

# Michel Leconte

Viscount of Amboise

Dragon Master of the 4<sup>th</sup> Circle  
Brotherhood of the Radiance  
Head Mage of the 12<sup>th</sup> Division

AC 1014

By Michael Berry

*'Life is a banquet, but most people are starving to death.'*

## I. Appearance

Michel is generally considered by most to be an attractive man. He stands 5'8" and due to remaining rather active as he gets older keeps his weight around 150 pounds. He has brown hair and eyes and keeps his hair long and tied back in a ponytail. He tends to dress very smartly and prefers to wear the finest spider silk wizard robes in sapphire blue. He loves jewelry and has quite a trove he has acquired over his years as an adventurer to show off. He generally wears several sapphire rings on one hand and large diamond ring on his other. His favorite piece is a fabulously expensive gold chain with a large sapphire pendant. While Michel has looks and good tastes and fashion sense to go with it the thing most remember about him is his personality.

## II. Personality & Quirks

Michel despite his lofty social status is rather down to earth probably because of his non noble upbringing and his years spent in the rough and tumble world of an adventurer. He generally always is in a good humor and is pleasant to everyone he meets, especially mundaners and those in his employ. He is at ease in the company of Kings, Emperors, or with the local tavern wenches having a fair amount of experience of keeping company with both. After the murder of his wife, he became more withdrawn and even a bit morose but after revenge was struck upon the one who killed her he slowly returned to his friendly and engaging old self probably aided by having found love again in his life. Michel probably only has one real quirk, and it does not take long when meeting him, or reading about him, to figure out. He loves the color blue and loves to collect sapphires and any jewelry with them set into.

## III. History & Background

In 981 Michel was born in the town of Ximes the third of the four children to Gerald and Lorraine Leconte. His parents were both adventurers who retired from adventuring after Gerald nearly died during their party's assault of a den of Trolls. They took the considerable amount of treasure they got and bought a large vineyard west of Ximes and settled down to start a family. Like his brothers and sister, he worked the family vineyard growing up. Just as his older sister Isabelle Michel was also found

to have a substantial affinity for magic but unlike his sister who went off to school Michel felt the urge, as his parents had, and ran away to live the life of an adventurer.

Like many before him and oh so many after him he decided to travel to the land of adventure and found himself in Karameikos. He hooked up with a cute looking young female elf, named Gladdis, and with the help of a few other young adventurers immediately assaulted a local cave complex known to have lots of danger, even more nasty humanoid occupants, and even more treasure. The caves? They were known to locals as the *Caves of Chaos*. Michel and Gladdis struck up a fast friendship and their adventuring group soon outgrew the banal boredom and mediocrity of what passed for life in backwater Karameikos and moved on to fresh and more interesting locations. Years passed and the adventuring group would endure losses, then replace them but the core group not just grew stronger as they gained experience but grew very tight knit. They scored their first real adventuring coups nearly in succession when they saved the Duke of Rhoona in Vestland then moved north to Wendar, where Gladdis was from, and promptly uncovered and defeated a plot by a Denagothian Necromancer to take down the nation of Wendar.

This coup not only proved financially lucrative but when the group came to Glantri for Michel and Gladdis to attend the Great School to gain their next levels of magical ability, and for the rest of the group to expend some excess gold, they came to the attention of the Council of Prince when an envoy from Wendar arrived soon after and thanked Glantri for their assistance in the form of those brave adventurers, in particular the mage, Michel Leconte, who seemed to be the group's leader. The thanks also included offers of increased trade the formal establishment of diplomatic relations. After making positive impressions with the Council of Princes after receiving their thanks in helping to solidify relations with their northern neighbor the group found themselves often sought out and employed for special missions by the Council of Princes.

The routine lives of adventurers, hack and slash and collecting mounds of treasure, ended for many Glantrian adventurers with the onset of war with Alphatia in late 1004 and Michel and his group were no exception. Faced with outbreaks of Alphatian terrorists and summoned monster strikes across the nation the Council of Princes decided to fight fire with water and contracted many of the most notable Glantrian adventurers to combat the Alphatians within Glantri. Michel's group was one such chosen and given the area around New Averoine to serve as quick response teams to suppress summoned monsters and ultimately track down and eliminate the Alphatian terrorists. These teams became known in Glantri as H-K (Hunter-Killer) squads and Michel's group was successful in protecting the region from the worst the dirty Alphatian terrorists could throw at them achieving the second highest kill count of any team and only trailing the H-K team led by the Flaemish wizard Kristiana Wilhamine. Michel along with several other prominent H-K leaders were rewarded by the Council of Princes in 1006 by being granted Baronies and thus became nobles in Glantri. Between grand adventures the Baron furthered his passion for learning all he could of Dragons and in addition to becoming a member of the Secret Craft of Dracology, purchased a brood and eggs and raised the new hatchings. He also took a class of apprentices who later become the nucleus of a group of special bodyguards who became known as Leconte's Dragon Knights.

