

# Borodin

Baron of Nandin  
3<sup>rd</sup> Circle Air Elementalist

AC 1014

By Michael Berry

*'the quickest way to die my friend .. is to ever question my loyalty to Glantri'*

## I. Appearance

Upon seeing the Baron of Nandin there can no mistaking Borodin for what he is as he is obviously a pure Alphatian with short curly dark black hair and pale skin with large dark purple eyes that make him appear undeniably pure Alphatian. As if his looks were not enough to give him away as an Alphatian he is almost always seen wearing fine spider silk robes which have become extremely costly since the destruction of Blackhill and most of its Spider silk farms. Borodin is quite unassuming physically standing at only 5'7" and weighing at a slight 130 pounds. Yet years in the Grand Army have trained him to speak with command and confidence and with a loudness that could even cut through the din of battle and will cause even men who dwarf him physically to hurriedly jump to obey his commands.

Borodin is fond of jewelry, especially rings, and has rings on all of his fingers from plain gold rings which are thought to be magical to more ornate rings with fabulous gemstones as centerpieces. He also sports matching diamond earrings which are rumored to be magical in nature as they have been seen to glow when in an area of Detect Magic. He is rarely ever found not in possession of a staff of ornate carved mahogany encrusted with many valuable gems that has to obviously be magical in nature for why else would a young and healthy wizard be carrying around a staff.

## II. Personality & Quirks

Being an Alphatian, especially such an obvious one as a pure blood Alphatian is, has not easy in Glantri recently. Borodin is very prickly regarding his personal honor and will react quickly to any questioning of his loyalty to Glantri. Since the beginning of the Great War he has been in five duels and killed every single one of his opponents which after the last it became known in Glantri that one simply does not question, or even joke about Borodin's allegiance to Glantri unless one is prepared to be challenged to a duel in which they may not walk away from.

Borodin is generally a very private person and rarely attends functions in Glantri City outside of attending the monthly meetings of the Secret Craft of Air Elementalism and spends most of his time in his tower at Nandin involved in personal magical research. On the rare occasions when he does attend public functions, he is thought to be an intelligent conservationist with a dry wit. He hasn't had much time to seek love, romance, or even companionship in his life as he considers himself still pretty young with lots of time to worry about having an heir to his Barony. At the present time he is more concerned about his personal magical research into air magic, the Plane of Air, and gaining power and respect from his peers as a wizard.

### III. History & Background

Borodin was born in Glantri City in 985 to Xenodor and Kaarina who were both of pure Alphatian ancestry and upheld the old Alphatian tradition of not having a family name. Borodin was the product of a night of passion between the two and holding again to old Alphatian traditions his parents did not marry but did jointly raise Borodin. His father was a Precinct Captain in the City Constabulary in the Narcissus Precinct of the outer city. His mother worked as agent in the Department of Collections in the neighboring outer city precinct of Oxalis. Borodin had a happy childhood as he bounced from his father's home where he enjoyed many days outdoor playing in the Jardin public park with his friends, to his mother's home where he would often accompany her to the outer wall's West Gate where she worked and would observe the multitudes of different people entering the city. As both of his parents were magic users it was fully expected that Borodin would test positive for magical ability and so it was when his mother took him to the Temple of Rad on his 5<sup>th</sup> birthday and had him tested. Borodin tested at a very respectable 88% percentile which was not high enough to merit a scholarship to the Great School which his mid-level bureaucrat parents could not afford on their own but was high enough to gain acceptance to the Eriadna High Academy in Blackhill so after getting a transfer to Eriadna his mother took Borodin and moved from Glantri City to the heart of Alphatian culture in Glantri.

Borodin spent two years at the Eriadna High Academy learning the basic curriculum that one would learn at any Glantrian institution of higher learning as well as receiving magical instruction and training and becoming a 1<sup>st</sup> level spellcaster. At the end of his 2<sup>nd</sup> term at the Academy his father received a substantial reward from the new Supreme Judge of the Council, Jherok Virayana IV, for breaking up a plot to kidnap the child of a noble (Dominick Haaskinz) and was given a 100 Cr reward on behalf of the Council of Princes and the Archduke of Westheath. When presented the award by the Prince and Archduke, Xenodor asked politely if he might use the coins to enroll his young son at the Great School of Magic, both of the nobles laughed and told the Constable Captain that as long as he could pass the entrance exam he most certainly could. After walking away, the Archduke stopped turned about returned to Xenodor and asked about Borodin. After hearing of Borodin's test results and education at the Eriadna Academy the Archduke, who was also the Master of Applied Mathematics at the Great School of Magic, told Xenodor to send for his son and to have him report to the Great School at the beginning of the next term and seek out Master Haaskinz.

