

Descriptions of People (three kingdoms)

Council of Caynnor

Sovereign Alderin Harper

Sovereign Alderin Harper (human), the Crown of Amador, rules the Kingdom. He will reward honesty, generosity and bravery. He will punish attempts to break the law, and dislikes people who are manipulative or forget their station. He is close friends with Asher Greenfingers and has deep respect for the Lord Justice. *Brown hair and eyes, tan skin, proud features.*

Lord Chamberlin Robert Hopf

Lord Chamberlin Robert Hopf (human) oversees the day to day running of Amador and its surroundings. He is interested in the plight of the common person but tends to overcommit the Crown financially. If it wasn't for the stingy nature of Keeper Maxwell or Lord Justice Croft's elitist nature, the treasury would be empty. *Older gentleman, baldspot, handlebar grey moustache.*

Lady Arcanist Vivian Vermont

Lady Arcanist Vivian Vermont (human) is the Kingdom's wizard, and a servant of the Circle Arcana, a group of wizards seeking to prevent the misuse of power, especially arcane power. She is perhaps over-trusting. She is close friends with Warden Greenfingers. *Tall, pale skinned, greaying dark hair, blue eyes, wears purple.*

Lord Keeper Artemis Maxwell

Lord Keeper Artemis Maxwell (human) is essentially a historian and lore master, and also keeps an eye on the treasury. He is more interested in the preservation of information and tradition than anything else. He does not trust outsiders. *Short, tanned and wrinkled, bald.*

Lady Defender Elizabeth Rix

Lady Defender Elizabeth Rix (half-elf) commands the Stag Guard. She doesn't trust Palommer or Fryderhelm, or dwarves in general, but likes elves. She wants Caynnor to have a stronger military. She will do anything to protect Alderin, but is dismissive of all the other council members. *Dark blonde hair, mace, bow, dagger and shield at all times.*

Warden Asher Greenfingers

Warden Asher Greenfingers (halfling) oversees the Wanderers, a disparate group of rangers and rogues who defend the Kingdom and form a spy network, and was originally a commoner. He is difficult to read, has multiple plans on the go at any one time, but is ultimately loyal to the crown. He likes Lady Vivian and dislikes Lord Justice Croft. *Dark brown hair cut short, weathered, scar through one eye. Muted colours.*

Lord Justice Julian Croft

Lord Justice Julian Croft (human) is the senior cleric of Rao the God of Peace and Reason, lawmaker and rules in Alderin's stead if he is away. He is firm believer in nobility as a tool of government, and is essentially an elitist. For this reason he dislikes Warden

Greenfingers. He sees the Lord Keeper as an ally. *Older, round, white hair, muttonchops, wears brown and beige robes.*

Regarth the Wild

Regarth the Wild is a wild magic sorcerer living outside of Mudbridge, having been run out by the Witch Hunters. He likes nature, wild things, and values imperfection and variation over order and power. He is generally friendly unless provoked and will serve Caynnor if called upon. *Radagast.*

Lords and Ladies of Caynor

Lord Humphrey Kilburn

Lord Humphrey Kilburn oversees Greenfields from Ramphas Keep. He wants to lead Caynnor's armies, which his family did historically, and is contempt of Alderin as a result. *Overweight, ginger, handkerchief for his forehead.*

Lady Eliza Buckwell

Lady Eliza Buckwell runs the town of Burr from Belleview Manor, though she has been somewhat supplanted by Eldrad the Seer and the Witch Hunters from the Puritan Fort. She respects the common folk and they respect her, is fully loyal to the Crown, is well read in local law and history, and despises Eldrad. She is engaged in a standoff with the Witch Hunters because she won't disobey the orders of Alderin. *Black hair, single streak of grey, dresses plainly.*

