

# *Seraphim*

“Bring me your pain and take solace in your time, for you carry the weight of thousands, as a sword wielded by one. Where others see loss, we see solace, where others see death, we see salvation, where others see evil, we see hope, for pain cannot exist without light, and we are the bringers of light”

## *Invasion*

The bells chime every day. It's a sound everyone recognizes. Sabine has it memorized by heart. At noon it chimes, and they gather at the temple for prayer. She's amongst a gaggle of other young, Aglowing faced Seraphim. They run, they meditate, they talk to the matron of Saphael and great stories. Sabine knows this routine well, but as Matron Beca says, all things must end.

“Tomorrow I shall take the Vow of Sobriety,” a stout and proud Seraphim says, puffing his chest out.

“And give up a chance to taste wine? You are a fool, Caelan,” a smaller, wisper Seraphim whispers, acne and pockmarks marring his golden swirls. “I will honor Saphael by never lying again, only honey itself will come from my lips.”

“Ewan, if you pick that Vow you will fall in three days time” Sabine cuts in, rolling her eyes. The Seraphim laugh, and Caelan steals Ewan’s hat, yelling of an old game of Paladins and Teeks, as if they were five again.

It is for the best that the others were distracted. No one had remembered to ask Sabine what vow she would be taking. Her thirteenth birthday was not long after Caelan’s, and yet all the same she could not decide. It was perhaps her greatest flaw-- she was not devout like the Seraphim of old, who faced down the Abyssals, resolute in their choices even in the face of death. Matron Beca called her fickle, but Sabine preferred the term adventurous. Perhaps it was selfish of her to clash with Matron Beca so. Her parents, both proud Seraphim, had chosen the Vow of Life and the Vow of Diligence. The Vow of Diligence was why her father no longer lived, and the Vow of Life was why her mother had not returned, having set off to a distant island only known as Myrcal, which was said to contain nothing but hordes of undead.

Sabine wandered the temple courtyard, her hands clutched around her heart tightly. At times like these, she imagined her mother, honorably slicing through the pale, withering abominations, surrounded by other devoted Seraphim.

Perhaps one day she would get a letter back, and then she would have real stories to tell the others, and not just her hopeful imaginations of a land so sinister to Saphael’s gift. Perhaps one day she would be able to join her mother, powerful, a beacon

of Saphael in every action she took. Or perhaps instead she would stay here, and learn to heal those in need. There was that awfully cute healer girl who came with her basket of herbs each Fortsday--perhaps Sabine could join her, and take the Vow of Protection to make sure no harm ever befell her.

Of course, this was all just idle tomfoolery. Matron Beca would have a fit if she knew Sabine was wandering the courtyard, stars in her eyes, full of the fantasies of what Saphael could gift her, and not what Saphael had already made her fully capable of. Fully capable of...

## **DING-DING-DING---DING-DING-DING---DING-DING-DING**

The bells chimed again. This time frantic, not as it should. The Seraphim stopped their playing, their eyes wide, and alert.

It rings once. Twice. Thrice.

Matron Beca comes out of the courtyard, her face pale. "There is an abyssal sighting. Arm yourselves--quickly!" Sabine and the others raced to the small closet with two shelves of books, grabbing old metal swords and shields, clumsily polished. There is no talking as ill fitted armor is rapidly slipped over their heads, before making it out the door as the Matron yells.

A gaggle of young Seraphim burst out of the temple, unsure of where to go, but hearts beating in unison. Even at twelve, they are soldiers, here to protect. They are here to guard the sanctuary, this temple of Saphael and all of En.

She can already see townsfolk running to the temple for safety. Old, young, fit, sickly. Some no older than her. They pay her

no mind, not even making eye contact as they hurry to the basement.

Sabine grips her sword, marred from the time Ewan had got it stuck in a tree and it had taken them all day to wrest it out. Sabine closes her eyes.

“Saphael,” she whispers. “Guide me through--so that I can take on the mantle of a Vow that proves my worth to you.” And with that, her thoughts clear, and all that lays before her is the impending doom of evil that she and her brethren alone are tasked to stop.

