemy of the Vetala but aware that freeing him would spark a new conflict in a land already ravaged by war, tasked Thorfinn Veritas—the founder of House Veritas—with guarding Schreckliche's prison. In exchange, he blessed Thorfinn's descendants. The nobleman built a massive fortress atop the dragon's prison, and his family spent generations fulfilling this promise, until their duty became a myth that faded into obscurity.

Schreckliche remained trapped in the depths until the young Stravos discovered him. Whether due to the unique nature of the boy or simply for the chance to speak to a living being once more, the dragon developed a deep fascination with him. Over the years, they conversed, and Schreckliche told countless stories of bygone eras, fueling Stravos' desire to see the world.

Years later, when the Black King seized control of House Veritas, he freed Schreckliche and his progeny. Out of a mixture of gratitude and fascination, the dragon made a pact with Stravos, vowing that both he and his offspring would support the king in his conquests.

Schreckliche is an exceptionally wise creature, but also profoundly belligerent. Before meeting Stravos, he genuinely believed that dragons were Gaia's supreme form of life and that their dominion over the world was natural and inevitable. His captivity and torment altered this perspective, making him more contemplative and tempering his thirst for conflict.

His knowledge of the supernatural is vast; he is acquainted with many of the ancient entities, from gods to all manner of higher beings. However, having been imprisoned for over a thousand years, much of his understanding is outdated.

The dragon harbors genuine affection for the Black King and is willing to fight alongside him and act as his advisor. In turn, Stravos not only regards Schreckliche as his only true friend but also values the dragon's opinions and experience above all else.

Schreckliche

Level: 11

Category: Between Worlds 30

Life Points: 7.015 Damage Resistance

Class: Warrior

Str: 17 **Dex:** 9 **Agi:** 6 **Con:** 17 **Pow:** 13 **Int:** 12 **Wp:** 12 **Per:** 11

PhR 170 **MR** 135 **PsR** 100 **VR** 125 **DR** 125

Initiative: 70 Natural

Attack Ability: 240 Claws + 220 Bite, 240 Breath, 190 Tail whip

Defense Ability: Damage Resistance

Damage: 170 Claws (Cut), 190 Bite (Thru), 140 Tail Whip (Imp), 250 Breath (Ele)

TA: Natural + Scales: Cut 12 Imp 12 Thru 12 Hea 12 Ele 12 Col 12 Ene 12

Essential Abilities: Divine Physical Characteristics, Superhuman Spiritual Characteristics, Acute Sense, Zen, Natural Immunity, *Vulnerability (Cold)*.

Powers: Natural Weapons: Claws, Bite (Additional Attack, Increased Damage +20, Armor Modifier -3) and Tail, Breath, Damage Energy, Physical Armor, Natural Flight 12, Flap Wings, Increased Physical Resistance +10, Mystic Resistance MR +30, Damage Barrier 160, See the Supernatural.

Size: 34 Colossal

Regeneration: 11

Movement Value: 9 / 12

Fatigue: 17

Secondary Abilities: Intimidate 130, Persuasion 95, Notice 160 (190 Listen), Search 150, Track 75, History 200, Occultism 220, Memorize 140, Feats of Strength 180, Withstand Pain 120.

Schreckliche (Dark Avatar)

Level: 11

Category: Between Worlds 30

Life Points: 7.015 Damage Resistance

Class: Warrior

Str: 20 **Dex:** 12 **Agi:** 9 **Con:** 20 **Pow:** 16 **Int:** 15 **Wp:** 15 **Per:** 14

PhR 180 **MR** 145 **PsR** 110 **VR** 135 **DR** 135

Initiative: 105 Natural

Attack Ability: 280 Claws + 260 Bite, 280 Breath, 230 Tail Whip

Defense Ability: Damage Resistance

Damage: 180 Claws Cut, 200 Bite (Thru), 150 Tail Whip (Imp), 250 Breath (Ele)

TA: Natural + Scales: Cut 12 Imp 12 Thru 12 Hea 12 Ele 12 Col 12 Ene 12

Essential Abilities: Divine Physical Characteristics, Superhuman Spiritual Characteristics, Acute Sense, Zen, Natural Immunity, *Vulnerability (Cold)*.

