

Seraph



“The Light is pure, Our Fires burn bright and the Truth is all we speak. May the Dark Ones quake at our passing.”



General Description:

A long time ago in a time where men existed either alive or undead, a great darkness grew. Fiends were released and roamed the world until they could possess the bodies of weak and tortured souls. During this time, the human race struggled to fight back, but as their numbers started to dwindle and the darkness began to overpower them, The Archons recognized their plea and chose to fight alongside mankind. Normal men and women pure of heart and dedicated to ending the existence of the Fiends in their world were chosen as willing vessels to become a host for each Archon. And as they became one being, they joined in the battle alongside mankind to cleanse the world of the demon's darkness and pain.

Protected by the light within and armed with blades of fire, the Archons fought with a fierce determination to hold back the tide of evil. All fought bravely with such prowess only legends of those epic battles now exist. But in the end, the war became endless, the Archons and Erune constantly fighting the Fiends in a never ending struggle for the world, neither side gaining any particular advantage. Then one day, something changed.

Humankind had finally reached a point where they'd had enough, that the war was no longer about them and only threatened their own existence. The Empire conspired to create what is now known as the Great Seal. A place of containment designed to hold even the gods themselves if it became necessary. A smaller contingent named the Wardens lured the possessed fiends along with the Archons and Erune as they fought into the Seal to be trapped forever. By sacrificing themselves, they had freed the rest of the Empire and the world from this endless war.

Now the war still rages on, not only in a constant battle but also in survival, politics and in facing everyday life within the Great Seal itself. The Fiends constantly maneuver the Humans towards their goals and the Archons constantly trying to maneuver the Humans back. Fights break out constantly amongst their minions, bad things still happen and when the host of an Archon is overcome, a Seraph is reborn. When the body of the Archon falls in battle, the Archon may choose to leave healing their former host just a little. When this happens a Seraph is born and then this is where their story begins...

The Seraph's themselves wake to find they have no memory of their former self. It's almost a blank slate with only their instinctual knowledge left to them. When a Human gives up themselves to the Archon it is complete, they willingly give away their memories and life in order for the Archon to continue the war. This act means there is no way to go back, so most Seraph have nothing to go back to. But this new awakening does not leave them with a sense of purpose, to the Archon their purpose is over. Sometimes this makes them feel discarded. The knowledge that they were gave everything to the Archon and the Archon just abandoned them sometimes turns the new Seraph against their former divine patron, and of course sometimes the Seraph spends the rest of their life trying to further what they feel the Archons drive is. From the point they wake up, their decisions are their own.

General Culture:

Most Seraph share the cultures of the people that they settle with after their bond is broken, whether that is with people from the Empire, the Dragonlords, or any other numerous communities that have formed within the Seal. Some even prefer to maintain a more nomadic lifestyle adapting to what they come across in their travels through the Seal as they still search for atonement, in any shape form that it may take.

In general, Seraph will always respect others of their race as they recognize the sacrifice that was made and the resulting transformation that they all share. Even to those that may have come to doubt their faith, the stalwart still recognize that even their grey brothers and sisters will raise to serve and aide them in the face of the enemy when called.

One aspect of the Seraphs that comes from their connection to the Archon's is known as Dimidium (Dim-A-D-um). This is one of the strongest bindings that a Seraph has, setting someone to Dimidium means making this person their closest friend and ally, their blood brother or sister. It is something done only to someone who will always be there for the Seraph and who the Seraph will always be there for. To solidify this honor the Seraph must bring their Dimidium before a Preacher for the Sworn Oath. It is said sometimes this bond has mystical properties and grants them the ability to use their Bound to Order ability. One instinctual part of the Seraph culture is this bond, once made is very, very difficult to break. The loss of a Dimidium is many times too much for a Seraph to bare.

To understand the Seraph one must understand the Archons. Archons are not lords of goodness, no matter what others would have you say. They are creatures of Order. They fight the Fiends because the Fiends are destroyers. It is with this knowledge that most Seraph learn that the Archon's may kill a whole village when they find that a Fiend has manipulated them to further their goals. Archons typically look upon Humans as children who need to be saved, sometimes even from themselves. It is this view that many Seraphs sometimes see when they look beyond the vale of the 'heroes fighting the Fiends'. Most of the time a peek beyond the vale this way tends to shatter that illusion, and with it the knowledge that sometimes the Archons can be just as destructive as the Fiends. In a lot of ways the Archons are also just as manipulative as their foes.