At the beginning of the 993 school term the 8 year old Borodin returned back to Glantri City and did as he was instructed and reported to the Great School with both of his parents with him prepared to have to take the entry exam. It was to everyone's surprise when Borodin was informed, he had already been accepted into the Great School after being vouched upon by none other than Master Haaskinz and whom would be his Master. Borodin was assigned to the Rooster Dormitory and remained very much to himself and while he did not establish any close friendships with his classmates, he also did not make any lifelong enemies or rivals. Borodin found his studies satisfying and he excelled in both his academic and magical studies. In his fourth term at the school Borodin took a class on Meteorology which he not only enjoyed but ranked first in his class in and was rewarded by his instructor, Professor Emeritus Tereis Haaskinz, with an invitation to the Secret Craft of Air Elementalism which he gladly accepted and thus became the Craft's newest member. Another elective that sparked Borodin's intellect was Military

History which led him to take advanced classes in Military Tactics and Magical Combat. Bordin progressed through his classes until he reached 9<sup>th</sup> level in 1001 and passed his graduation exam with a good score of 24,000 points.

The newly graduated Borodin, with the prized wizard's diploma from the Great School of Magic, was sort of at a loss with where to go next in his life. The diploma opened many door to Borodin, but he was unsure which door to walk through. His parents suggested he follow them into either the Constabulary or Ministry of Coin yet Borodin shocked them both when, after giving the matter a lot of thought, he decided he wanted to join Volospin's Division and serve in the Glantrian Army. After the initial surprise wore off both his parents supported his decision, and he went to the Citadel and enlisted in Volospin's Division and was given the officer rank of Lieutenant. Borodin was assigned to the Divisions magical banner based at the Citadel where he would serve as an aide and command trainee to the Banner's Captain. After two years learning under the Banner Captain, Lieutenant Borodin received a promotion to Banner Captain and was assigned command of the Division's 3<sup>rd</sup> Banner which was based in Eriadna. As Banner Captain Borodin was responsible for assisting the Eriadna town guard and patrolling Blackhill and charged with maintaining law and order. The duty was easy for Borodin, and he had plenty of free time off-duty to further his academic and magical studies and when he took his first leave as Banner Captain, he took his first trip with a group of mages to the Plane of Air which he immediately fell in love with. Such easy light and very well-paying duty did not last forever though as relations with Alphatia deteriorated quickly over 1004 until war was declared on Nuwmont 2 1005.

Within a week of the declaration of war the Council of Princes passed a measure that called for expansion of the Grand Army of Glantri to 60 divisions. A mandatory draft was considered but not needed as volunteers flooded recruitment stations all across Glantri. A concurrent measure was passed in the Council of Princes which officially made Prince Jaggar, the peacetime Warden of the Marches, the Commander in Chief of the Grand Army of Glantri. While fighting raged in the far east between Thyatis and Alphatia Glantri took the mass influx of new soldiers and organized them by region of enlistment into banners and divisions. Prince Jaggar assigned the new forces into 8 Armies of which Borodin's Division was assigned to the 5<sup>th</sup> Army (*The South Shield*) and consisted of the following divisions: The 7<sup>th</sup> (formerly Volospin's Div), 8<sup>th</sup> (formerly Carlolina's Div), 15<sup>th</sup>, 44<sup>th</sup>, 52<sup>nd</sup>, and 59<sup>th</sup> Divisions. The command of the 5<sup>th</sup> Army was given to Prince Volospin's brother, Lord Uthar Aendyr, and was assigned to Army Group South which was established with its Headquarters at Fort Monteleone and contained the 4<sup>th</sup>, 5<sup>th</sup>, and 8<sup>th</sup> Armies and was commanded by Princess Carnelia. The 4<sup>th</sup> Army was stationed at Fort Monteleone, the 5<sup>th</sup> Army at Huledain Camp, and the 8<sup>th</sup> Army at Fort Sablestone. The divisions of the 5<sup>th</sup> Army were gradually assembled at Huledain Camp and Borodin was reassigned from the 5<sup>th</sup> Division to command the Mage Banner of the newly formed 52<sup>nd</sup> (Alphatian) Division. Throughout the rest of 1005 and 1006 Glantri used the time Thyatis was buying with its blood to fully train its newly raised divisions and Captain Borodin not only gained the respect of his men but also of his divisional commander Maj. General Karl Stockheisen (age 52, M19 Air Elementalist 4<sup>th</sup>). However, while Glantrian eyes were far off to the east a mortal threat to the country and to Borodin personally was brewing right under its nose.