Powers: Natural Weapons: Claws, Bite (Additional Attack, Increased Damage +20, Armor Modifier -3) and Tail, Breath, Damage Energy, Physical Armor, Natural Flight 12, Flap Wings, Increased Physical Resistance +10, Mystic Resistance MR +30, Damage Barrier 160, See the Supernatural.

Size: 34 Colossal

Regeneration: 12

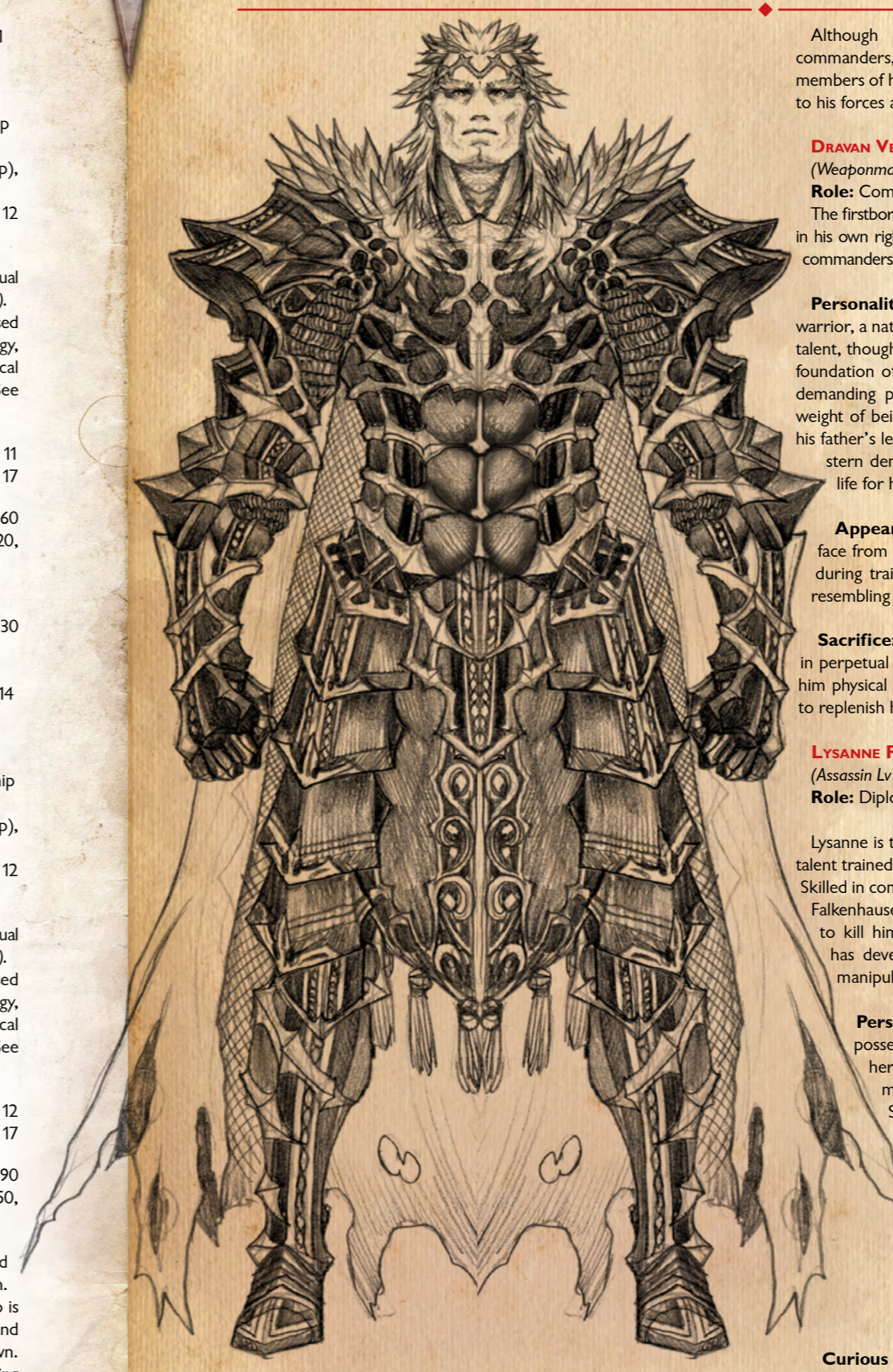
Movement Value: 9 / 12

Fatigue: 17

Secondary Abilities: Intimidate 160, Persuasion 125, Notice 190 (220 Listen), Search 180, Track 105, History 230, Occultism 250, Memorize 170, Feats of Strength 210, Withstand Pain 150.