History:

Just as the Fiends, the Seraphs have no memory of the past. Sometimes during moments of stress they get a feeling of the time when they gave themselves to the Archons. For some Seraphs, who may not fully agree with the Archons at this point this feeling does not give them strength, but others it does. It is said that the Fiends came to this world to help the Revenants, and the Archons and Erune arrived to fight the Fiends. In the end it drove the Humans to create the Great Seal and lock all three Etherial's into one place.

The Archons except the Great Seal as a battle tactic against the Fiends and they work hard to keep the Fiends from destroying the Seal and getting at the rest of the world.

Outside of the Archons themselves, Seraphs have no history to pull on.

Physical Appearance:

Seraph were created from a union with an Archon, a being of pure fire and light. The main requirement of the Seraph's is yellow around the eyes, typically in the form of sunbursts. Angelic in nature, makeup should reflect that. Options for makeup could show light metallic hints or shimmer such as gold, bronze or silver dusted to create a subtle bronzing effect.

Costume Racial Suggestions:

All Seraph were noble warriors, the chosen of mankind, during the Ethereal War, and they would still have all of the trappings of that existence. Some though will discard these trappings as they transition from 'heroic savior' to normal mortal.

Clothing may reflect anything from a retired soldier seeking peace and reflection wearing tunics or monks robes to that of a crusading paladin ever in search of evil and questing in full armor to end the ceaseless war. Most still wear symbols of Sol or various sun symbols predominantly displayed on them. Others yet may still have remnants of battle armor or dress that may have reflected their origins, either from the Empire or from being a Dragonlord.

The general trappings of the Sareph tend to reflect how they feel about the world as a whole and who they are. Those who have turned their back on their former patrons may dress in dark cloths but most tend to lead as an example to the world as source of light in the darkness.

Religion:

Religion of the Seraph is completely different and revolves around Sol directly and his teachings. They may happen to have some remnant from subconscious lost memories from before their union relating to practices of either the Empire or of the Dragonlords respectively. These primarily come in forms of just because it feels familiar, such as lighting a candle against the darkness or waking to pray to the sun at dawn and for the lights return at sunset. Other practices may also be instilled from the Archon that they used to be bonded to, writing or reading and singing a prayer in a different dialect, etc.

Seraph's tend to follow the Church of Light and many times worship Sol directly instead of his underlings. The 'pure' version of the light sometimes comes into conflict with the established church. The main part that tends to cause issues is that there is no established order to that worship, and so many Serephs view themselves as a high priest. In order to tap into many of the Priest abilities these Sol priests will still follow some of the precepts of the Church of Light and just adapt them to their own way of thinking.

Outside of general Sol worship, Seraphs follow their own path and are able to join any religion without too much issue. Some within the Church of Eternal Darkness take issue with a 'creature of light' tainting their world.

Great Seal:

The Seraph have existed within the Great Seal since its creation. They are now natives to that realm and have learned to survive in it. The Archons view the Seal as a way to contain the Fiends till they can finally find a way to destroy them once and for all. As such most Seraph's view the Great Seal as a necessary evil that contains something that would tear the world apart.

Customs and Holidays:

The only holiday, that the seraph may celebrate as a whole is the day of the summer solstice, when the sun rules the sky. It is a day of rejuvenation, a time of recharge and inner reflection for their very souls. For the Seraph this day is celebrated very simply, meditation, or other small practices of kindness and selflessness depending on the individual. Typically all Seraph's will usually stay basking in the sun's rays for the entire day, never leaving it's warm embrace as it heals their bodies and fuels their inner fires to carry them through the darkness they face during the rest of the year.

Family Structure:

Family for the Seraph is like their culture and adopted from the customs they may have learned from the community that they have chosen to settle in. A Seraph is unable to have children. When they transformed from Human to Archon and back to Seraph they transform into something new. This new form is unable to have children.

