The Importance of Being Convergent Essap Durr / Character Sheet

## **Essap Durr**

Oh, to be a star-crossed lover is a terrible fate! You're Darrad Anguma, a young noble of the Air caste. The way your mother tells it, you should be courting some other high-bred noble befitting your position as the future leader of the Central Anguma clan. Only the best would do, of course, none of the forgotten youngest children and filthy bastards that make up the lower ranks of the Air caste. You must marry well to ensure that the power and influence of the Anguma family lasts for generations to come. Your parents would be overjoyed beyond words if you found someone you could love among those they introduce you to at balls and banquets, or at least were willing to pretend.

But no, you have fallen madly in love with a young Water merchant named Burl Estrad, who has of late been delivering shipments of elemental gems to your family's estate. Your courtship has been a thing of sly glances and whispered conversations—and the occasional stolen kiss—for of course your parents would never approve. And not just your parents, but the law itself! For, alas, the Air and Water castes are separated by so wide a gulf that to marry Burl would be categorically illegal!

But hope springs eternal, for you and your love are fortunate enough to be alive during the time of the Convergence, when the laws of nature and society may rewrite themselves anew! If Water were to change places with Fire in the great cosmic order, then you and Burl could be together at last! Your parents would still disapprove, of course, but that is a trouble for another time.

And so you and Burl made a pact, that you would somehow find a way to attend the Convergence, and thus reshape the very fabric of society to allow your union. You have succeeded, for your part. You see, it is traditional for a servant from the ruler's household to attend the Convergence as part of the lowest caste's delegation—but as it turns out, none of these servants relishes the prospect of members of all the other castes looking down on them for hours on end, and few of them entertain hopes of actually managing to improve Earth's station in the cosmic order. So it was a simple enough matter to pose as one of Ceranest's servants and thereby gain admittance to this auspicious event!

It is certainly... strange, posing as a member of the Earth caste. You have spent your whole life being catered to, and now your station has been suddenly and utterly reversed! Deferring to others, tending to their needs, obeying their orders—there is almost an illicit thrill to it all! You are certain that it would grow tedious ere long, but for now your are finding a wholly unexpected amusement in playing the part of the humble servant.

There is no sign of Burl, unfortunately. It seems they did not share in your good fortune. Still, you must not lose heart! You, at least, are here to cast your vote, and that is better than nothing!

And it seems you have another chance to help Burl, while you're here. The delegates to the Convergence will be voting on whether to end the traditional ban on exporting elemental gems out of Tetrana—and as Burl has explained to you, those Water merchants who engage in international trade are afforded the most prestige. And given that Burl is involved in the gem trade, allowing their export would be a great boon to them indeed!

There's one other thing. It's not why you're here, but your family's political rivals, the Mossen family, have been pushing this treaty with Osken for ages. They paint this utopian picture of world peace and cooperation. You've watched your countrymen, ignorant of the realities of international politics, get pulled in. But it's a load of nonsense. That's not how the world really works. If you ally with Osken, they'll pull you in to all their petty rivalries, their conflict with Anscaria, their trade disputes. Is this worth selling your pride and independence for? Tetrana has long stood alone for good reasons; now is not the time to abandon your traditions for no real gain.

Regardless, you had best be on your toes. The leader of the Water delegation is their Guildmaster, Mim Kinril. You have never met them before, but according to Burl they are a very unsavory sort, watchful and suspicious. You're sure that if you could embarrass or inconvenience them somehow, Burl would thank you for it when you are reunited.

Essap Durr 1 Not Transferable

<sup>&</sup>lt;sup>1</sup>Your mother uses them to adorn the sculptures she creates. You don't really get it, but then your artistic inclinations run more toward the musical.

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But you must take care not to lose sight of your first and most important motive—true love!

## Goals

- Realign the very essence of the cosmos itself so that you can be united with your true love!
- Ensure your lover's financial prosperity by legalizing the export of elemental gems.
- Prevent the alliance with Osken. Getting embroiled in international rivalries is just a bad idea.
- Do what you can to get under Mim's skin. It's what Burl would want!

## **Contacts**

- Burl Estrad: The love of your life! It doesn't look like they managed to sneak into the Convergence, though. Alas!
- Their Majesty, Ceranest: The ruler of Tetrana. You are posing as their servant.
- Clod Lessor: An elder of the Earth caste, and the leader of the Earth delegation to the Convergence.
- Rute Oakbranch: A farmer, and Earth's other representative today.
- Mim Kinril: The Guildmaster of the Water caste. Burl doesn't care for them at all.
- **Quan Northwind**: An absurdly attractive Air noble. Definitely the sort of person your parents would want you to marry. And, well, if you weren't so devoted to Burl, you'd certainly be tempted...
- **Cilac Anguma**: Another Anguma's here as part of the Air delegation. You've heard of them, but they're from one of the provincial branches, so you've never met them.

## **Items**

- Earth gem  $(\times 5)$ 

- Essap's Spirit Butterfly