Noah's Dragon: Schreckliche is not one of the Dark Wyrms and has no connection to Orgus Zangros, the dragon tied to Noah. However, through sharing his soul via the Pact with someone who is nearly an avatar of the Shajad, Schreckliche has gained an unusual and extraordinary advantage: he shares Stravos' Elan as if it were his own. Because of this, Schreckliche possesses the same gifts as the Black King and can wield them at will without affecting Stravos' powers in any way.

THE VERITAS FAMILY



Although Stravos commands a multitude of generals and commanders, it is his children who stand out as the most remarkable members of his army. He has a dozen of them, but the most relevant to his forces are the eight to which he has awarded a title.

DRAVAN VERITAS, THE FIRSTBORN

(*Weaponmaster Lv8, ♂*)

Role: Commander-in-Chief of the Black King's main army.

The firstborn of the family and the most skilled of all Stravos's generals in his own right. Currently, he is the foremost among the Black King's commanders, bearing the main burden of the warfront on his shoulders.

Personality: Rigorous and methodical, Dravan is the epitome of a warrior, a natural-born fighter who has inherited his father's combat talent, though not all his other qualities. He believes discipline is the foundation of greatness and has zero tolerance for incompetence, demanding perfection from all those around him. He bears the weight of being the Black King's firstborn and strives to live up to his father's legacy, keeping a watchful eye on his siblings. Despite his stern demeanor, he is profoundly loyal and would sacrifice his life for his father without hesitation.

Appearance: Tall and muscular, with a scar running across his face from his forehead to his chin, a mark left by Stravos himself during training. He wears a meticulously polished black armor, resembling his father's iconic attire.

Sacrifice: Dravan lost the ability to rest. His mind and body are in perpetual motion, granting him inhuman endurance but denying him physical and mental peace. He relies on alchemical substances to replenish his strength.

LYSANNE FALKENHAUSE VERITAS, THE ROSE OF THE COURTS

(*Assassin Lv7, ♀*)

Role: Diplomat and spy in neighboring kingdoms.

Lysanne is the eldest daughter of Stravos, a woman of exceptional talent trained to be a unique weapon in service of the Veritas family. Skilled in combat as well as courtly arts, she married Marquis Viktor Falkenhouse by her father's order. Though the original plan was to kill him soon after to seize control of his armies, Lysanne has developed genuine feelings for her husband and is now manipulating him to avoid taking his life.

Personality: Cunning, elegant, and persuasive, Lysanne possesses an innate talent for manipulating those around her. Beneath her charm lies a calculating and dangerous mind that rivals—and at times even surpasses—that of Stravos himself, capable of turning any weakness into an advantage for her family.

Appearance: An ethereal beauty with fiery red hair and hypnotic green eyes. Her presence exudes both sophistication and danger.

Sacrifice: Lysanne lost her ability to trust. Every relationship she forms is tainted by suspicion, even with those she genuinely cares for.

Curious Notes: Ferrinbrante, Lysanne's dragon, is deeply in love with her and is secretly attempting to learn how to take human form so he can be with her as an equal.

DEYRAN VERITAS, THE SKY KNIGHT*(Paladin Lv8, ♂)***Role:** Commander of the scout division and dragon rider.

Deyran is Stravos's middle son and the only one whose talent rivals that of Dravan. From a young age, he mingled with members of other houses, broadening his perspective on different cultures and peoples.

Since the war began, he has been in charge of commanding the Veritas house's reconnaissance and raiding forces. However, his family has often accused him of being too lenient and permissive in his attacks. Despite this, his soldiers follow him with devotion, making him the only member of the Veritas family who is more loved than feared.

Personality: Adventurous, brave, and a natural leader, Deyran is the most optimistic of Stravos's children. He embodies the traditional knightly values of Ygdramar, considering honor and idealism indispensable virtues. Although he respects and admires his father, he has openly opposed some of his ideas and plans, which has earned him the disapproval of some of his siblings, particularly Dravan.

