

Adik de Chevas

Baron of Sherlin

AC 1014

By Michael Berry

“Prouver que j’ai raison serait accorder que je puis avoir tort”

I. Appearance

The lean and athletic Adik is very much a thing of the past. After retiring from adventuring and settling down he has pretty much gone to pot physically. He is not considered particularly attractive. He is short (5’3”), and a bit overweight (185 lbs.). He has grey eyes, tan skin, and short bleach blonde hair which is becoming white as he gets older. He does keep him himself well groomed preferring a short beard and mustache. His tastes are not flashy when it comes to clothing but are of always of the highest quality from the best tailors. In general, he favors long, warm, and comfortable clothing.

II. Personality & Quirks

Considered by most everyone to have met him as one of the most intelligent people they had ever met Adik is indeed extremely intelligent. He was a quick learner as a child and still very agile mentality as he grows older. He has many interests and explores them all with the curiosity of a child and passion of a young adult. While he loves the intellectual challenges of being a wizard, he probably loves the arts even more than the hard sciences.

Not surprisingly Adik’s mannerisms are what one could expect of one of such high intellectualism and artistic inclinations. He is calm, thoughtful, and not aggressive or warlike. He is prone to over think rather than act impulsively. He will use his magic to accomplish anything from the most mundane of tasks to mortal deadly combat. He has a passionate interest in metallurgy and has also made him into quite the respectable sculptor with using precious metals as a medium. Artistically while he has become quite a good sculptor, he really enjoys poetry and has written enough poetry over the years to fill a library. Love poetry is his favorite, with his deceased wife as his creative muse. He has no desire to remarry and pointedly clap back at hyper-aggressive suitors that there is no woman that could compare to his wife.

He dotes on his 3 children and can find no fault with them even when they might be obvious to others. He has few real friends even if he has scores of acquaintances. Just as his intellectual and artistic interests leave little time to consider another woman in his life, it leaves little room for any deep friendships.

III. History & Background

Adik de Chevas was born in Perigon Glantri in AC 958 to an Averoignian father and a Sindhi mother. His father was a low-level magic user who attended the Great School of Magic for a few years before leaving school and becoming a merchant. On one of his trips, he met his future wife and they settled in Perigon and had three children. Adik was their first child and from an early age showed high intelligence and later a strong affinity for magic. When Adik reached the suitable age of 11 in his father's estimation he was sent to the Great School.

Adik loved his time at the Great School and graduated at age 20 with honors with an emphasis on politics and law. After graduation Adik contemplated getting into politics but was turned off by the backstabbing and treachery of Glantrian politics. He decided to leave Glantri and follow his best friend from the Great School who had decided to leave Glantri and try his hand at adventuring and see the world. Over the next 20 years Adik travelled and adventured over much of the Known World and then later in Alphatia. He fell in love with a fellow adventurer; an Alphatian fighter named Aleydis, and later had a child together. They decided to marry, and she retired from adventuring and gave birth later to two other children. After hearing of the land rush and the opportunities for being granted a dominion in Norwold Adik decided the time was right to hang up the adventuring life and settle down and concentrate on his studies and his art, especially his poetry.

Adik arrived with his family in Norwold in 1002 and spent months exploring the landscape and finding an area he felt he could settle that was, considering how wild and untamed Norwold was, reasonably well sheltered from danger and close to larger settlements with access to civilization. After finding one he felt perfect for him he petitioned the King of Norwold and was granted the title of Baron. For the next several years Adik indulged his love of the arts and intellectual pursuits as well as participating in the politics of the emerging nation of Norwold. His happy life though was marred by the sudden and unexpected passing of his wife in 1004 and soon a grieving Adik became interested in the afterlife and started researching possible paths to immortality. However, with the coming of war between Alphatia and Glantri/Thyatis the leisurely life of intellectual and purely artistic pursuits ended.

While the war did not physically touch Norwold directly the reasons for the war came slowly to Adik first through rumors within his intellectual circle and then after back-channel inquiries were soon confirmed. Glantri had access to previously unknown and powerful forms of magic that also could lead the users to immortality. The notion that Glantri had access to incredibly powerful magic that could also provide a direct path to immortality excited Adik and tested his loyalty to Norwold and to Alphatia. What were once purely intellectual discussions within his social circle soon turned to anger and disbelief as Adik began to question the morality of the Alphatian decision to want to take what belonged rightfully to the Glantrian nation. After a particularly nasty disagreement Adik decided he had enough and abdicated his title and moved, along with his now adult children, back to Glantri in 2008 just as the final Thyatin defense of the Isle of Dawn collapsed making a direct assault upon Thyatis and then Glantri very likely in the next year or two.