## *Description:*

Strong Willed, Dedicated, Righteous these are just a few of the aspects that describes most Seraphim. They are the chosen few gifted by the god of light, Saphael himself. Like the god Saphael most of the Seraphim not only devoutly praise him but adhere to his tenants of justice, order, moral and righteous law.

Seraphim have a divine connection to Saphael regardless of whether or not they are clerics or priests of the faith. All Seraphim on their 13th name day go before a priest of Saphael and swear to uphold a vow. If they do not swear to a specific vow on their 13th name day they are given one and generally learn what it is by breaking it accidentally. These vows can be similar or different among Seraphim. Vows can range from never killing to donating a piece of everything they make to protective groups such as guards, city watch, or the military. All Seraphim possess a vow after their 13th name day and most will live with them as easily as they breathe, but occasionally there are those that break away from these oaths sometimes to perform a “greater good”.

Others by madness or grief taking over them, they feel they must perform an action even at the cost of breaking one of their sacred vows. Even if done to perform a “greater good”, to break a vow is seen as a slight against the Divine General Saphael and to do so merits punishment in the form of losing their divine empowerments and some lose their divine abilities temporarily. Those that renounce their vows are seen as outcast amongst the Seraphim, the church of Saphael, and Saphael himself (their beautiful gold or silver markings turn a dark metallic blue, tarnished, and often their typical blonde or white hair will follow suit.) Those that have fallen from upholding their vows are viewed by other Seraphim and clergy of Saphael as traitors that have committed Sacrilege. While those who do it are viewed as traitors to the faith they are not all evil. Some do it to follow their faith in their own way, going so far as doing whatever they can to do what they feel is right. Those that have broken their oaths are labeled as “Fallen” or “Dark Seraphim”.

The Seraphim may have the smallest accountable population of the non-human races. The Seraphim are a proud race known for their devotion to being agents of Saphael on Aularia. The majority of Seraphim take up positions in which they can serve the public as clergy, guards, military officers, and more. There aren't many Seraphim compared to the numbers of other races, the only place in the world where you can see Seraphim in greater numbers than a hundred is in the city of their creation, Nephilos.

# History:

## *Creation:*

During the Age of Darkness an unprecedented disaster led to the first invasion on Aularia by forces of the Abyssal Realm. Before this moment only rumors and stories of the horrors of abyssal creatures were known by the people of Aularia. Until one day the sky turned black along with the Aularian Sea, the heat radiating from the water was so intense it began to boil and the shores from Skelletport to an area that would later be known as Sollea, were turned to glass. On the horizon large demonic looking ships were sailing to the shores carrying an army of abyssals who were preparing to ravage the lands of Aularia. As these creatures were preparing to conquer the lands, the Lord of Time the leader of the Pantheon En called upon Saphael.

Saphael, the divine general and the god of light, justice, order, moral and righteous law, gathered his Supernal forces to come to the aid of the mortal realm of Aularia from the abyssal threat. Saphael appeared on Aularia expecting his Supernal forces behind him, but they were for some reason prevented from going through the portal. Upon realizing this and knowing how overwhelming the abyssal forces were, Saphael used his divine powers to have his voice be heard by all humans. Saphael reached out to the humans, who through hearing the voice knew without any doubt that this was in fact the God of Light reaching out to them saying "Mortals of Aularia come to me if you are willing to accept my power and fight alongside me to protect your lands from the imminent abyssal invasion." Hundreds rallied to the Divine General ready to aid and fight alongside him against the invaders. Saphael blessed all who answered his call with the power and might of the supernals. Those blessed had gold or silver markings etched onto the skin, their bodies now strengthened and fortified with demi god-like power.

