**✨Character Encyclopedia ✨**

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| **Name** | **Description** |
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| **Councilman Hasezon**  **😡🦉**  **Public enemy #1**  **I’d bet money hes a homophobe** | A powerful voice in the Tynnian Parliament, Hasezon is the head of the Silver Guard, a secretive group of guards whose stated purpose is to “protect” Tynnia from “corruption” within and without. |
| **Damien**  *Fuck* this guy | Hubba hubba - Dax |
| **Queen Liessa** | The human queen of Tynnia. Generally regarded as kind and well-meaning, Liessa has publicly professed her excitement about the wedding. She is staunchly anti-conflict, although often receives criticism for her naivete and lack of understanding of the struggles of commoners. In her old age, the Queen’s political sway and energy has decreased, making her largely a figurehead of the Tynnian Parliament. |
| **Lord Morsad ul Morkain** | The highest ranking member of the Court of Caistuul, and father of the betrothed Vantor ul Morkain. Never seen without his accompanying bodyguards and mages, Morsad gained his seat at the council through a combination of not-so-secret assassinations and economic might. He controls the largest production of Adamantium and Mithril on the continent, using all manner of undead and constructs to produce it as efficiently as possible. Morsad is seen as a more reasonable leader of Daakon by neighboring powers, as he has not displayed the warlike tendencies of his predecessors and instead has worked to make Daakon an economic powerhouse. |
| **Vantor ul Morkain** | Son of Lord Morsad, Vantor is betrothed to Prince Marrian. He is a guarded character, and his quiet, broody nature makes him a popular subject of court gossip in Daakon. |
| **Prince Marrian 👑** | A great knight and paladin of Pelor, Marrian is held in high regard by the citizens of Aachom. While stately duties often pull him away from the public eye, he is regularly found cavorting about tournament grounds, sponsoring young knights, and leading adventures to slay monsters that crop up across Tynnia. Marrian’s betrothal has, however, garnered concern among many Tynnians, viewing him as an embodiment of the pride of Tynnia being captured by the “enemy.” |
| **Sasha and Ochi Benzola** | Twin halfling sisters, Sasha and Ochi grew up in Sing’Jar and have come to Aachom for the Fablewinter Festival. However, they immediately become separated during the first night of the celebration. Ochi, the Bard, disappears, leaving Sasha, an outspoken painter, to search for her. |
| **The Great Mowlan** | A famously peculiar and eccentric wizard, Mowlan is the creator and director of the Fablewinter Festival. Having worked tirelessly behind the scenes across the planes for centuries protecting the light, Mowlan has retired to a more relaxing role. Mowlan has been given full reign by the city of Aachom to direct his festival as he sees fit, a decision the Silver Guard are far from pleased about. |
| **Maven’il’er** | The head groundskeeper of the Aachom conservatory. An ancient Wood Elf Druid, Maven has stayed still for nearly a millennium while Aachom has changed and grown around her. However, while some druids might find the encroach of urbanization to be antithetical to their domain, Maven’il’er views the city and its inhabitants as simply another facet of nature. This belief is often at odds with the creed of other druids, especially the ardent followers of Obad-Hai, but Maven’s seniority and kindness maintains her position as the Archdruid of Aachom and, by extension, most of Tynnia. Maven is good friends with Mowlan, but struggles to maintain close relationships with others around her due to her detachment from many of the struggles of day-to-day mortal life. |
| **Xel Vil Nuudrom** | Daakonian councilman. Apparently aligned with Lord Morsad, Xel is the high mage of the Daakonian council. |
| **Horatio**  **Fuck** this guy | A bard first encountered at the Gleeful Gecko, Horatio was very excited to speak to the party about the strange dreams he’d been having. |
| **Martha** | Proprietress of the Gleeful Gecko inn, Martha is on the older side and loves to gossip with her guests. |
| **Varghast** | A well-dressed gentleman who we discovered to be a fiend through Althea’s divine sense, Varghast seems all too excited to provoke conflict with those around him. His elegant demeanor is betrayed by moments of violent delight. |
| **The Berserker in the Woods ❓** | We know little about this character. |
| **Thaewyn 👗** | A middle-aged dwarf, Thaewyn is the artisan tasked with sewing Prince Marrian’s dress for the wedding. Thaewyn stays at the Gleeful Gecko. |
| **Seville 🃏** | The “Greatest of all Bards.” |
| **Cherie** | A cheerful bard we met in the Royal Conservatory playing songs for Maven’il’er. |
| **Tom Tingsmaker** | A timid, aged gnome artisan whose greatest talent is in the craft of paints, pigments, and dyes. |
| **Jurgen** | A very young gnome squire, Jurgen was tasked with observing us by a team of knights. While well-intentioned, Jurgen is a child with no self-defense training. |
| **Daakonian Noble?** | A lord from Daakon who was beheaded for trying to kidnap a young Vantor ul Morkain. We encountered them in what was seemingly a new body, that of a beautiful Daakonian woman. |
| **Grom** | Thaewyn’s former partner, now deceased. Grom kept a *meticulous* diary which he updated every few hours. The diary is missing. |