Lord Manfred Brennus

Lord Brennus is a member of the family that originally founded Brennus Gate, and rules the city and the rest of the Crescent Headlands by royal permission. He is a canny yet fair man, and does not suffer fools lightly. He sees the law as a tool rather than an institution, favouring innovation over tradition. The recent death of his wife and subsequent haunting by a night hag has worn the man down tremendously. *Short brown hair, almost military style, turning grey, piercing blue eyes with heavy bags, looks unwell but still strong.*

The Golden Court of Palommer and Notable Others

Archduke Percival del Castillo III

Archduke Percival del Castillo III (human) is the figurehead ruler of the Kingdom, passionate about culture, the arts and wine. He welcomes extravagance and will reward bravery and wildness of spirit. He guards his legacy jealously.

Count Victor Capetta

Count Victor Capetta (tiefling) is the Director of Commerce and runs the Gilded Vault and gold mines. He has a cheerful disposition, is quick to laugh and is very likeable. This is partly because there is a magical potion in his perfume that makes people feel good around him. All he cares about is gold, and sees Baron Cartier as a drain on resources. He is stealing from the Vault.

Count Rowan de Strozzi

Count Rowan de Strozzi (rakshasa) is the Director of Privilege and oversees trade and financial agreements. He is quick witted and shady, usually appearing as a human. He only respects cunning, and thinks he could do a better job than Count Capetta. He and Countess von Richter are close allies.

Countess Dominika von Richter

Countess Dominika von Richter (half-elf) is the Director of Counsel and controls an extensive network of informants, saboteurs and infiltrators. She is quiet, beautiful and highly manipulative. She never seems to disagree with anyone about anything. She and Count de Strozzi are close allies.

Viscountess Julia Petori

Viscountess Julia Petori (human) is the Director of Jurisprudence and commands the Rose Guard and paid mercenaries. She speaks only when spoken to and is cruel and emotionless. She is tired of the Archduke, and wants Count Strozzi to replace him.

Baron William Cartier

Baron William Cartier (human) is the Governor of Affairs and sees to the welfare of the Kingdom's people as a whole. He has the lowest rank and isn't allowed to forget it. He cares deeply about the people of Palommer but knows he is far outmatched.

Admiral Serbius Dupont

Admiral Serbius Dupont (human) oversees the Cothon. He is in the pocket of Count de Strozzi and is terrified of Countess Dominika. He is addicted to red lyrium, an opiate, and is devoted to the construction of the Golden Lady.

Mr Maltard

Mr Maltard (half-elf) is the blank face of Sanguine Financial Services at the Scarlet Exchequer. He has no apparent motives and strongly advises against disobeying the bank.

The Kingdom of Fryderhelm

Queen Dima Uminet

Queen Dima Uminet (human), the Chosen of Ilmater, is the long-suffering yet unrelenting, compassionate yet tough matriarch of the Kingdom. She is a no-nonsense negotiator who puts her Kingdom first, is slow to trust and quick to be blunt. She dislikes magic, but will warm to those who prove their worth to her cause. Her blind spot/weakness is her wife, Lileth, a half elf who worships Sune, the Lady Firehair and Goddess of Beauty and Love.

Castellan Yara

Castellan Yara (brass dragonborn) ensures the Queen is informed on all issues needing her attention. She adores her Queen and is in awe of her resolve and compassion. She is often exhausted and will readily accept help. She is over-protective of Dima and Lileth and hates those who oppose her. She worships Chauntea, the Great Mother, Goddess of Agriculture and Life.

Confessor Meredith

Confessor Meredith (human) oversees the Fryderhelm army. She is old and carries her scars proudly. She is highly sceptical of outsiders and hates tieflings for their somewhat demonic visage. She responds to any threat against Dima with immediate retribution. She worships Kord, the Lord of Battle and God of Athletics and Thunder.

Falconer Simone

Falconer Simone (halfling) commands the griffon riders. She has a nervous disposition that can sometimes seem like cowardice. She no longer believes they can win but fights anyway. She worships Torm the True, God of Righteousness and Justice.