



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.

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.