

Icons

These major NPCs are the main power players in the world. Each has their own ideology, goals, and power. They influence the places and people around them. They fight each other for power and keep each other in check. They form alliances and break them.

Each character should have at least one relationship with one of these icons. Whether it's a positive, negative or conflicted relationship, is up to that character. During the game your character may run into those areas of influence of each Icon and your relationship should play a part in those scenes. Also, your character may try and call in for aid when dealing with something within that Icon's purview. Sometimes the aid will come from an agent of the Icon, or it could be an enemy of the Icon. Alternatively, the aid could be calling in a favor (either owed or not). Receiving the aid usually has a price or a drawback. It can lead to consequences that the character did not count for (but perhaps it's worth it anyway!)

The Crook

It has always seemed strange to me... the things we admire in men, kindness and generosity, openness, honesty, understanding and feeling, are the concomitants of failure in our system. And those traits we detest, sharpness, greed, acquisitiveness, meanness, egotism and self-interest, are the traits of success. And while men admire the quality of the first they love the produce of the second. - Steinbeck

Controlling more organized crime than any other, the Crook is dominant in his ability to turn any crime into profit. He is undisputed in the criminal underworld. The crook's goal is to make a profit at any turn of events. He is usually willing to help out, but his price may be hard to pay.

Location: The crook has a number of establishments that he frequents throughout the city, and can be hard to track down.

Common Knowledge: The crook loans to anyone, but he always collects his debts.

Adventurer Patron?: If there is profit to be made, The Crook will surely like a piece.

True Danger: Everything will be alright unless..The crook is killed. The resulting chaos of underground power in fighting will spill into the street and violence will reign supreme.

(Plots)

The General

Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win. - Sun Tzu

Controlling the largest army in the largest kingdom, he still gives authority over to the king, but not much. Currently the general is off at the borderlands with most of the army, holding off the hordes of the Orc army. The General has long been renowned in his strategic prowess and his reputation precedes him, with many armies that have fallen to him. Before being ordered to the borderlands he set up a college dedicated to warfare study.

Location: Off at the Borderlands fighting off The Horde.

Common Knowledge: The general is always recruiting. You can opt out of some criminal sentences by joining the front ranks.

Adventurer Patron?: Not really.

True Danger: Everything will be alright as long as the general remains in the borderlands. If he comes back to the kingdom and finds the kingdom weak, bankrupt, and unable to pay his soldiers.

The Chancellor

"All things are subject to interpretation; whichever interpretation prevails at a given time is a function of power and not truth." - Nietzsche

"Nothing strengthens authority so much as silence." -Leonardo da Vinci

The Chancellor is the controlling political figure of Westmoor and the region of the Swordcoast. She has worked hard to get where she is and doesn't plan on giving up her seat. Her primary driver is to remain in power and doesn't consider much else to keep her power. She is sly, smart, and very clever. She is not afraid to discard of an ally if it means her advancement.

She heads the government of the Swordcoast which includes the vice chancellors, police officials, tax collectors, and ministers of various faculties. (defense, sanitation, security, treasury, etc)

Location: The office of the Chancellor on Governor's Lane in Westmoor.

Common Knowledge: She is considered a no nonsense leader and it is widely known she hates the bureaucracy of the current political system.

Adventurer Patron?: Only for secretive missions that benefit her.

True Danger: Everything will be alright as long as the balance of power remains in place.

The Bishop

"The path of the righteous man is beset on all sides by the inequities of the selfish and the tyranny of evil men.

Blessed is he who, in the name of charity and good will, shepherds the weak through the valley of the darkness. For he is truly his brother's keeper and the finder of lost children. And I will strike down upon thee with great vengeance and furious anger those who attempt to poison and destroy my brothers. And you will know I am the Lord when I lay my vengeance upon you." -Ezekial 25:17

The Temple of the Sacred Light in Westmoor is headed by The Bishop. While he doesn't hold any particular government power, his word holds sway to even the apathetic. The numerous followers of the common people and mercantile class who listen and act on his say means those political figures try and stay on his good side, as. He follows the path of the light but, as most of the All Father temples do, the temple welcomes all paths of faith who name the All Father as their god.

Location: The Temple of Sacred Light

Common Knowledge: The Bishop is involved in many charities and social groups but he always gives a sermon on Sunday. He employs many other clerics to assist with the day to day operations.

Adventurer Patron?: Relics that can be brought back to the Temple could be worth it.

True Danger: Everything will be alright as long as there is someone to oppose some of the Bishops attempts to overreach his authority.

The Other

"That is not dead which can eternal lie, And with strange aeons even death may die." -Lovecraft.

"The end is near. I hear a noise at the door, as of some immense slippery body lumbering against it. It shall not find me. God, that hand! The window! The window!" -Lovecraft.

This mysterious figure is worshiped as a god by some and feared as a demon by others. The credos cried by those who follow him/it say he is the change bringer and the great equalizer. Those who have studied the ancient texts say it is a destroyer of worlds.

Location: Unknown

Common Knowledge: None

Adventurer Patron?: Are a warlock or insane? Then no.

True Danger: What is better, the known danger or the unknown danger?

The Dragon

An ancient being whose name has been forgotten even by the Elves. While there are other dragons in this era, he is the only one referred to as The Dragon. He is such a force in the world that there are many who can claim to be able to forecast The Dragon's movements and feedings like the weather. It is said that when there is a tremor or earthquake it was the dragon turning over in his sleep. (this isn't always the case but sometimes.)

Location: Unknown

Common Knowledge: Everyone knows the dragon as a terrifying force of destruction. The dragon has laid waste to towns and cities for no known reason. The hoard of the dragon is said to encompass the wealth of the world twice over.

Adventurer Patron?: Possibly. You might be working for him and you don't know it.

True Danger: Everything will be alright as long as the dragon remains dormant.

The Old King

The kingdom is fading and its power is nearly depleted. The king doesn't hold court any more and has given control of each region to the local governors. The little power he does hold he keeps as best he can. Without an heir, the barons and dukes are simply biding their time waiting for the old man to die. The king's guard, however, are relentlessly dedicated. This is where most of king's power lies and where most of the king's coffer is spent. The guard is much more than bodyguards and act more like agents going out into the world on missions and quests. They have much freedom in their pursuits provided their pursuits satisfy the kingdom and the king.

Location: The capital

Common knowledge: The king is old and venerable and he not named an heir.

Adventurer Patron?: If you work for the crown he would send you on many missions to try and strengthen it.

True Danger: Everything will be alright unless...the king dies without naming an heir or the king lingers on in life too long for the nobles.