

Iskov Koshken, born in the principality of Rostov-sezda, was shipped off to Volga, Bulgaria at the age of 4 to avoid the threat of a looming Viking threat. When he arrived a year later he was bought by a traveling nomadic tribe that took him east.

Four years passed, and the boy had learned many skills in this time. Skills such as fire starting, and various forms of combat. The nomads saw potential for the child so they trained him in their ways. How to ride a horse, how to build saddles, and leather craft. At the age of 9 they started to notice the child had a way with animals, and a very certain presence about him. An aura of sorts. There would often be times while traveling when food was scarce and little in the way of wild game to be hunted. With the camp low of food Iskov would refrain from eating for days so that others may fill their bellies, and no matter how bad the elders knew the boy's hunger pains were he would never show it.

In the coming years the elders started to fear the boy, and fear for his failing health all the same. In time they took him to a witch doctor on the outskirts of the Liao dynasty. The witchdoctor told the nomadic elders that the boy was very sick, and that he would die very soon. She instructed him to be left in her care so that she might guide him into peace. The elders were glad to be rid of the strange child and left without a word. As soon as the nomads moved on, the witchdoctor exposed himself as a necromancer, and told Iskov the true reason why he had kept him there. The necromancer felt the magical prowess in him. The aura the nomads had felt all those years.

Until the age of 12 the necromancer trained Iskov in the art of calling upon spirits to possess the bones of the recently dead. However, the necromancer was weak, his power was nothing to that of which Iskov possessed. All of his secrets came from a tome named Lucifer, and Iskov would often hear him conversing with his book of the dead long into the night. The incompetence of his master never bothered Iskov. He would dutifully complete the tasks assigned, and after the lessons were done he would go into the woods to practice his skills in secret.

During one of these excursions into the woods he met a young, 13 year old, Chinese princess. She was banished from her kingdom due to the threat of assassination until she was promised to be married at 15. For the next year and a half until Iskov was about to turn 14, and she was about to turn 15, the two met in the woods secretly every week. At the same time, in the same place. They were in love, but the threat of her looming wedding forced their hand. The week before she was to be wed, Iskov and his love showed themselves to the necromancer in hopes that he would help hide her from her betrothed.

The necromancer turned out to be an agent of the Song dynasty. A rival dynasty to that of the Liao dynasty, whom Iskov's love was the princess of. The necromancer attempted to strike down the love, but Iskov intervened. The two began to fight, using weapons and magic. The master against apprentice. In the scuffle the necromancer takes the life of Iskov's love, striking her down. Horrified and enraged, Iskov knew what he must do. To capture a soul of a recently departed human is no easy feat. The magic requires another soul to take its place.

In order to save his love's soul and essence, Iskov struck down his master, while using magic to call back his love's soul from her fresh corpse, and transferred her essence into a newborn hound.

Fleeing with his animal familiar, Iskov traversed Asia westward until reaching Europe. Safely a continent away from any who would follow, he found himself resting at an Inn with the hound. Unfortunately their troubles were not over, as a raid of Northmen crashed upon the village. Iskov killed several of the Vikings but was eventually subdued. Jarl Dracon Adun approached the warrior and noticed his fighting prowess, and the vacancy that he had made by killing members of the raiding party. The Jarl extended a one time invitation to Iskov and his companion, to join his band of Berserkers or die to the Jarl's blade. Iskov took the deal and joined the Northmen, rose through the ranks, and claimed rank of Commander of Arms.