This was how the first generation of Seraphim, as they were called by Saphael when created, came to be. The god of light alongside his army of a few hundred newly created Seraphim, empowered with demi god-like strength fought back against the abyssal invaders. Within a few days of intense fighting the forces of light were victorious and the Abyssal forces retreated back through the portal from where they came. After their victory Saphael, under En's instruction, rather than return immediately Saphael stayed with his Seraphim and humans he protected to aid in the re-construction of the once powerful Holy Capital that had lost much of its strength and unity under Jorhaul'duar occupation. The location where Saphael arrived on Aularia had a town built around it named Nephilos which is considered the holiest ground for followers of Saphael.

### *Bael'Garn Wars:*

The Age of Glory was rung in with the creation of what would become the Holy Center of the Continent of Aular, Ostlea. Ostlea's borders were drawn up after several religious leaders arranged a meeting with some of the Jorhaul'duar ship captains that maintained the area. They came to an agreement that they would govern the area on their own in exchange for an alliance between the two peoples, use of their ports whenever called upon, and to keep them informed of any strange occurrences that happen. With this agreement the nation of Ostlea was born.

At the same time, the Jorhaul presence on the continent of Aular decreased drastically as most of their ships began sailing out west. The humans who had been subjugated by the Jorhaul began staging uprisings and retaking control of their lands. The now free humans began restoring their original societal structure, building their towns and cities larger and more grandeur than before. With their borders now established, a new age of human prosperity had begun. Not long after the humans

began settling into their new free lifestyle a new threat appeared.

Many small villages began reporting of suddenly being attacked by powerful mages that disappeared just as quickly as they appeared. At first it was believed to be the work of bandits until similar reports began to come in of attacks like these occurring all across Aular. These attacks began to escalate quickly from small fires on the outskirts of towns to small towns being completely leveled. Leaders from around the world including the newly formed nations of Daltanica, Ostlea, Capriana and various nations from what would eventually become the Gethanar Confederacy began communicating with one another about these attacks. When they gathered that none of them were responsible for these attacks, they began pooling their resources towards figuring out who was responsible. They began spreading out well armed and well trained guards to all towns within their territories hoping to be able to counter one of their attackers and learn more about their unknown enemy.

The first big discovery came in from the city of Nephilos. These mysterious forces appeared within the city and were met by the powerful Seraphim Justicars who managed to take out some of these attackers before they could make their retreat and disappear. The face of the enemy was revealed. They were humanoid with strange mutations to their faces, each one different. Bloated faces, extruding brow ridges, and strange markings of different colors etched onto their faces all reinforced by a tough body with harder than average skin while appearing very primal aided to the thought that they were not an intelligent race. It was believed that like Sorcerers, these creatures' magic was not refined but was that of raw power. The Seraphim sent out word to the leader of the Church of En that they had killed several of these creatures that were behind the attacks. They spread this information to the other leaders involved in trying to



stop this threat. Although it proved rather difficult, each nation spread its military ranks thin in order to protect each village by having a small but elite military force available in their towns so that they could minimize damages and fend off the attacking creatures.

This however, did not solve the problem of how they could take the fight to these creatures rather than defend. Not knowing when or where the enemy may strike, they began attempting to take the creatures alive, but the creatures would not share the means at which they were able to appear in an area and disappear just as quick. The next big step to tracking down their enemy came with the arrival of a new race of people known as the Totemic, a people that were very close to nature and the spirits. So much so that the animal spirits had bonded with them and they began to take on animal traits of their own. They had travelled from their home on the island Tone'pep Lo and had met with the Wild Elves that shared their beliefs of protecting the natural world and for the most part, abstain from the use of arcane magic. They began to come into human towns and presented themselves as a friendly and peaceful people who were looking to co-exist after long being in seclusion. Upon learning of the threat of the creatures, who the various nations had come to call "Ogre Magis", they asked if they could assist the humans with locating these creatures. Using some kind of nature rituals they were able to track these creatures' home to the Garn Mountain range.