Upon arriving back in Glantri City for the first time in nearly 30 years de Chevas immediately petitioned the Council of Princes for a private audience using his former title, a Baron of the Alphatian Empire of Glantrian birth, to make sure his request was granted. He figured he wouldn't have to wait long either to have agents of the GSS, the Glantrian Secret Service, show at his door to either try to arrest him or have word come to him if his request for an audience was granted. He was correct in his assumption and his request was immediately granted and the next day he met the Council of Princes. Explaining to the

assembled Princes why he abdicated and his thoughts on how Alphatia is fighting an unjust and morally unconscionable war upon Glantri and how he could not stand by and watch, or even be associated with this war on his birthplace. He offered his services and knowledge to the Council to see as they see fit in defending Glantri from the seemingly inevitable Alphatian assault. The Council debated in private and decided to take him on his offer but would be cautious and share little information with him. For the next year the Council pumped Adik for any information or intelligence he could provide into Alphatia, its armed forces, or its leaders.

When the Alphatian Council of a 'Thousand Wizards' attacked Glantri directly Adik happened to be at the Great School doing research. Upon hearing the cries of to arms that the city was under attack he ran to the walls and helped defend the Great School of Magic and was witnessed by several nobles driving several wizards off before they could unleash destructive magic upon the school itself. This act of bravery convinced the Council of Princes of his sincerity and ultimate loyalty to Glantri, and he was given a medal of bravery from the Council for his actions.

With the end of the Great War Adik dived even deeper into his studies into the Radiance but found he was unable to piece together enough to make enough sense of this force for him to use himself. Feeling a bit frustrated at the lack of quick progress with his research into the Radiance he jumped at the first opportunity he had at joining the noble ranks in Glantri. When the Baron of Sherlin died heirless in the summer of 1010 de Chevas declared his candidacy and with the support and goodwill of most of the Council of Princes he was able to win the Awards Festival for the open Barony and became the 2nd Baron of Sherlin.

Since becoming Baron of Sherlin he has lived at the newly purchased family manor In the Nobles Quarter of Glantri City and has doubled down on his research into the radiance. Much as he was in Norwold he has very little time or interest in the day-to-day administration of his Barony. After a near disastrous start with a hired minister which took nearly two years to clean up, he now has his oldest son Ronald (Age 30, F5, AL-L) as his Seneschal. He is grooming his heir and only daughter Halibera (Age 28, M15, 2nd Circle Earth Master) to be prepared for the cutthroat style of Glantrian Politics and continuing his own pursuits in the intellectual realm, researching the radiance, and the artistic where he has already made a name for himself as sculptor of great talent.

IV. Web of Intrigue

Adik continues to have a passion for politics. Though aligned with House Sylaire he does pursue his own agenda. He strongly supports making Clericism fully legal and ending the criminalization of immortal worship. He also strongly believes in the notion of Glantri as nation rather than the union of Principalities and would like to see Parliament, not the Council of Princes, lead Glantri. To this point he has had no problems with supporting Sylaire as their mutual positions have not conflicted. Adik teaches spends most of his time in research. Adik was just starting the path to Immortality when he became aware of rumors of the Radiance and the possible path to Immortality through it. He currently is researching and gathering all clues and information he can get on the Radiance.

Adik has no personal enemies only the enemies of House Sylaire and Averoignians. He is rather well liked personally by nearly all that meet him, even those that are opposed to Sylaire/Averoignians. He is generally considered by everyone to be nonthreatening due to his focus on the arts and poetry. Adik lives in his newly purchased manor in the Noble Quarter of Glantri City. His oldest daughter and

declared heir to Sherlin, Halibera, also lives at the family manor and represents him at Parliament when he is too busy with research or on rare trips to Sherlin.

V. Statistics & Style of Magic

Statistics: 29th level Wizard;
Str 12, Int 18, Wis 15, Dex 16, Con 14, Chr 13; AL - Lawful

Languages: Averoignian, Thyatin (Common), Alphatian, Dragon, Elf

Weapon Proficiencies: Staff (skilled), Dagger (skilled)

Skills: Alchemy (I), Alternative Magics (I), Magical Engineering (I), Ancient History of Alpathia (I), Poetry (W+1), Codes of Law and Justice Alpathia (W), Music (stringed instruments) (Chr), Planar Geography (I), Artisan (mosaic) (I), Teaching (W), Knowledge Glantrian Society and Politics (I), Metallurgy (I), Codes of Law and Justice Glantri (I)

Adik is more of a sage than a mage and specializes in divination magic however due to his very high level and amassing of spells he would be extremely dangerous if attacked and able to defend himself and others very effectively.

“He's wise enough to win the world but fool enough to lose it. He's a new-world man”

Princess Delores Hillsbury