Samudra : The Black Wave

A character profile by Mostafa Haque

#### Abilities:

# Summon Sea-Wraith:

* The crystal clear waters of the Sagran Sea hide more than its share of secrets. Centuries of natural disasters and bloodshed have oversaturated the depths of the sea with lost souls. As one of the last Mrittuyakars, an ancient order of Agnarian Necromancers, Samudra can call upon these souls to aid him in his quest.

These Sea-Wraiths, which require a body of open water to summon, can be used to both physically bind Samudra’s enemies during combat as well as to intimidate his targets during diplomatic encounters.

# Corrupt/Purify Water:

* Samudra channels his necromantic energies through a source of water, making it poisonous to any foes that come in contact with it. Conversely, Samudra can absorb spiritual impurities in water bodies making them safely traversable for himself and his allies.

# Nishi (Call of the Night)

* (**Passive**)The spirits of the Night heed Samudra’s call, granting him the ability to see in the dark ; whether it be the darkest of caves or the murkiest of depths.
(**Active)** Samudra mimics the call of night to lure his enemies into a false sense of security, granting him a bonus during diplomacy. Can also be used in combat to lure enemies into concealed hazards ( e.g. a pit in the dark). Can only be used in dark or dimly lit places.

# Chabdabesh

* Samudra assumes the physical appearance of a diseased individual by drawing in their spirit through his own reflection in a body of water. The longer Samudra stays disguised the more life-energy he loses. The amount lost is doubled in direct sunlight.

#### Lore:

Centuries ago, when the Agnarian Hegemony still ruled over the Sagran archipelago, a dark order rose to power amongst the Upper-Caste. Preying on the people’s inherent fear of death and exploiting the Upper-Caste’s near-infinite wealth, the Mrittuyakars of Jolroth soon etched out a foothold on Agnaroth, catering to the needs of the high-born. It is said that even the Hegemon himself was swayed by the honeyed poison, spouted by Miyer’shila, the Dark Lady of the Mrittuyakars.

Everything changed, however, when the Upheaval happened. Many of the surviving Noble Houses blamed the Mrittuyakars for the destruction of Agnaroth and it was only a matter of days before their forces stormed the island of Jolroth and burnt Miyer’shila at the stakes. With her dying breath the Dark Lady uttered, not a curse, but a warning to her executioners.

“With Blood and Fire you end my life, but by Blood and Fire I shall return once again. Waste not your time in hunting my kin, but rather prepare yourself for the day Agnaroth returns from the waves.”

Although weakened, a small group of Mrittuyakars endured beyond the death of their Lady practicing their darks arts on abandoned islands in relative peace until the day foretold by their mistress finally arrived.

The return of Agnaroth awakened the Seed Miyer’shila had planted amongst her followers. - a seed that would bloom into a tree of destruction and chaos.

Acting as the Living Phylactery and the vessel of her mistress’s wrath, Samudra is the Chosen of his Dark Lady. Infused with Miyer’shila’s spirit soon after birth, Samudra has lived his entire life knowing that one day he would have to give up everything to bring down vengeance on those who had exiled his kin. He would be the spark that would set the Sagran Archipelago ablaze – that is the role he had accepted.

A chance encounter with a dying young sailor, cast upon the shores of Jolroth after a terrible storm, however, changed Samudra’s outlook. Samudra realized that his “foes” were flesh-and-blood humans not too different from himself ; humans who scarcely knew of his existence. He realized that, by going through with his Lady’s plan, he would be bringing death and despair to thousands of people; people who had never once in their life wished him harm.

Samudra made a decision. In order to stop Miyer’shila’s plans he would cast himself into the seas- destroying both himself and the piece of the Dark Lady’s soul buried inside him. However, as Fate would have it, Samudra’s attempt at self-sacrifice was interrupted when he was pulled from the depths by a passing Longlander Steamship. War and destruction had come to the Sagran Archipelago independent of Miyer’shila’s grand schemes.

Everything happens for a reason – the Mrittuyakars had taught Samudra. And Samudra knew the reason for his survival. He would undo the chaos foretold by his Mistress. And he would do it with her powers to boot.

#### Physical Description:

Like all Islanders, Samudra has bronze skin, curly, pitch black hair and deep, sea-green eyes. He is rather small for a youth in his nineteenth Summer in both height and girth.

Years of Necromantic training has dulled the glow of his skin, giving it a sickly pale look. However, his eyes are just as bright and full of hope as they had been the day he began his training in the dark arts.

Though not too handsome by any stretch of the word, Samudra has a sort of unkempt beauty that many Islanders value. With his aquiline nose, his wide set eye-sockets and sharp chin, Samudra gives the impression of a perpetually bewildered lamb, walking through a forest of wolves.

#### Psychological Description:

Samudra has lived all his life being told that he would one day die to bring death and ruin to the “monsters” that inhabited the other islands. Upon the realization that his “foes” are nothing more than innocent human beings, Samudra’s entire world view changed. He understood how dark and dangerous the power contained in him was and he resolved to end both it and his life. When that plan failed and Samudra’s life was saved by a stroke of fortune, Samudra, believing that everything happens for a reason, decided that he had been spared so as to use his powers for the greater good.

Being exposed to the pacifist Mauryan edict has also made Samudra rethink some of his decisions. But whether he adopts the principles of pacifism is completely up to external forces (read “players”).

#### Clothing choices:

As a Mrittuyakar, Samudra would be garbed in grey-scarlet robes, embroidered with the emblem of a skull, super-imposed over a volcano (the insignia of the Agnarian Necromancers). After his attempted suicide Samudra, resolving to leave his old life behind, got rid of his robes and instead started wearing brightly colored clothes. Though Samudra’s garments vary widely based on the island he’s currently visiting, the red scarf he wears around his neck is consistently a part of his outfit. Formerly belonging to the dying sailor, Rian, who washed upon the shores of Jolroth one stormy night, the scarf, is a symbol of Samudra’s character development from Omnicidal Tool of Destruction to Rigteous, selfless savior.

#### Weapons and fighting styles:

As a necromancer, first and foremost, Magic and Sorcery are Samudra’s primary weapons of choice. Blood runes, glyphs and carved, enchanted wooden staves all allow Samudra to channel Dark energies at his enemies.

But, for situations in which Magic is unusable, Samudra, like all Mrittuyakars, knows how fight with scimitars, daggers and cutlasses. Metal weapons, however do not allow magic to be channeled through them , and so using them in extended fights maybe a risky gambit.

#### Speech Pattern:

Samudra, living a sheltered life, has a very formal way of speaking. He never curses (even in the direst of circumstances) and constantly apologizes to anyone he believes he’s even slightly wronged. His tendency to apologize a lot may be a side effect of his subconscious guilt about being a living weapon of mass destruction.

#### Speech Sample:

* “I apologize for the pain I am about to cause you.”
* “Take heed, Pirate. Your gold won’t do you any good in the Forbidden Depths.”
* [As the Avatar of Miyer’shila]”I WILL DROWN YOU ALL.”[as himself]”Sorry..”
* “I live not for myself but so the evil within me can be redeemed. I live so that I may die one day, without regret and knowing that thousands now live because of my actions.”
* “The sea’s too deep and the night’s too dark for us to live as we please without a care for the wants of others.”