With this information, Seraphim High Paladin Duron Ladimore assembled an army at the base of the mountain with people from across Aular from Daltanica to Capriana, humans gathered alongside Seraphim and the newly allied Totemics. Their goal was the eradication of the forces now known as the Bael'Garn, thus beginning the start of the 5 (year) Bael'Garn war. Upon

their approach to the mountains, the allied forces knew to be especially careful due to the Bael'Garn previously employing very successful hit and run tactics. Their ascent up each mountain was slow; they focused mainly on maintaining their patrols when they made camps as that was when the enemy would attack most often. Only the most elite troops from each nation were sent as they still needed to maintain their guard in each of their respective homelands from these forces.

The Seraphim from Ostlea were pinnacle members of this attack force; they were strict military commanders, devout followers of faith, kind healers, and fierce combatants. Very few Seraphim who came back after the enemy forces were vanquished lacked merits, commendations, or medals of honor for their bravery in the field of combat. There was no conclusive final battle in the Bael'Garn wars, only one battle after the next as the campaign went to each mountain within the range slaying any Bael'Garn forces they came across. As the number of their victories in the mountains grew, messengers delivered less and less reports of attacks throughout Aular. Finally, word came from the leaders of the nations to return home victorious as there had not been any additional sightings or attacks made by the Bael'Garn for many moons. Thus concluding the Bael'Garn Wars and the welcoming of the Totemics into Aular.

### *Crusade:*

During the Age of Heresy tensions were building up between Ostlea and the Bara'kaa. Tensions had always been high between the Holy Capital of Ostlea and following of The Word in Sholbara. Although the Bara'kaa were once human, none in Ostlea would agree to that. Through some heretical practices, the people who had become Bara'kaa were scarred with the markings from the dark remains they were excavating. In addition to this, the surrounding area was forever destroyed with the vast plains,

rolling hills, and lush territory between what would eventually become Capriana and the Gethanar Confederacy was replaced with a scorching barren desert. This slight will never be forgotten by the holy capital for their slight against the Pantheon of En. This led to the First Crusade upon the Sholbara in which was a back and forth battle between the Ostleans and Bara'Kaa in which eventually after years of long taxing assaults, the Ostleans went back home declaring to all of Aularia that the Bara'kaa are heretics and should be sheltered by no one.

The defeat of the Bael'garn marked the end of The Age of Glory after the forces of many of the Northern Nations of the continent came together to defeat the Ogre Magi menace. The one group that abstained and offered no aid in fighting off this threat were the Bara'kaa of Sholbara; they wanted to remain neutral and adhered to their policy of isolationism. This act angered many people across Aular, especially the people of Ostlea. Ostlea began making itself known as the Holy Center of Aular; it was where the glorious city Aular City was founded and had been visited and protected firsthand by the Goddess Jaejal and the God Saphael by En's authority.

The city of En's Hand, which is actually seven cities combined just as there are seven deities that make up En's Pantheon. These cities have grand cathedrals dedicated to these divine protectors. The power of the Church of En was truly made apparent when the High Priests of the faiths of En made an announcement calling for those of "True Faith" to rally in support of the Second Crusade. The priests spoke out saying that the Bara'Kaa have revealed themselves as the traitorous and heretical beasts they are by not coming to fight alongside the people of Aular in the Bael'Garn war and that the Bara'kaa perhaps wished for their downfall while they preach their filth in the desert.

Thousands answered the call of the High Priests and Darion Ekhart; High Priest of Saphael declared that he would lead the people down south and bring swift justice to the heretics. The people were moved by the promises of wealth and glory, and above all, that this was all sanctified by the church. The army's numbers were in the thousands all volunteers, ranging from everyday citizens to seasoned soldiers, all joined in the holy cause. As the army marched south through the various nations that would one day make up the Gethanar Confederacy, their numbers swelled into the tens of thousands as what devout follower would not come to the calling of their faiths. It was in the dark of night when the Crusaders decimated the Bara'Kaa's northernmost fort. Fort Cronn was left with no survivors, the sands stained with blood and the fort burned down to the ground. This was the first large scale act of violence to occur in Shol'Bara since the last crusade more than 2,500 years ago.

