

## Azriel Deckard Character Biography (One Page)

Azriel Deckard was born on the island of Keahl in the Nordelands of Solest, the eldest son of a blacksmith and an herbalist. Growing up Azriel resided in Caitoh, the island's main coastal city and home to the Caitoh Dragoons, an elite military unit who specialized in cavalry-related tactics. Aspiring to be a Dragoon himself, Azriel trained hard as soon as he could hold a spear, further honing his strength working in his father's forge while his mother educated him on how to live off of the land and other survival skills. Despite being a man from an unremarkable background Azriel eventually became a squire and later a full knight, eventually achieving his dream of becoming a Dragoon. At the age of thirty Azriel was named a general, given command of the Dragoons.

The invasion of Keahl by the Krieg forces tested Azriel's ability as a commander, as he was charged with defending Caitoh while the city was evacuated, Keahl's united forces not yet enough to stand against the invaders. Focusing on defending the fleeing citizens, Azriel had only one hundred men help him defend the city proper while the bulk of the Dragoons guarded the exodus. Despite some early promise the battle soon turned against Azriel and his forces when Zwei Volgarde, a Krieg General, stormed the city walls and personally destroyed most of their heavy defenses. Azriel and Zwei ended up engaged in single combat but Zwei used magic to knock Azriel off the wall. While Azriel survived the fall he was knocked out, a mysterious man known as Vishtaspa saving him from a fire that threatened to incinerate him. After the fall of Caitoh Azriel wanted to take the fight to Zwei but Vishtaspa convinced him to instead hurry to Vinar, where the Krieg were vulnerable. Torn between his people and potentially winning the war through an unusual tactic, Azriel reluctantly chose to follow Vishtaspa's plan.

At Vishtaspa's side Azriel learned more about the Krieg, growing to understand that at the core the army was just as human as he, despite the burning of Caitoh. Azriel also gained a better appreciation for the size of the world and the scope of war, helping in part by forming new friendships in the alliance he'd joined. Balarai, chief of the Sadhu tribe known as the Iskagua, and Tjia Benhat, an Ibis Clan Vinar warrior, became two of his trusted allies. During the battle to defend the alliance fortress of Vanitar Azriel managed to convince the Krieg's mercenary commander to switch sides, and later during the fight for Apep he got his chance to face Zwei once more. While Zwei scarred Azriel's right eye he was able to win the fight, ultimately sparing Zwei on advice from Vishtaspa. Azriel was also present when Vishtaspa met his end, learning that he was a Precept and bearer of the Gatherer Rune. Realizing Vishtaspa had been grooming him to be a Precept himself, Azriel took the rune. After the war ended Azriel in turn vanished after severing his ties with Caitoh, though retaining his many friendships.

As a Precept Azriel was religious leader of the world, charged by the Gods to guide humanity to evolve and become greater. To that end Azriel worked for over fifty years (immortal now thanks to his rune) to cleanse the damage the war with the Krieg had caused. Among his actions Azriel helped unite the divided Layburg, which had been split along racial lines for decades following the war; prevented the destruction of innocent villages during the Yagyu civil war; and even personally stood as the defence for Zwei when he was put on trial by his own people for fighting with the Krieg. While some of the Precepts became known figures and public leaders Azriel remained primarily in the shadows, often using aliases and gathering not only friends and information but weapons, just in case he would ever need to fight in a war again.