The only true family that most Seraph universally believe in is their Dimidium. This is a bond that transcends biological blood connections and to the Seraph binds the two individuals together.

Courtship Rituals:

Courtship Rituals for Seraph are learned and adopted from their community or surroundings. They are honest and straightforward when needed. Romantic practices can range from deeply formal and tokens of their devotion to short and simple with an admission of their true feelings. And just because a Seraph must speak the truth, does not always mean that they will tell you what's on their mind, so the process of courtship can also become complicated as they can be hard to read and all are ruled with the alignment and influence of their faith as it fuels the fires that burn within them. However for the lucky soul that captures the heart of a Seraph, when they are told that they are loved, and will forever devote their heart to them, they can believe it.

Roleplay Notes:

Those who play this race should consider how they felt when their union was broken.

--Was it joyous, knowing they had done well?

--Was it sad, leaving a hole in their soul, a feeling of being abandoned?

--Was it filled with anger, a feeling of being used and cast aside?

--Does it create a further purpose to continue the fight or allow for doubts to enter about the world and faith in general?

All Seraph cannot lie. It is physically impossible, however this does not mean that one cannot be misled through partial info, only simply that what is said is true. One cannot help it when another gleans a different meaning from what was actually said or intended, can they?

Who am I now? What do I still believe? Has the Union strengthened my faith, led me to doubt it, or even to regret or distrust it? How will I lead my life going forward?

Even for those with doubts, The Seraph will always have an inherent disgust for those that serve the Fiends or are tainted by their evil. Even Inanis, who have are the poor souls left when a Fiend leaves the body, still give Sareph's the creeps, its hard not to look upon them as tainted.

Special Relationships with Other Races {friends or enemies}:

All Seraph used to be human, either from the Empire or the Dragonlords. None of them remember who they used to be. Due to this, all biases toward one race or another has also been erased and therefore Seraph view all other races with ambivalence. They are what they are.

Inanis—cause a constant internal conflict with the Seraphs. Their connection to the Fiends is always on the minds of a Seraph, but on the other hands these individuals are really just victims. It's this conflict inside of them that makes most Sareph distrust and manytimes dislike an Inanis. While they can befriend them, there is always a nagging feeling that the Fiend is still there waiting for the Seraph to let their guard down.

Special/Famous Groups:

The Avenging Angels: A group of Seraph, who consider themselves still pure and stalwart in their faith. So much so that a simple glance from them can cause the weak or sinful to shake with fear, so they say. These Seraph are fierce warriors and dedicated truth seekers ever vigilant in their battle with the darkness. When they are fully utilizing their abilities, their inner fires burn so brightly that they sometimes have a glowing aura during combat that makes them highly resistant to any damage a servant of the darkness may attempt to inflict. The Avenging Angels have been said that the ends justify the means, this has cause some conflict with the means impacts an innocent.

The Hand of Sol: These Seraph are known for their benevolence and absolute selflessness. They are completely peaceful and will only ever end a life if there is no way to save it and must do so to end further suffering. They have the ability to heal that surpasses the skill of all others, and to restore life, even if sometimes at the cost of their own. This does not mean that they are weak or an easy target. If a seraph of the hand of sol is ever in midst of great contention, they have the ability to expand their aura, emitting an entire zone of sanctuary, so full of their own love and purity that any but another seraph will lay down arms, and all darkness, even from within, will be cast out and destroyed.

Retribution Society- A secret cult of Ianis and a handful of Seraphs who believe they can restore their memories by finding and ritually killing the Archon who turned them. They view this path as a way to return to return to who they were. In this dogma most believe that they would have a reverse of their turning and in the end they would return to being normal Humans. This Society is extremely rare for Seraphs and its one of the few where the Fiends work hand and hand.

Special/Famous Individuals:

Relius- This Seraph is well known within the Great Seal. He is said to of once been the body of a leading Archon who saved hundreds of Humans from a Fiend plot. This Archon also stopped a plot that, as rumor has it was going to bring down the Seal. These two acts have left Relius with a strange legacy, some people hate him for stopping the Seal and some love him for saving him. Of course to him, none of those things were really his doing. No one knows where he is today.