Another high point of this time for Michel and his group was uncovering an Alphatian plot to unite several bands of Hill, Frost and Fire Giants and spring them upon settlements in the Isoile valley. Soon after that Michel and his group were sent to Darokin on a special mission by the Council of Princes and helped take out the leader of the Hulean forces invading Darokin. This marked the 2<sup>nd</sup> time that Michel and his group had taken down Hosadeus, the Master of Hule, having done so earlier in 1004. As the H-K

groups proved successful within Glantri the larger war outside was not going as well and soon the Thyatian forces were driven off the Isle of Dawn and the fighting soon was expected to come to Thyatin soil. Calls went out from Thyatis to Glantri for help but all Glantri could realistically send as it was still driving King Thar out of Glantri were any volunteers to go to Thyatis. What Thyatis most needed was magical firepower and Glantri provided several units of volunteers of experienced spellcaster made up of adventurers, H-K unit members, even including nobles and sons of nobles. They were sent to Thyatis to help blunt the Alphantian edge in magic over the Thyatians. Michel led one such group of high-level adventurers, and wizards. They fought at the brutal battle of Retebius where Michel and his group managed to board and capture the Alphantian sky -sky flagship the Eriadna. Though technically a draw the battle was a loss for Thyatis and Glantri as the Alphantians were merely halted due to its horrid losses, but not thrown back as they could and would replace them. Thyatis was not so fortunate, and few expected the Thyatians to survive another concerted push by the Alphantians. Michel and his group were honored by Emperor Thincol himself for their bravery during the battle but soon recalled to Glantri to prepare for the eventual fight for survival once Thyatis fell.

Upon returning the Council announced another round of newly created dominions. One was suspected to have been created just for Michel as a reward for his service to Glantri and those suspicions were confirmed in the eyes of all when he was confirmed the Viscount of his new dominion with no dissent or any competition from other Barons. He named the new Viscounty Amboise but had little time to enjoy his new status for the war with the Alphantians was soon to come to a climax. Michel and his adventuring friends found themselves caught up in plots and conflicts of the immortals themselves and found themselves used by an immortal Rheddrian and eventually at The Nucleus of the Spheres itself and meeting Rad himself but also an Old One. Michel emerged with from the event with a knowledge of the Radiance far in advance of any mortal and after the conclusion of the war took his hard-earned knowledge and discovered the Radiance and was accepted into the Brotherhood of the Radiance.

The years since the conclusion have been quite ones for the Viscount. He has semi-retired from adventuring and lives at Châteaux d'Montreux with his family. His oldest sister represents him at Parliament and lives at the family estate in the Vlaardoen Precinct of the Noble Quarter and his heir until his children become legal heirs. In 1011 he discovered the existence of the Endless Stairs within his dominion but in the process of gaining control of the artifact at the top of the stairs made a mortal enemy of a powerful wizard named Lanthkoon who escaped a battle royal in the artifacts chamber and later attempted several attempts on the life of the viscount. One such attempt took the life of his beloved wife, and mother of his two children. Finally in 1013 Leconte located Lanthkoon in his tower and ambushed him took his terrible revenge upon him. Today he spends most of his time researching the Radiance, being an active member of the Secret Craft of Dracology, and spending time educating a group of new apprentices.

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

Michel has many powerful friend in Glantri and has many powerful enemies. Even though he is not active in politics he is known to have designs on achieving higher nobility rank and due to his stature is considered a threat by many Glantrian nobles. Over the course of the years and several important missions undertaken for the Council of Princes he became quite friendly with Princes Etienne, Jaggar, and Jherek. He became especially close with Prince Malachie after he saved the future Prince from a particularly effective attempt by the Comtesse Genevieve de Sephora to kidnap him. That particular event earned the enmity of the Comtesse as well as the future Baroness Circe deVille whose brothers Michel was a party to their demise. Michel's greatest enemy however may be one he never has met, the

Princess of Blackhill Dolores Hillsbury who has made it her mission to destroy Prince Malachie and sees Michel as a means to getting at Malachie.

Michel also has a slew of friends and rivals in the ranks of the nobility. His good friend and fellow adventurer Josef Stransky is now Baron of Michel's former Barony and has also struck up a good friendship with the Baron Adik de Chivas not hurt by the fact Michel is presently going at it hot and heavy with his rather stunning looking daughter Halibera and are quite the couple when seen together around Glantri City. Michel's political rivals are plentiful and powerful, most stemming from jealousy out of his successes and power but the most bitter might be his former rival from his adventuring days and compiling body counts leading Glantrian H-K's squads, and continued rival in the world of Glantrian politics the Viscountess of Castelbianco, Kristiana Willhamine. Michel has become intertwined in a bitter and divisive philosophical debate within the Secret Craft of Dracology regarding its goals and future path and has earned the wrath and enmity of many of the chaotic Dracologist and its leader, the Baron of Lipetsk Mikail Zirchevski who believes the only good dragon is a dead one.

## V. Statistics & Style of Magic

**Statistics:** 18th-level Wizard, 4<sup>th</sup> Circle Blue Dragon Master, Member of the Brotherhood of the Radiance;

Str 11, Int 18, Wis 13, Dex 16, Con 15, Cha 13; AL - Neutral

**Languages:** Averognian, Thyatian (common), Dragon, Elf, Gnome

**Weapon Proficiencies:** Staff (skilled), dagger (skilled), whip (skilled), wrestling (basic)

**Skills:** Alternative Magics (18), Alchemy (18), Navigation (18), Knowledge of Wine (18), Knowledge of Dragons (20), Dragon Riding (17), Monster Lore (18), Dragon Training (13)

Michel is an extremely formidable wizard with extensive combat experience and special abilities and spells not commonly known to most wizards even in Glantri. Michel has no problem also engaging in hand-to-hand combat and is well trained with the staff and the whip when forced to fight without magic. Due to his special spells and abilities, experience in combat, and wealth of magic items to draw upon Michel would (and has) proven to be more than match for even significantly higher-level wizards.

*"Some guys have all the luck, but some **earn** their good fortunes, and he is one of them"*

*(Lord Josef Stransky to Princess Juliana as both watch Michel dance gracefully across the ballroom floor with famed Averognian actress (sporting a well earned 18 Charisma score) Stéphane Poésy)*