

marissa jhor

Origin. Marissa is a native of a very unusual dream. Her home was the world of Oubliette, a great desert world swept by unending and ferocious winds, where human civilization since the end of the Second Age has taken refuge underground, or more commonly, under the ecologically complex and gargantuan canopies of the native Ygg trees, some of which grow to over a kilometer in diameter. Life on Oubliette is harsh and unforgiving; there the search for Second Age artifacts is not the mere purview of erudite scholars and deranged High Dreamers, but a preoccupation of an entire caste, the Sifters, and upon which human survival itself depends.

Background. At the tender age of eight, Marissa Jhor watched her father, Usalem, decapitated and rendered in the great Ygg city of Mélange. The weaver had been accused of spying for a rival Guild from Ostrivar, and his persecutors were merciless. His young daughter will always remember with perfect clarity how the great fountain of blood leapt from his neck as the carnifax swung his great bronze axe. A year later, reviled and outcast by the people of Mélange, Usalem's wife Melikka hung herself from the stoutest branch in the hovel she and her young daughter were forced to move into. It was Marissa—absent after a whole day of scrounging, begging and stealing for food and supplies—who found the once beautiful Melikka.

Alone, friendless, and plagued by terrible dreams, Marissa continued the life which she had been forced to take up. As an urchin thief in Mélange, she was not well seen by the warders, although a few of these didn't have the heart to throw her to the Borealis to join the Sifters or Aradii. Solitary and vulnerable, she was befriended by a fortuneteller, who over the years manipulated her into doing her bidding, eventually possessing her in order to execute a series of grisly murders. All the while, Marissa's vivid dreams and nightmares did not abate; in fact, she had developed into a High Dreamer under the unwitting tutelage of the fortune teller, even teaching herself to read and stealing glimpses into the witch's forbidden grimoires and seeing-stone.

When her cruel mentor was slain, Marissa joined the party of outlandish adventurers and freebooters who had rescued her. Now nearly twelve, she is a veteran thief and budding High Dreamer; it would be easy to underestimate her magical abilities due to her age and slight frame.

Description. Marissa perfectly fits the description of a waifish street urchin. She looks younger than her eleven years, being the size and stature of a child a couple of years her junior. If the life of a Journeyer has improved her lot greatly over the beggarly and abused existence she had before, she still is a remote, distant child, at once disturbed and disturbing.

Dolly. Her one consolation and treasure in the world is her doll, which she simply calls "Dolly." Dolly is dressed in tattered finery, the dirt and rent lace of her dead mother's wedding dress. Dolly's dress entirely covers the toy's body. Some who have glimpsed it report seeing a crude and blacked wooden figure, others claim it is some sort of shriveled, mummified and diminutive body. Marissa once had to give Dolly away to a Gremlin in return for a lifesaving remedy, but she subsequently fashioned, or found, another.

Marissa often talks to Dolly in whispers, and carries her *everywhere*. She refers to her doll only as Dolly, and often acts as if she is Dolly's mouthpiece. "Dolly says you should be nice to me, because horrible accidents can happen to perfectly nice people like you," or, "Dolly doesn't like you very much," are typical Dolly statements by proxy. Needless to say, Dolly is not very nice and can be quite menacing.

If the rumors are true and Dolly is more than just an ugly toy, she might be the mummified remains of a cat (or worse!) and her stats might look like this (as animated by her owner, of course):

Dolly				
Size	2	Endurance	4	
Dream	2	Speed	6	
Level	-4	Damage	-4	
		Level	Init	Dmg
Claws	2	-4	-3	-3
Dodging	11	-4		

Spells. Marissa knows the following Hypnos spells and rituals: *Amnesia*, *Confusion*, *Dreamlessness*, *Fear*, *Stumble*, *Transfiguration*, *Invoke Image*, *Mirror of Hypnos*, *Voice of Hypnos*, *Counterspell*, *Conjure Lethe*, *Detect Aura*, and *Read Aura*.

Her Thanatos repertoire includes *Fist of Thanatos*, *Thanateye*, *Animate Zombie*, and *Speak with Skull*.

