

The Blacksmith

Called to speak for the common folk at the Royal council, the Blacksmith shows their loyalty to Hexenhof by loudly announcing that people are tired of waiting for their doom, starving like rats as they hide behind their wall. Everyone is ready to take up arms: The people of Hexenhof will avenge their scorched fields and slaughtered kin, or die a hero's death trying.

II

The Merchant

A representative of the wealthy middle class and armed with their signature condescending courtesy, the Merchant advocates the utter necessity of peace and renewed contact with the neighbouring cities, as commerce needs lifeblood. This war has lasted far too long: It is time for it to end, no matter how. The court need only cast aside its pride, and much of what was lost will be rebuilt.

III

The Jester

The Jester hides wisdom behind brilliant jokes and scathing wordplay. They are the only one with the privilege to address the Monarch without mincing words and the skill to hide the hardest truths between the silliest lies. They know that surrender is the best solution for the people and the city itself, but they also know that aristocrats are taught not to seek alternatives to victory.

IV

The Knight / The Damsel

A noble vassal to the Monarch, they support their ruler in Their every decision and valiantly stand against those who do not know their place. Nobody can impose their will on the Monarch with authority, for the greatest honour one can strive for is to be Their gentle advisor. They are fierce and honourable, but also sincerely worried about the future of the city and its people.

V

The Knight / The Damsel

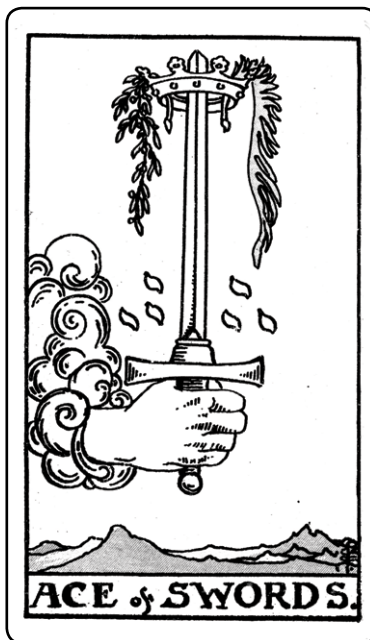
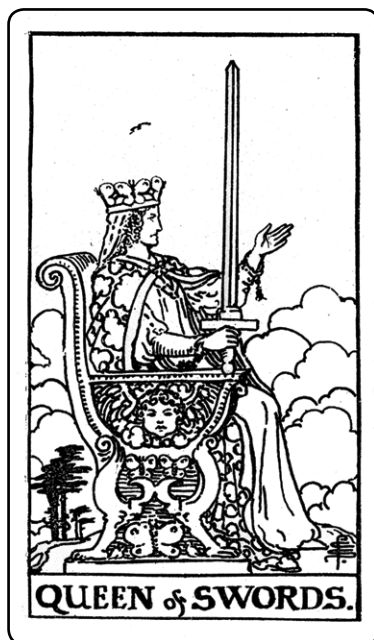
A noble vassal to the Monarch, they support their ruler in Their every decision and valiantly stand against those who do not know their place. Nobody can impose their will on the Monarch with authority, for the greatest honour one can strive for is to be Their gentle advisor. They are fierce and honourable, but also sincerely worried about the future of the city and its people.

VI

The Knight / The Damsel

A noble vassal to the Monarch, they support their ruler in Their every decision and valiantly stand against those who do not know their place. Nobody can impose their will on the Monarch with authority, for the greatest honour one can strive for is to be Their gentle advisor. They are fierce and honourable, but also sincerely worried about the future of the city and its people.

VII



The Knight / The Damsel

A noble vassal to the Monarch, they support their ruler in Their every decision and valiantly stand against those who do not know their place. Nobody can impose their will on the Monarch with authority, for the greatest honour one can strive for is to be Their gentle advisor. They are fierce and honourable, but also sincerely worried about the future of the city and its people.

VIII

The Archery Captain

Lord of the high walls, the Captain has been presiding the bastions of the city by their men's side for months now. Nobody has clearer understanding of the overwhelming superiority of the enemy. A fierce soldier, they are a realist nonetheless and they will try to convince the Monarch that the only possible future is the one involving surrender and peace. There will be no victory this time.

P

The Knight-commander

The Knight-commander is a model of courtesy and pure honour made flesh. They deeply revere the Monarch and are respectful of their peers, but inflexible about the choice to be made: To them, there is no choice at all. To fight until the end and die to be remembered as heroes is the only possible future, if there truly is no hope of victory. One last charge towards glory awaits.

Kn

The Divine

The spiritual cornerstone of the city, the Divine offers solace to all its inhabitants, all the while enjoying their mundane power. In matters of Faith they are lord and master, and because Faith permeates every aspect of life, now more than ever when death feels so close, not even the Monarch can ignore their advice. They know that Heaven will welcome every soul ready to die a hero's death.

Q

The Monarch

Striving to meet the needs of their subjects, caught between an unbreakable siege and the sacred honour of the people of Hexenhof. Reason urges the Monarch to look for an honourable surrender and an acceptable peace, while Their heart clamours to fight until it stops beating, to enter legend with a hero's death. Will the words of their trusted advisors push them in the right direction?

Ki

The Arcanist

Magic always opens doors to mysterious new paths. The Arcanist holds that there is a third choice, aside from surrender and death: a victory made possible only by ancient, arcane powers. The city can prosper again. It only needs to forsake the honour of open battle in favour of cunning, and follow a ritual which cannot be explained to the uninitiated without a dense veil of alluring allusions.

A