This act of war took the Bara'Kaa completely by surprise, they had not trained in the art of war since they last needed to in the last crusade. It took some time till word of the attack reached Sho'Vela and even then the leaders took days before they could react to this. In that time the crusaders had taken over the northern section of the desert, cutting down any Bara'Kaa that stood between them on their march south. The crusaders never made it to the Bara'kaa's capital of Sho'Vela otherwise known as the heart of the desert. The Bara'Kaa sent their most skilled Rune Blades and mages to the front lines to hold off their invaders. After years of their supply routes being heavily hindered, the fighting grew to a standstill with the crusaders controlling Marast and everything north of it. They did not venture further into the desert until they were properly supplied, as the final stretch of desert between them and Sho'Vela was most treacherous if unprepared and could easily cost them half their numbers.

This gave the Bara'Kaa time to train an elite fighting force that upon their victory fending off the invading crusaders would be known as the Teek. When set upon the crusaders they showed the same ferocity the Seraphim displayed in the Bael'Garn War. Although their numbers were far from superior to the crusaders', they knew the land much better and were accustomed to the conditions which made pushing the supply exhausted crusaders out of the desert much easier.

The last battle of the Second Crusades was known as the Battle of the Fallen. This battle was the Bara'Kaa's grand retaking of Marast, leading to the fall of many crusaders that day, most notable of all was High Priest Darion Ekhart himself. The death of High Priest Darion Ekhart was a major hit to the morale of the crusading forces, leaving some seraphim so distraught by this, they broke their vows, becoming Fallen and unleashing untold destruction upon their enemies. At the end of the day the Bara'Kaa were well prepared and able to push the crusaders out of the city and slowly pushed them out of Shol'Bara altogether bringing an end to the Second Crusade.

### *Modern Day:*

Unlike in the Age of Heresy, with the dawn of the Age of Man the Seraphim have become a more common sight in Aularia. While they used to be known throughout the land as perhaps a story passed down within the Church of En, the Seraphim no longer restrict themselves to Ostlea and the city of Nephilos. They make up small but noticeable numbers in various nations of Aularia. The Seraphim have not changed much since their creation; they are for the most part very devout followers of Saphael although there are some that worship other members of the pantheon of En. Most Seraphim contribute to righteous or just causes around Aularia whether they are leading troops or a congregation at a temple.

Seraphim live with a vow they all swear to uphold upon their 13th name day some more devout Seraphim take on even more there are few Seraphim who break their vows and fewer who renounce their vows those who do this are labeled as "Fallen" or "Dark Seraphim" they are labeled as traitors to their creator Saphael who blessed them with light. The occurrence of Dark Seraphim is very rare because of the tremendous amount of value Seraphim place upon their vows. Most Seraphim who ventured out of Ostlea went out seeking to spread the faith of Saphael either by forming congregations or by demonstrating their faith through their works as judges, magistrates, town guards, etc... When people see a Seraphim walking the streets they feel safer.

## *Notable Figures:*

### *Darion Ekhart:*

Although no longer among the living as he fell during the Second Crusade, there are few Seraphim who have not grown up hearing stories of the great deeds of High Priest Darion Ekhart. He was known as the Son of the light and is a true hero to the Seraphim. After perishing in the Second Crusade, the Seraphim people built a large memorial in Nephilos in front of the Great Temple of Saphael honoring him and the honorable men who gave their lives in the crusade. Darion Ekhart was known for being the embodiment of what it meant to be a proud Seraphim follower of Saphael. He rose quickly within the church and carried out tasks as an Honorable Justicar and Paladin before taking on the robes of a priest and studied under High Priest Ladimore, the Hero of the Bael'Garn Wars. The High Priest of En came together rallying the people of Ostlea to join them in the Crusades it was High Priest Darion Ekhart who volunteered to personally lead them. There he distinguished himself on

the battlefield leading the crusaders down south and led a successful campaign for fifteen years taking everything north of Marast. Those who returned shared stories of his presence on the battlefield and how he would always be the first in the charge, setting down his robes and staff in favor of his shining armor and holy sword. Upon victory he would dawn his robes and take up his staff once more and begin personally going around the encampment and battlefield helping heal any of his allies, encouraging them that their devotion will be rewarded and that they had fought valiantly. To this day many Seraphim aspire to live as an embodiment of their faith as Ekhart did and pass down his legend.

