



SUSPECT LIST

QUEEN MARTINIA

Wife of the victim, King Tyvion Greyson, Queen Martinia is strong and intimidating. Originally from The Linklands, while she is loyal to her family, that is where her loyalties end, and it's rumoured that Queen Martinia only became the queen as a result of having Tyvion Greyson's original choice for a bride murdered. Those who oppose her fail, and she has become known as the Iron Queen. She will stop at nothing to keep her family in power, and has demonstrated her ruthlessness and vengeance so many times that those unfortunate enough to cross her know their days are numbered.

LADY GENVIEVE ADORA

Poised and polite, Lady Genvieve Adora stems from The Linklands in the east. As the daughter of Lord Eos Adora of House Adora, Lady Genvieve was promised to King Greyson's oldest son, Prince Leondard. While it's no secret that Lady Genvieve does not wish to marry Prince Leondard, she is a woman of good breeding, and behaves with the tact and grace befitting a lady of her standing. Since moving to Castle Aranshield in Evonale, Lady Genvieve has tried to adapt to the customs of those of the south. Those of The Linklands are known for being agreeable, and Lady Genvieve does her people proud, although some in Castle Aranshield believe her kindness to be false, and many suspect her of being conniving.

AVARIEL OF THE SYLPH ISLES

A "Sylph" from the Sylph Isles, Avariel is ethereal and magical, as she possesses the magic of The Sylphs, as do all those from the Sylph Isles to varying degrees. Keeper of the magical "Sylph Flag", which doubles any army and renders them unbeatable, Avariel speaks softly and is very wise. Her carefully-chosen words show wisdom beyond her young age, and she looks on humanity with a sort of pity. Head of The Sylphs, Avariel is diplomatic and yet otherworldly, and her people are known to hold magic and power beyond what mortal men can understand, much less wield. Avariel is young and beautiful with golden hair. She walks with grace, yet exudes such a powerful tenacity that mortal men fall to their knees when she stands before them. Recently, a meeting with Larris Hunt, head of Hunt House, had an impact on Avariel, and she swore an oath of love and alliance to him – something that has never been done by any Sylph or Hunt in history.

ETHA TONN

A peasant in Evonale, Etha Tonn is not someone normally found inside Castle Aranshield, let alone at the king's feast! A local fishmonger, Etha is a commoner who spends her days selling fish in the Evonale markets. While she has clearly donned her fanciest dress for this evening's festivities, her reasons for being in the Great Room awaiting the feast are unclear. No one could gain access to the feast without a personal invitation, or legitimate business with someone inside the castle, so Etha has received sideways glances all evening from those of high social standing. She is soft-spoken and tends to keep her eyes floor-ward unless spoken to.

SARKANY OF THE DRAGON ISLES

Sarkany is also known as Queen of the Dragons, as she rules the Dragon Isles. Once, dragons roamed the islands off the west coast of the mainland freely, and the only ones able to control them were Sarkany's ancestors – those who ruled the Dragon Isles. Dragons have not been seen for decades though, although there are mumblings that with Sarkany's elevation to power, the dragons have returned. Most on the mainland disregard this as nothing but a fairytale, but Sarkany insists it is true. Sarkany is a strong, assertive woman who can and will stand up to any man for the good of her people, and she is the first ruler of the Dragon Isles to unite her people and stop the battles between different factions within the Dragon Isles.

PRINCESS CELESSE DARKWHISPER

Daughter of Roeth Darkwhisper, Celesse holds the position of Princess of The Middlelands, even though Middlelanders no longer have a dedicated king for their realm. The title is more from tradition than anything else, and while her father is feared, Princess Celesse is celebrated by Middlelanders, as she has been since her birth. A woman just recently brought to court, Celesse is proper and agreeable, although she has a hidden mischievous side. Many times, her father has cursed her wild inclinations and tried to turn her into a 'proper young woman', however usually she returns to the castle with mud on her dress, having been out hunting 'The Faerie Folk'. Celesse dreams of one day running off to the Sylph Isles to live with the magical Sylphs, but for now she has been summoned by her father to Castle Aranshield, for reasons unknown.

