

Name: Aradren Gildreth

Race: Dunmer

Occupation: Sorcerer and Artificer

Formerly Muthsera Telvanni Gildreth Aradren, Aradren was born 2917 of the First Era to Uvil and Araleth Gildreth. Uvil, an alchemical merchant and amateur gazetteer, based his business in Tel Mora. As Aradren grew up in Zafirbel Bay, it quickly became apparent that his intellect far outstripped those of his peers. Before his 14th birthday, Aradren had successfully conjured an earth atronach, built a replica (if rudimentary) Dwemer animunculi, and was formulating more efficient methods of teleportation that would one day serve as the foundation for the Temple's ALMSIVI Intervention protocols (which were subsequently "independently created" by the Imperial Cult not three seasons thereafter).

In 2E 127, Aradren had proven his mettle to the Telvanni Wizard lords and was accepted into the Great House's council as Mouth to Magister Gothren. For three decades, Aradren served at Gothren's beck and call, slowly gaining in political power until in 2E 157, Aradren surpassed his role as Mouth, as well as proving his use beyond the ranks of Wizard and Spellwright and was granted the rank of Master of House Telvanni.

With time, Aradren's keen ability to strategize landed him the additional role of serving as a chief strategist in Telvanni military efforts, sworn to serve the Three in times of need. In time, he was called by other Telvanni "The White Nightingale," in reference to both his stark white Dunmeri armor and his ability to learn from opponents and mimic their strategies in ways that worked against them.

When the Snow Demons of Kamal invaded Morrowind from Akavir in 2E 572, Aradren oversaw the initial battles along the eastern coast. As the Akaviri swarmed, the Telvanni regiments, spellcraft and all, paled in comparison to the sheer might of the Kamali. Despite the overwhelming odds, Aradren was instructed by Gothren, his direct superior, to handle the crisis from within, and that this fight belonged to the glory of the Telvanni, and for the glory of the Telvanni only. Ignoring Gothren's command, Aradren sought an audience with the Warrior-Poet and living God-King Vivec, and pleaded with him for Vehk to destroy the Kamali horde. In his wisdom, VI obliged, using his might to flush the Kamal from Morrowind.

As punishment for his insubordination, Aradren was cast out of Great House Telvanni and stripped of his lands and titles. He wandered Tamriel for a time, his hatred and anger at his treatment at the hands of the Telvanni propelling him forward.

While passing through Hammerfell, Aradren was beset upon by a group of vampires. He slew them all, but not before becoming infected with Porphyric Hemophilia for his trouble. What he at first saw as a curse, he slowly came to realize it was a blessing; one he could use to claim his vengeance on the Telvanni. The vampiric strain he had contracted was that of the Anthotis Clan

of Alik'r, a clan known for its heightened intelligence, pushing his already impressive acuity into nigh unparalleled levels.

As he wandered, he continued his research, focusing on nymics. He bound a lesser Daedra, a banekin, to his service by discovering its nymic and protonymic. Taking care never to reveal the banekin's truename, Aradren has taken to referring to him as "Chad." With his understandings of nymics and name-magic, Aradren unlocked the ability to rearrange Chad's chaotic creatia, forcing Chad into whatever form Aradren desired. Typically Chad takes the form of a scamp rather than a banekin.

Before long, Aradren had joined a ramshackle clan of outcast vampires and werewolves, a group calling itself Invictus Immortalis. He served as right hand to the group's leader before moving on to other projects. He did not like staying in one place for long.

During the Oblivion Crisis, Aradren died battling the forces of the Deadlands in the wilds of Valenwood, slaying entire legions of kyn before falling in combat.

Notes:

- Aradren has spent much of his time experimenting with the philosophy and fabric of the Aurbis, coming to certain conclusions that would later be popularized by Mankar Camoran at the end of the 3rd Era.
- To help protect his skin from the harmful effects of the sunlight, Aradren always wears a mask, and his skin never shows.
- In the mid-2nd Era, Aradren began attempting to recreate the Factotums that Seht had employed throughout Clockwork City. After many failed attempts, he succeeded in one instance by sheer fluke. Aradren named it the Prototype Assault Lattice, which the Factotum was more than happy to shorten to PAL. Much to Aradren's displeasure, PAL was less inclined to war and more inclined to chivalry and protecting others.
- Aradren's preferred mount is a white Pale Velothi guar he purchased from a stable in Blacklight. Its name is Boils.
- There is a romantic link between Aradren and Genevieve Trame d'Mall, a priestess of Mephala. This is little more than rumor.
- Aradren is thought to venerate the Anticipations rather than the Tribunal.

Notable acquaintances:

Sothas

Dytho Sul

Do'Zhan

PAL

Ji'Zalo

Ukufa-Kai

Genevieve Trame d'Mall

“Big” Bertha gra-Muzgob
Mawat at-Shata
Rook Dathromir