### *Serad Zoriel:*

When someone sees a Seraphim they usually feel they are safe and secure as these proud people are blessed by the god of light and tend to follow his tenets of Righteousness and Justice. Dark Seraphim inspire fear in those that see them. These are individuals that renounced their vows to Saphael and work against him. Sared Zoriel is one such Dark Seraphim. Once a Justicar of light he forsook his honor when he renounced his vow not to kill and took the life of a man. No one knows what madness possessed him to do this but with his vows forsaken, so was his connection to the Supernal General. He left Nephilos branded a traitor by his people and church. While there is nothing illegal about being a Dark Seraphim they are looked upon as branded men, no one would be caught sticking their neck out for them in fear that it would look badly on them. Serad fled to somewhere within the Gethanar Confederacy and over the years, several Justicar task forces have gone out in search of him to make him pay for the crime he had committed but they have yet to find him. So far all that has been heard about him is that various rumors of hooded fallen have made their way around towns.

### *Saern Farseer:*

The abyssal arts are seen as the darkest of magics to most people, especially the Seraphim. Like the Divine General fighting off abyssal creatures alongside his supernal army, the Seraphim of Aularia take up the cause of weeding out abyssal cults and practitioners that would try to open rifts to the Abyssal plane. Saern Farseer devoted his life to serving as a cleric of Saphael and worked with a specialized force that worked to seek out Warlocks and Abyssal cultists and bring them to justice. While working on bringing down a dangerous cult that was delving into powerful dark rituals, Saern was attacked by a powerful Abyssal cultist and critically injured by the abyssal magics. After his attack, Saern was removed from active duty because of his injuries. While recovering his body, he began trying to expand his mind by gathering all the research that he could into abyssal magic and began gaining proficiency at being able to use it. He regained his strength and though initially he was treated with disgust and hatred, he only focused on learning these dark arts to drastically advance the seraphim's knowledge about the various kinds of Abyssals and the dark arts themselves. He himself did not show any signs of corruption due to prolonged use of abyssal magics. He spent the remainder of his life creating a grand library for the Justicars which aided them in more effectively dealing with agents of the abyssals. Justicars who train to specialize in fighting against abyssal threats owe much of their knowledge to Saern Farseer.

### *Alabaster Thorn:*

A Seraphim from the Age of Salt who was said to be a great and powerful arcanist, with many conflicting stories existing on if he had eschewed Saphael, or perhaps merely sought out a different path to honor him. He had taken a vow of honesty, and often consorted with City Elves and others dredges of society. A peculiar and controversial figure by all means, Alabaster passed



away suddenly and mysteriously, and most Seraphim agree he was poisoned by his own City Elf allies. Alabaster has little information surrounding his life, but his name is scattered across many old academic citations, and it is said that the common Seraphim caricature in Daltanic street puppetry is based on his historical likeness.

### *Cecily Vinstrom:*

A Seraphim who leads the largest contingent of Fist of Saphael fighters in Lucania. She is known for her hardline approach to those who do not worship Saphael. She has created entire contingents made solely up of Inquisitors whose goal is to seek out those who wish to destroy the peace the Seraphim maintain. She is also known for saying that every Seraphim has a place, and has extensively collaborated with the veteran Seraphim who have suffered battle-ending injuries to give them positions of power. She herself is missing an arm from abyssal rot, blighting it so no spell can regrow it. She often speaks of this, not as something she had to overcome, but a sign that a Seraphim's duty does not suddenly end just because their peak of physical fitness has passed.