Since forging his pact, Deyran finds no greater joy than soaring through the skies on his dragon, a pursuit that makes him feel truly free.

Appearance: Athletic and golden-haired, his hair seems to gleam under the sun, and his blue eyes mirror the skies he so dearly loves.

Sacrifice: He lost the ability to settle down. Condemned to a life of constant movement, he can never find peace in one place. Among Stravos's children, he is the least troubled by the consequences of the pact.

Curious Notes: Ironically, he possesses Elan from Uriel.

MYRRA VERITAS, THE BEARER OF KNOWLEDGE*(Wizard Lv8, ♀)***Role:** Researcher and special agent for the Veritas family in supernatural affairs.

Myrra serves as Stravos's special agent, specializing in the investigation of ruins, supernatural elements, and other mystical phenomena that could enhance her family's power. She leads a small division of sorcerers who act as an elite force serving Stravos. Currently, she is in Pristina, accompanying General Gregor Combi. Her goal is to delve into the secret areas of the principality, aiming to reach The Source and, along the way, uncover other mystical secrets.

Personality: Reserved and meticulous, Myrra lives for and through knowledge. She speaks little but chooses her words carefully when necessary. She is very serious and has little patience for those who do not value intelligence, seeing most of her siblings as crude and unsophisticated. She adores her father for giving her the opportunity to learn supernatural arts and sending her to places where she can further develop her understanding. She is an expert in ice magic.

Appearance: Fragile in appearance, with snow-white hair and golden eyes that shine with a supernatural intensity.

Sacrifice: She lost the ability to forget. Every memory, even the most painful, remains vivid and eternal in her mind.

Curious Notes: She was sent as a child to train in the Order of Magus, where she stood out for her immense talent. Despite this, she left the organization before reaching adulthood to return to the Veritas family, using all that she had learned to serve her father's cause.

KARVOS, THE HAMMER OF CONQUEST*(Warrior Lv7, ♂)***Role:** General of the land and naval forces of the Veritas family.

Karvos is known as the wildest of the Black King's sons. Like his father, he traveled across the Old Continent in his youth, but instead of returning enlightened as Stravos did, he came back even more savage and violent than before, though he never reveals what he did there.

In command of the second army of the Veritas family, Karvos recently destroyed House Blois, demolishing their castle until not even a stone was left standing.

Personality: Fierce and direct, Karvos lives for battle. He despises subtlety and believes that brute force can solve any problem. He enjoys razing towns and cities, which is why Stravos uses his forces wherever he wants to send a harsh lesson. While he outwardly seems completely loyal to his father, he secretly dreams of killing him and taking control of the Veritas family.

Appearance: Huge and muscular, with wild dark hair and a thick black beard. He is even larger than his father and usually enters battle wielding a massive war hammer and a large axe. His black armor, adorned with pelts from beasts he's personally hunted, gives him an even more savage appearance.

Sacrifice: He lost his sense of touch. He cannot feel heat or cold, which makes him insensitive to physical pain, but also incapable of experiencing physical pleasure.

Curious Notes: Karvos's dragon despises him deeply and hates his father Schreckliche for forcing him unnaturally into the pact.

ELLYRA VERITAS, THE SILENT HAND*(Shadow Lv7, ♀)***Role:** Spy and assassin in direct service to Stravos.

The youngest daughter of Veritas, Ellyra is a skilled assassin specializing in secretly eliminating the most dangerous antagonists to her father. From a young age, she was trained by a master who fled from Varja, teaching her the intricacies of her deadly craft.

Though she typically acts alone or leads a small team of three assassins, in rare cases, when additional support is needed, she will join the battlefield with her dragon. However, she rarely descends to fight in person.

Personality: Silent and lethal, Ellyra operates with surgical precision. She has an ambiguous moral code, carrying out her missions without questioning orders, although deep down, she longs for something beyond her life of bloodshed.

Appearance: Slim and agile, with black hair and gray eyes. Her movements are so fluid that they seem unreal.

Sacrifice: She lost her voice. She communicates only through gestures and looks, making her enigmatic but isolated.

Curious Notes: Though she is unaware of it, she is actually a Nephilim D'Anjayni.

TARVEN, THE DISINHERITED*(Freelancer Lv5, ♂)***Role:** Master strategist and personal advisor to Stravos.

