

Dil (Six, Four, etc) (Matt)

Backstory

Dil is a rich and powerful man, a minor noble with a hand in all of the organized crime activity in Atur. While fiendishly intelligent and devilishly handsome, Dil inherited a whole host of genetic weaknesses that have proven impossible to cure, even for the city's most talented clerics. Frustrated with the relentless degeneration of his failing body, Dil decided to put his vast resources to work finding a permanent solution to his ill health. After much consultation with his court wizard, Magnus, Dil settled on a bold strategy: transfer his mind into a new healthy and long-lived — preferably immortal — body.

After many failed attempts, Magnus perfected a process for transferring a copy of Dil's mind into a corpse. Over the course of several months they created six copies of varying races, including a Dhampir, a Warforged, a Reborn, a High Elf, a Dwarf, and a Firbolg. Each copy was fitted with an amulet emblazoned with their creation number which suppresses the memories of their true identity. The copies were then placed under a powerful Geas spell compelling them to hide, protect, and never remove the amulet, and to trust Dil and only tell him the truth. The copies were then each told that they are an honored guest suffering from a memory disorder who must remain on the property until a cure can be prepared. Each copy was told their real name was unknown so they would be referred to by the number printed on the amulet they wore until their memory returned.

During their time on the property, each copy was introduced to Dil's favorite foods, activities, and pleasures. Dil then discretely interviewed the copy to determine if they were enjoying these pleasures in the way Dil himself would. After gathering this data, each copy was placed into magical suspension until Dil made a final decision on his new body. After much consideration, Dil chose Six, his copy in the Dhampir body. (decision point!) He woke the copy from stasis and informed him that the cure for his condition was close at hand and would be applied in a few days time.

However, unbeknownst to Magnus, a year prior Dil had learned of a powerful magical item with the power to extend life indefinitely, called the Ring of Winter, lost somewhere in the jungles of Chult. He had dispatched a skilled treasure hunter to recover the ring but had lost all contact and assumed the mission was a failure. The day before switching places with his chosen copy, the treasure hunter appeared on Dil's doorstep and handed over the ring in exchange for a small fortune in gold. As he left, the hunter warned Dil that the ring bestowed powers beyond immortality. He seemed to be greatly relieved to no longer have the frost-covered ring in his possession.

Dil eagerly slipped the ring onto his finger and was amazed at the flood of power that washed over him. His stiff knees became supple again; his aching back felt strong again; the headache that had plagued him for the last three years faded away like a wisp of smoke. The ring was ice cold but

within an hour he became used to the chill, as if it were a comforting reminder of his newfound strength. When Magus noticed the ring with its unmelting rime of frost, he used a discrete Identify spell to confirm his suspicions. The ring was known among the Archmage community for its curse that drove its wearer to destructive fits of rage.

Magus suggested that Dil remove the ring so it could be examined. Dil refused. When Magus insisted, Dil excused himself with a smile, found the captain of his personal guard, and ordered him and his men to destroy the wizard at once. The ensuing battle left much of Dil's vast estate in ruins. Dil himself now commanded extensive new ice-based powers, and Magnus had an arsenal of powerful magic at his disposal. During the chaos, Six slipped away and ed into the city, eventually making his way across the continent to start a new life. He was eventually taken in by a temple, swore an oath, and became a Paladin.

Character Variations

Six	Dhampir	Oath of Vengeance Paladin	Lawful Neutral	Ring of Jumping
Four	Warforged	Champion Fighter		

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