In the spring of 1006 King Thar, the charismatic and intelligent Orc King of the Broken Lands, received a surprise visit from a mysterious sorceress who suggesting that Glantri was ripe for invasion. She told Thar that even though Glantri had substantially increased its military forces, it had in fact actually deployed the vast majority of their forces in the eastern third of the country and had relatively few forces defending the southwest part of the nation. Which meant there was but a relatively small number of Army forces between Thar and Glantri City. Thar saw the implications of the strategy blunder by Prince Jaggar and the possibilities in exploiting it and began his preparations for invading Glantri. Thar spent the next year preparing his underling Chiefs for war while at the same time rallying to his side other humanoid tribes outside of the Broken Lands using the promise of booty beyond belief with down payments on that booty in the form of disbursements of the many chests of gold and gems left by the Sorceress. By the spring of 1007 Thar had completed his recruitment and preparations. Aided by the deployment of one of the 5<sup>th</sup> Armies divisions northward to Soth-Kabree mere days before, and the detachment of the 8<sup>th</sup> Division to protect Erewan Thar unleashed a surprise attack on the remaining four divisions of the 5<sup>th</sup> Army, only totaling 3500 soldiers, with over 11,000 humanoids. Borodin's division held the southernmost defensive positions of the camp when the assault hit which coincided with a surprise Alphantian wizard assisted strike on the 5<sup>th</sup> Armies Headquarters which killed Field Marshall Aendyr and two of his divisional commanders, including Borodin's, Borodin's division was hit by Alebane's 2<sup>nd</sup> Horde even though it had lost its division commander was initially led well by its Executive Officer and had quickly formed proper defensive positions with Borodin's Banner at the center. The 52<sup>nd</sup> fought hard and with honor but not without losses as Borodin himself was assaulted by 4 ogres and while he killed 3 the 4<sup>th</sup> managed to take his arm off with an axe. Borodin was seen immediately by the Divisional surgeon who stopped the blood loss and got him sent to the rear. The weight and ferocity of the Ogre attack was too much for the inexperienced division and it soon broke under the weight of the attack and fled to the southwest with the Ogres in hot pursuit but not before Borodin was evacuated westward to the hospital of the 7<sup>th</sup> Division which eventually retired in good order taking Borodin with them.

The Battle of Huledain Camp was the greatest defeat the Grand Army of Glantri had ever suffered in its history. Two divisions were effectively destroyed, a third (Borodin's 52<sup>nd</sup> Division) rendered combat incapable, and Volospin's old division the 7<sup>th</sup> suffered 'only' 50% losses. Losses for the humanoids were heavy but deemed acceptable for having kicked the front door to Glantri City wide open. Out of a force of some 11,500 Thar's casualties were approximately 1800. The Glantrian 5<sup>th</sup> Army for all intents and purposes was destroyed as a command. Losses were catastrophic, losing some 2500 killed and captured, with another 500 wounded out of a force of nearly 3500. Borodin's Division and Banner suffered horrid casualties.

*52<sup>nd</sup> Division: Maj. General Karl Stockheisen (KIA), Brig. General Torensal (KIA)  
Engaged: 866 Losses: 547 KIA/MIA, 182 WIA*