RIATA THE VEILED ONE

Riata is known as "The Veiled One" because of her skills as a seer, being 'shrouded' in the thin veil between the worlds of the seen and the unseen. She is the self-proclaimed "Clair of the South", and her powers of divination and clairvoyance are the strongest in the realm. Her abilities are renowned throughout all the realms though, and she has recently been taken on by King Tyvion Greyson himself as one of his personal advisers. Since, she been given quarters in the castle, so that she may be nearby day or night, whenever King Greyson needed her insight.

TRYSTA CASTER

The Master of Ships for Earthsea, Trysta is Larris Hunt's most trusted military adviser. A master in her craft, Trysta is a genius at planning battles, executing surprise attacks and anticipating what will happen between the realms, and whether any of it will affect House Hunt. It was Trysta's suggestion that Larris Hunt approach Avariel of the Sylph Isles to form an alliance. Trysta Caster is serious and very outspoken about the fact that she wishes to see a day when a worthy king is on the Throne of the Realms and her job need not exist anymore.

LARRIS HUNT

Lord of Earthsea, the castle of The North, Larris Hunt is the sworn enemy of The Greysons. For centuries, the Hunts and Greysons have battled, and would have continued for generations more had it not been for the interference of the patriarch of The Middlelands, who put an end to centuries of bloodshed between the two warring realms. Now, those of House Hunt and those of House Greyson are separated to the northern and southern realms, and if either wishes to enter the other's realm, they must first gain the permission of The Middlelands. Larris is a strong warrior, whose swordsmanship is unrivaled in the north. He also commands a large army, which has halted north of Castle Aranshield, awaiting a command from Larris Hunt and his ally, Avariel of The Sylph Islands.

PRINCE JARES GREYSON

Youngest son of the victim, King Tyvion Greyson, Prince Jares is young and arrogant. Already commanding everyone around him, Prince Jares has a sharp tongue and a dangerous tendency to seek revenge on those he believes have wronged him. Prince Jares struts around as though the realm belongs to him, and seems certain that one day it will belong to him, despite the fact that his older brother, Prince Leondard, is first in line for the throne. He enjoys playing with his crossbow in his spare time, and designing his hunting grounds, which he someday hopes to use to hunt the realm's criminals for sport.

PRINCE LEONDARD GREYSON

Oldest son of the victim, King Tyvion Greyson, Prince Leondard is the opposite of his younger brother. A stately man, Prince Leondard is first in line for the throne, and would make a just and respectable king. With Lady Genvieve of house Adora of The Linklands by his side, Prince Leondard's allies would include those in the Linklands. Prince Leondard is well-spoken, fair and has many great and innovative ideas for catapulting the city, as well as the rest of the realm of Evonale, to new heights. He wishes for a realm where poverty is no more, and all citizens are thriving. While his father considered him idealistic, King Greyson had implemented a number of Prince Leondard's ideas before his murder, with great success.

ROETH DARKWHISPER

Patriarch of the Middlelands, Roeth Darkwhisper is *the* man responsible for keeping peace between the realms. For generations, the Darkwhispers of the Middlelands have endured fighting in their realm between those of the north and their enemies to the south. Finally, The Darkwhispers brought peace by insisting that for northerners to travel south or vice versa, they would first have to obtain the permission of The Middlelands or face the Darkwhisper army in the inhospitable Middlelands. Ever since peace began between the realms, northerners and those in the south alike have respected the degree of the Middlelands, and respectfully abide by the rules. The fact that The Middlelanders have a brutal, nearly unstoppable army also keeps those of the other realms from breaking the peace pact. Roeth is strong and commanding to the point of being fiercely intimidating, and even the bravest of warriors submits to his authority.