## *Important Locations:*

### *Garden of Light:*

A large park that's a long path that leads to the Grand Temple of Light in Nephilos. This park is decorated with memorial statues and plaques of great Seraphim who have passed on after devoutly serving the church. Many memorialized here were priests or clerics of faith who served in the grand temple, or members of many of the protective agencies funded by the Church of Saphael such as Crusaders. At the heart of the park is an unusual patch of scorched earth where Saphael himself

first descended onto Aularia. Nearest the center where Saphael himself first came to Aularia is the Grand Memorial to those that fought alongside High Priest Darion Ekhart. This memorial stands tall, the Church of Saphael sparing no expense to honor the most honored priest and the brave men and women that gave their life fighting alongside him against the heretical Bara'Kaa. This park remains incredibly well lit along with the church so much so that those who walk through the Garden at night could sometimes mistake it for daytime while walking through it.

### *The Stone of One:*

A graveyard with but one gravestone in it in Ostlea. The gravestone itself is in the shape of a sword and hilt, and is often draped with flowers, garnishes, sashes, and worn out strips of leather armor. It is used to honor every fallen seraphim across time, and often young Seraphim will visit it in their training. While the Garden of Light is filled with plaques and documentation, there are no names at this grave, and there are no indications of who was buried here. It is a somber location, and while many hope to be memorialized in passing, there is always a knowledge they could end up forgotten, lost to history.

### *The Farseer Athenaeum:*

A library made by Saern Farseer in Ostlea. It is maintained by devoted priests to Saphael, some Seraphim, but many humans as well. It was initially open with the intention to let anyone enter, but recently has become a place only followers of Saphael can, a decision that has been met with some controversy, especially from the Seraphim who see it as antithetical to Farseer's philosophy.

## *The Bloodless Path:*

A barracks situated on an island near Kordland, it is an isolated and barren place where few things grow. Certain Seraphim are sent here to train--both those who are far too capricious and unstable, and those who are seeking to hone their skill to a razor's edge. It is a place of horror and power, not talked about often amongst non-Seraphim. It is most notable for a training that involves removing one's shoes and traversing a rocky, natural obstacle course that goes into the sea and deep into the dangerous caverns underneath the land. At the core is a dark pit that, if fallen into, the crevice is too narrow and dangerous to be successfully retrieved without the aid of magic.

## *Roleplaying a Seraphim:*

Opinions on other races:

Humans: We are humans blessed by the god of light Saphael. Though we have taken on a different form because of it there is no reason to distance ourselves from our people.

Wild Elves: Driven and passionate, but ultimately misguided. If only they could understand us, perhaps they could help us protect this world from true evil

City Elves: not clear if they are cursed creatures, cast out for good reason, or specially chosen like we once were--regardless, they are fickle and frequently led astray at the promise of power from anyone or anything.

Vaniiri: Though like us they were former humans they are a race to be cautious of letting them rise too high.

Bara'Kaa: Abandoned their humanity for their heretical religion killing thousands as they transformed once lush plains to desert. It is only a matter of time till the next crusade.

Jorhaul: A people marked by their greatest failures. In a way, we are forever indebted to them--for we would not exist without them. But of course, without the Jorhaul, all would be much more peaceful. Truly a quandary for the ages.

Magduar: Fanatical to their religion and often intertwined with the Jorhaul. They can make decent allies and know how to stay out of trouble, but it won't be long before their ways lead to a war, and we will be there to make sure Saphael prevails

Totemic: historically they are strong allies, and we do not forget bonds forged in the war, it is a pity that their blessing has taken on such a crude form

Fae- Creatures claim to be from a realm all their own. Not above thinking it is some abyssal trick.

Lexicon:

Deepdrowning: someone who is neglecting their vows and risking falling, in reference to the dark blue markings

Clipped: a Seraphim that has been dishonorably or forcibly retired from service.

The Fallen: an incredibly polite term for Dark Seraphim, often used by the most sympathetic of Seraphim, whilst still

Farseer: a term for someone who dabbles in dark deeds but ultimately for the service of Saphael

Glimmer: a type of divination based on interpreting the markings on a seraphim. It is almost entirely extrapolation, but there is still some wisdom and concepts that get passed down, often varying from town to town. "Gold and long, born fast and strong" as an example.

Tribulations: a euphemism for non Seraphim who are protected by society but are harmful to Saphael.

Pop Culture/Inspiration: