

Circè DeVille

Baroness of Leadyl

AC 1014

By Michael Berry

"There's an explanation for that of course. You see...I'm a really terrible person"

I. Appearance

Circè DeVille is a very slight and short woman only weighing 105 pounds and standing just an inch over five feet tall. Her most notable feature is her coal black eyes which always seem to burn with attentiveness and intensity. She wears wizardry robes of very fine quality and is always decked out with finely crafted silver jewelry. Her favorite piece is a finely wrought silver necklace with a pendant of black opal. While not unattractive Circè was not blessed with the kind of beauty that turns men's heads but it would have lost on a personality that make people run away.

II. Personality & Quirks

Even before the family tragedy that befell her a decade ago Circè was not known for being diplomatic or pleasant to be around. Ever since the death of her brothers she has become even more caustic, angry, and unpleasant to be around. The ability to engage in pleasant small talk is not something Circè is capable of even if she really felt any desire to engage in. Every conversation is a battle to be won by being seen to have come out ahead. Not surprisingly Circè is avoided in the few social events she attends. In professional or academic settings where she cannot be ignored; those of lower rank or status have learned to just agree and nod their heads till she loses interest or moves on to someone else and not get involved in a 'conversation' with her, those of higher rank have learned to just agree and nod their heads and walk away from her not caring if they offend her or not. Circè is very intelligent and is considered by others to often have interesting ideas she is simply not just a good conversationalist, has no tact or sense of diplomacy, and is avoided by most anyone who can afford to snub her.

While Circè is very much involved in current issues and is up to date on government and Parliamentary affairs what really drives her is her hatred of Lycanthropes. She is a virulent foe of pro-Lycanthropic policies and a violet foe of any Lycanthropes she comes across. What was once a healthy dislike became pure hatred after her brothers were killed a decade ago in a botched Werewolf hunt. Anyone, noble or not, proof or not, who is suspected by her to be either a Lycanthrope or a sympathizer is considered by Circè to be her enemy. This has put her in a very awkward spot politically as she has some very powerful enemies. Yet even without charms Circè is not without powerful allies herself.

III. History & Background

In 981 Circè was the first born of Jacques and Camille DeVille a pair of wizards that had met at the Great School of Magic and married and later settled in Touraine. Two other siblings soon followed, two brothers named Simon and Lucien. The three being close in age, each a year apart were extremely close. Both Circè and Simon were found to have a strong affinity for magic and were sent by their parents to the Great School of Magic to study. While his siblings were away the youngest sibling Lucien, who did not have an affinity to magic, apprenticed to one of the Countess of Touraine's were-hunters and quickly showed a talent for shedding lycanthropic blood.

After graduating from the Great School at the age of 18 Circè returned home to her family estate to ponder what she wanted to do with her life. By this time her 16 year old brother Lucien was already free-lancing as a were-hunter and making good coin doing so as the Countess paid well for every Lycanthropic corpse her were-hunters delivered. One evening at the family dinner table Circè proposed making a business out of it and becoming professional were-hunters. Lucien agreed and the two expanded their operations out of Touraine. When Simon graduated a year later he was brought on and the three close knit siblings became full time professional were-hunters together living off of the substantial bounties that both the Countess of Touraine provided. Where they were killed was not a condition for the Countess only that they were dead... *dead... DEAD*. With the passing of their parents Circè became the head of the family and inherited their family estate. As the years passed the DeVille family became one of the most prominent were-hunters in Glantri, helping Touraine to claim the distinction of being 'were' free, and becoming the first choices of those wishing to contract for their services.

While their reputations increased, their contracts often reflected their increased notoriety and elevated wages. All came to a head in 1003 when the Countess of Touraine summoned the three DeVilles to her tower to privately discuss a possible new contract. The contract the Countess offered was but for only one Lycanthrope, a specific one, a White Werewolf, one she believed was a Glantrian Noble, the Baron of Morlay himself. While the dangers would be extreme, the pay would be more than commensurate with the risks involved. The utmost in stealth and secrecy had to be employed for even if Lycanthropy was illegal in Glantri, assaulting much less murdering a Glantrian noble was even more illegal and with extremely harsh penalties, even to nobles like the Countess. The DeVilles listened to the plan the Countess had devised and after conferring, found it to be a good plan and one with an excellent chance at succeeding. They accepted the contract from the Countess. Lucien and Simon went off to abduct the White Wolf while Circè stayed and prepared the family manor for the Baron's arrival and eventual... liquidation at the hands of the Countess. Unfortunately for Circè while the Countess's plan to trap the White Wolf was successful, her two brothers were intercepted on their way to Touraine with the White Wolf by an adventuring party, both brothers were slain and the White Wolf freed of its captivity.

At hearing of the failure of the abduction and the deaths of her brothers Circè went into a deep depression and was consoled by Countess de Sephora herself. The two while often engaged in business previously started to become much closer and over the years developed a friendship. Once the grief passed however Circè set her mind to avenging the killers of her brother and it didn't take long to find out who was responsible for this was no ordinary adventuring party but one that was rapidly becoming famed in Glantri, one that already made a name for itself in saving kings and dukes in Wendar, Vestland and Alfheim. The multinational composed, but based in Glantri, adventuring party led by an Averoignian mage Michel Leconte. Knowing that the party was likely far too strong to exact revenge upon

collectively she bode her time and fixated on going after each individually. Figuring she would have to eliminate the strongest first before the group was forewarned as to the danger she chose to confront Leconte first. After some months employing spies to track his habits and spies she finally managed to confront him alone one night in Glantri City after he left a branch of Sisters of the Private House. While Circè was a more powerful at the time, mage Leconte was able to survive her initial assault due to the numerous magic items he had won as an adventurer which evened the odds significantly between them. A spectacular magical duel commenced between them which only ended after the City Constabulary showed up.

After the inconclusive duel Circè holed up in her Touraine estate, unsure if Leconte knew who she was or would be able to find out, and she prepared to meet any attack upon her on her ground. None came as Leconte never knew the identities of her brothers to associate them with her. By the time Circè was convinced no counter attack was coming and tried to locate him she could not find him. He had left the country for great adventures and would find fame and much fortune defeating traveling to Hule and defeating the Master for the first time of what would prove to be two meetings. As Circè had no desire to continue by herself as were-hunter she spent more time socially with the Countess of Touraine and building a strong friendship with her. Eventually Circè was forced to set aside directly confronting Leconte as it became obvious that his abilities through the rapid crucible of tough adventuring had rapidly approached, if not outright surpassing, her own and even more importantly in 1006 he became the Baron of Brulefer thus a Glantrian noble and pretty much untouchable under the law especially to a non-noble.

Circè would often confide to Genevieve her frustrations in her inability to avenge her brothers. She was consoled by the Countess who also gave her the same advice she herself learned when faced with seeking revenge herself on one whose social status was far above hers. Due to the noble nature of their prey they could not act directly upon them but would be forced to act indirectly. The Countess suggested to Circè that perhaps the best way to hurt one who hurt her so badly was not merely to kill them but to destroy their lives, that the best revenge might be to destroy him politically and socially rather than merely killing him. After some thought Circè came to see the wisdom of what Genevieve was saying. To exact that kind of revenge would probably mean she would need to become a noble to wield the power and influence she might need to destroy Leconte's political and social standing.

Knowing that hiding on her estate in Touraine would never get her into the ranks of the nobility Circè rented a place to live in Glantri City and made plans to engage in social and intellectual events in the city and establish contacts with the nobles. However her plans were tossed aside when not a week after arriving King Thar's invasion came to the doorstep of Glantri City and the city came under siege. However where parties and social gathering, never her strong suit, may or may not have worked her volunteering to man the walls and helping repel several attacks did. She became noticed for her bravery and skill with magic. After the siege was finally lifted and social life slowly returned to normal she made the rounds of social gathering and her lack of social graces which might have doomed her and made her a pariah previous to Thar just made others uncomfortable. A year passed with Circè slowly winning over important support through her intellect and magical knowledge in spite of her lack of social skills till finally her chance came in 1009 when the Council announced a round of new Baronies were being created and Award's Festivals would be held to select new nobles for them.

Circè chose to compete for the new Barony created to the west of d'Ylourgne and expended large amounts of gold to help firm up support she had and perhaps sway those undecided. She was successful and received enough support and had her petition accepted by the Council of Princes. Unfortunately, in

Glantri each petition is voted upon separately, not against each other, and 2 other petitions were also accepted by the Parliament thus it was declared a 3 way duel would commence in a week and the winner becoming the Baron of the new dominion. Circè found herself facing off against a Fen wizard and a Klantrian. The Klantrian was thought by Circè to be the stronger wizard so Circè and the Fen wizard came to an agreement to join forces and defeat the stronger wizard before settling it between themselves. Unfortunately Circè was double crossed and found she was considered by the other two to in fact be the stronger wizard. She had done too good a job impressing people with her magical skills it seemed. She was incapacitated almost immediately and lost the duel. The Fen wizard, Edward Glascock eventually beat the Klantrian and become a Baron. Circè learned a hard lesson about Glantrian politics (trust no one) and was much better prepared when later in the year the vacant Barony of Leadyl came open. With all the vacancies in the aftermath of the end of the war her competition was fairly light and well spread across several dominions and she easily won the Awards Festival and became the new Baroness of Leadyl

In the years since her elevation to the nobility she has settled in to her new role socially. She has no interest in running, ruling, or even living in her new dominion and hires a professional administrator to manage the Barony for her while she cultivate contacts and tries to make a name for herself in the social circles of the nobility in Glantri City. Unable to find a suitable residence there she still resides officially at her family manor in Touraine and rents upscale rooms at Inns in the Noble Quarter of Glantri City when she stays there.

IV. Web of Intrigue

Circè only has one true friend and that is Genevieve de Sephora. Becoming a fellow noble has brought Circè and Countess de Sephora even closer together as friends and with possible overtures to another political house they have started to plot together politically. The Countess sponsored Circè to the Secret Craft of Alchemy and Circè has risen quickly in its ranks and attends every meeting of the Secret Craft at the Great School of Magic.

Circè only has one enemy and that is Viscount Michel Leconte. She has employed several spies to follow the Viscount Michel Leconte and to try to dig up anything she might be able to use against him socially or politically but to this point they have found nothing, especially as the once notorious womanizer has settled down and married and started a family. However in Circè's mind revenge will be all the sweeter for the challenge destroying Leconte will prove to be.

Politically Circè naturally aligned with Sylaire upon becoming a noble however with the changes with Sylaire in the last few years it has become much harder for Circè (and Genevieve de Sephora) to follow Sylaire's lead. Today Sylaire is led by Isidore d'Ambreville who is suspected by many, and known by some like Circè and Genevieve, to be a lycanthrope. Circè has actively considered changing houses with suitable conditions. In the last year she has met and later introduced to Genevieve de Sephora one who might solve both of their problems. The Princess of Blackhill Dolores Hillsbury, both offer softly spoken hints to Dolores of possibly switching houses and weakening a major rival of hers if the Princess would deliver their hated enemies to them. It remains to be seen if the Princess can deliver on both and if the two Lycanthropic hating Averognian nobles would actually leave House Sylaire, for after all they are first and foremost Averognians.

V. Statistics & Style of Magic

Statistics: 14th level Wizard, 3rd Circle Alchemist; Str 8, Int 16, Wis 9, Dex 14, Con 10, Chr 8; AL - Chaotic

Languages: Averoignian, Thyatin Common, Flaem, Elf

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

Skills: Alchemy (16), Metallurgy (17), Alternative Magics (16), Knowledge of Lycanthropy (17), Planar Geography (16), Magical Engineering (16), Alertness (14)

'Good! Your hate has made you powerful. Now, fulfill your destiny and take your place at my side!

(Dolores Hillsbury)