*1st Banner - 78 KIA/MIA, 32 WIA*

Bordon spent the next 8 weeks recovering his strength in a hospital in Glantri City and was given a medal, The Cross of Iron 1<sup>st</sup> Class, personally by Prince Jaggar for his bravery. He was gifted the use of a

ring of regeneration by the now Prince of Sablestone, Harald Haaskinz, who had come to visit his former student while he was recuperating. Over the course of the next several months he regrew his arm and relearned how to use it again to cast spells normally again. By the winter of 1007 took up an offer by Prince Harald to teach military tactics at the Great School for the 1008 term which Borodin appreciated greatly and immediately accepted. Borodin taught new students at the Great School the ins and outs of magical combat and infused the lessons with his own experiences at the Battle of Huledain Camp. Outside of the classroom however anti-Alphatian sentiment was growing in Glantri, and Borodin had his first duel when some minor Flaemish noble, a distant relative of the Verlien family unaware of Borodin's service, called him a pale skinned traitor. Borodin immediately challenged him to a duel and proved the superior wizard but instead of incapacitating the defenseless wizard Borodin cold bloodedly killed him which was deemed not outside of the rules of The Dueling Court as his opponent had not yet submitted. Borodin was settling into his new position with dreams of someday becoming a Master of the Great School when events far from Glantri City took his life down a different path than he had expected it to take.

Borodin paid little attention to the news that reached the capital that the Baron of Nandin and his heir were both killed, and the Barony was soon to be declared open for an Awards Festival. Borodin had zero interest in Glantrian high society or politics but after several special visitors, 3 different Princes: Volospin, Jaggar, and Harald who appealed to Borodin's patriotism and the need for veterans to serve as tomorrows nobles in Glantri. After a lot of thought Borodin thought he owed it to his country but especially to Volospin and Harald to serve where he was needed so Borodin announced his candidacy for the Barony and due his service, and wounds suffered he suffered only the racial backlash of the Flaem and was confirmed selected by the Council of Princes with no other candidates getting approval to be the next Baron of Nandin. Borodin immediately settled into his new position and made few changes keeping all the previous Baron's retainers and Barony administrators. Both his mother and father retired from their positions and moved to Nandin, along with a large group of refugees from Blackhill, and his parents help him oversee the Barony and freed their son to concentrate on his magical studies at his tower. He spends much of his time joining fellow Secret Crafters on trips to the Elemental Plane of Air and is rapidly becoming one of the foremost experts on the Plane of Air in Glantri.

#### **IV. Web of Intrigue**

Borodin has few allies outside of fellow veterans of the Grand Army but has not cultivated any friendships with any of his fellow nobles and still today feels socially inferior to many of his fellow nobles. He has a good relationship with Prince Jaggar and with his former Great School Master, Prince Harold. He is considered one of the most eligible bachelors in Glantri and has had many offers of courtship of daughters from families of wealthy mundaners but so far has refused them all, but the constant refusals have not stopped the offers from coming.

Borodin also has few enemies outside some of the more hot-headed Flaemish nobles and has a particular hatred, which is returned in kind, towards the new Count of High Sonden Pieter Verlien. So far they have managed to avoid getting into a duel but many observers of Glantrian society expect the two to eventually end up in Dueling Court. The closest thing Borodin has to friends outside of his army are

his fellow Secret Crafters, especially Tereis Haaskinz, and since Borodin is still a mere 3<sup>rd</sup> Circle Air Elementalist he has not been involved with the politics that come with ascending to the 4<sup>th</sup> Circle and jockeying for support for a possible chance to reach High Mastery. However, Borodin is set to be able to become a 4<sup>th</sup> Circle Elementalist next year and with that will come the politics and rivalries that come with a high-ranking positions in a Secret Craft.

## V. Statistics & Style of Magic

**Statistics:** 14th Level Wizard, 3<sup>rd</sup> Circle Air Elementalist;  
S-9 I-16 W-13 D-18 Con-11 Chr-15; AL - Chaotic

**Languages:** Alphatian, Thyatian Common, Orc,

**Weapon Proficiencies:** Dagger (Skilled), Staff (Skilled), Wrestling (Basic)

**Skills:** Alchemy (16), Alternative Magics (16), Magical Engineering (16), Meteorology (16), Military Tactics (16), Leadership (15), Knowledge of the Plane of Air (16), Planar Magic (16), Planar Geography (16)

Borodin is a highly capable combat wizard as well as a duelist and has a large number of combat related spells at his disposal. His signature spell is a 5<sup>th</sup> level spell based on Air Magic that creates a barrier of wind that swirls rapidly around the caster that will deflect any, magical included, small missiles (arrows, quarrels, spears etc) including Magic Missile spells thus such attacks from hitting from the caster. Borodin is rarely ever found with his magical staff, a Staff of Air.

*'A rather touchy individual but no sane person should question his loyalty to Glantri'*

(Prince Jaggar von Drachenfels)