Tarven is given the nickname "The Disinherited" because he was just a child when his father began his conquest, which is why he is the only one of Stravos's children who has not made a Pact with a dragon. However, the boy has proven to possess an unparalleled tactical mind, so much so that the Black King himself was fascinated upon hearing his suggestions. As a result, Stravos decided to take him on as a special advisor, and to date, the young boy has never been wrong in any of his proposals.

Personality: Ingenious and always one step ahead, Tarven enjoys moving the pieces on the political and strategic board. Despite his age, he views the world as an enormous puzzle that can be solved if he finds the right place to give the "appropriate push." However, the young boy seems incapable of forming emotional bonds with others, except perhaps with his father and his sister Myrra.

Appearance: At just twelve years old, Tarven has a fragile, sickly build, pale skin, and brown hair like his father. He always wears dark, elegant clothes, which contrasts with the fact that his mouth is often stained with blood. His constant smile gives him a somewhat sinister appearance, and many of the servants believe he is cursed.

VORYM VERITAS, THE OUTSIDER*(Dark Paladin Lv7, ♂)***Role:** General of the second army of the Veritas family.

Vorym is the most unusual of Stravos's "children" because he has no blood relation to the Veritas family. In fact, at nearly sixty years old, he is older than the Black King himself. However, Stravos, who recognized Vorym's talent when he first met him as a child, decided to "adopt" him as a son and keep him by his side. Thus, he granted him a dragon (in accordance with the Black King's agreement with Schreckliche, the union between the two families would be "seven children for seven children") and placed him in command of the southern front of the territories in conflict.



Personality: Practical, stubborn, and with an unbreakable work ethic. Vorym has an almost spiritual connection with being in a bad mood and an indescribable talent for insulting anyone he speaks to in the most imaginative ways possible. Despite this, his experience and combat prowess are comparable to the finest imperial generals, and he remains undefeated on the battlefield to date.

Appearance: Vorym has a notable physique that in no way shows his age, and if not for his noticeably bald head and pointed beard, no one would guess he is over fifty years old. He fights with bulky armor and an enormous two-handed axe.

Sacrifice: He has lost color; he can only see the world in shades of gray, something that has deeply embittered him and made him even more surly.

TRIVIA

-During the time he wandered through his adolescence across the Old Continent, the Black King lived countless adventures that many would consider legendary, such as exploring the Halls Without Light or venturing into the Castle of Midnight. He also fought and lost to some of the greatest fighters of Gaia, including unique individuals such as Killrayne, the Inquisitor Artaban, or Malachi himself. However, Stravos never viewed the outcome of these encounters as true defeats, but rather as steps he needed to climb to learn and develop his potential.

-Stravos's blacksmith, Norell Kerr, known for crafting the Black King's distinctive equipment, is far more than he appears. In reality, he is an ancient inhabitant of Chigot, whose drive for self-improvement led him to follow the monarch after he accidentally arrived on the island while returning to Ygdramar and became fascinated by the Tenebrum Rex.

-Stravos has three official wives and countless concubines, but he has never formed emotional bonds with any of them, as he only sees his partners as a means to bear offspring. However, he always treats them in a polite and courteous manner, and almost all of them are hopelessly in love with him (the youngest, Lady Aria Verroche, even plans to murder the others to keep her husband "just for herself"). The only exception is Lady Jane Aguirre, the mother of Tarven, who feels such revulsion towards her husband's ideals that she is planning to escape the castle with her son (without the young man's knowledge) and seek refuge in one of the other houses of Ygdramar.

-He feels a special disdain for the Knight of the Balance, as he believes someone like him wastes his skill and talent with an outdated ideology.

-No one, not even Stravos himself, knows what he has lost by signing the Pact with Schreckliche. He notices no difference in how he was before, so he doesn't think much of it. In his opinion, if he hasn't even noticed the change, what he sacrificed can't be of any relevance to him.

-He never drinks alcohol but is a huge fan of milk.

-He speaks more than ten languages, including several dead tongues he learned from Schreckliche's ancient texts.

-He carries an old coin, which, in theory, he uses ritually to make important decisions; he tosses it, picks it up, but never looks at the result, as he never leaves anything to chance.

-Stravos has a thirteenth of whom the rest know absolutely nothing. Stravos knows of its existence, but for unknown reasons has never recognized it as such.