

THE MERCHANT NOBLES

Arguably the most powerful group of individuals in the world, the Merchant Nobles always number seven in total. Their identity is unknown except to each other. Most of the known world is governed by one of these Nobles; their dealings are made through many layers to protect their identity. Rumours abound that some are great mages and even kings!

Their philosophy is to generate and create wealth, which of course brings power with their motto “Trade transcends Kingdoms” highlighting their view of kings who are merely heads of state. Indeed, some of their famous sayings are “soldiers and kings can be bought, wealth is earned” and “why forge a kingdom... when you can buy one!?”. It is also true that many kings are created or ruined depending upon the support of the Merchant Nobles.

Eventyr has proved to be a challenge to the Merchant Nobles. Their initial investment and colonisation of the continent failed but centuries later the Merchant Noble council voted four to three in favour of returning to the fated land and thus an expedition to reclaim the demon-held lands has been instructed.

There are seven Merchant noble groups, each holding a distinct monopoly over one area or another on the plane of Verden.

THE NOBLES AND THEIR HOUSES

The following section provides details of the seven Houses of the Merchant Nobles.

| The Merchants Arbour | House logo |
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| | A tree with five gold bands around its trunk |
| | Leader |
| | Renna Magtoris (female elf) |
| | Renna comes from noble stock. She fell out of favour with siblings when the majority of the family heirlooms were granted to her upon their parents’ death. Renna wanted and still wants to see the elven nation thrive, not remain insular and secretive. So she used her wealth to gain greater wealth and power and although still shunned by many of her kin, they still seek her out when times are hard or special items are sought! |
| | Voted AGAINST a return to Eventyr |
| House description | |
| The Arbour has a reputation for being able to provide some of the finest crafted goods from all kinds of races, they seem particularly effective at obtaining items of elven heritage, and most of their representatives show at least some elven blood in their lineage. | |
| Why does the House send people to Eventyr? | |
| The trading house recruits and transports to Eventyr any that are willing to grant first refusal on antiquities they find to the trading house. Anyone who shows potential for being able to track down the finest works of antique craftsmanship can often find employment within the Arbour. | |

| The Sanaura Collective | House logo |
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| | An open tome with a wand laid across it |
| | Leader |
| | Wekabon (male lich) |
| | A powerful human mage from another age, known now only as Wekabon. One of the longest serving Nobles he still has a wealth of 'old' money. His more recent income is via land ownership and rent, and of course foolish adventurers visiting many of his dungeons and sites. |
| Voted AGAINST a return to Eventyr | |
| House description | |
| Beyond the living recollection of all but the longest-lived races, the Sanaura collective has been dealing in items of power, and the ebbs and flows of the arcane powers across the world of Verden. In fact, they are one of the few trading houses you can turn to reliably obtain items of an arcane nature. The house has strong links with almost all mages guilds and it is thought that it was the Sanaura collective that enlisted them to block all teleportation magics from the island to the rest of Verden. | |
| Why does the House send people to Eventyr? | |
| Mages, and those associated with the arcane arts frequently find it easy to negotiate passage to Eventyr through the Sanaura collective. They are particularly willing to do so in return for either first refusal of arcane based resources, or for assurances that information about why these energies all seem to flow to and from Eventyr will be shared with their representatives. | |

| The Freeman Navy | House logo |
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| | An ornate goblet resting on crossed cutlasses |
| | Leader |
| | Tristan Marth (male human) |
| | Tristan comes from a line of successful pirates and continues the 'family business' to this day. His network of ships can force market fluctuations to his advantage often to the frustrations of the other Nobles. |
| Voted FOR a return to Eventyr | |
| House description | |
| As one of the only merchant houses to have a clear and distinct domain, the Freeman Navy controls a vast number of seafaring vessels. Directly or indirectly, the house has enough influence to monopolise the costs of transporting goods to and from the various nations of Verden. | |
| Why does the House send people to Eventyr? | |
| This house recognises and respects two things above all; coin and the rights for all to be free to adventure and make their name in a new, 'undiscovered, unexploited' territory. If your character would be looking for a 'no strings' pathway to Eventyr and they may have had the means, then the Freeman Navy may be the obvious route of passage. | |

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| The Scaled Purse | House logo |
| | An overflowing coin purse in front of a dragon's scale |
| | Leader |
| | Chaol Vexx (male dragonkin) |
| | Chaol's father was a black dragon who killed his mother whilst Chaol was still young. Chaol grew in strength, took vengeance upon his father and used the hoard to become a Merchant Noble. |
| | Voted FOR a return to Eventyr |
| House description | |
| The Scaled Purse is a relatively new trading house, using expansive resources to carve itself a niche in the trading markets of Verden. Of note is the variety and prolific nature of their alchemical resources. If you're looking to buy or sell components that may be used in potions, then find a member of the Scaled Purse to get the best prices. | |
| Why does the House send people to Eventyr? | |
| The unknown natural resources of the mythical island are of great interest to the members of the Scaled Purse. Any who show an interest or aptitude for alchemy often find it easy to negotiate travel with them. Also, those who show high levels of skill with hunting and harvesting are sometimes offered reduced rates if they bring some of their newfound spoils to its representatives. | |

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| Crescent Moon Trading Company | House logo |
| | An eye with a crescent moon as its iris |
| | Leader |
| | Tao-Lon Fang (male were-creature) |
| | The newest member of the Merchant Nobles, Tao-Lon is unlike many of his kind; he is intelligent. For their entire existence were-creatures have struggled and were considered second rate to other races. Tao-Lon intends for those days to be lost, and desires to usher in a new era for his kin. |
| | Voted FOR a return to Eventyr |
| House description | |
| One of the most recent trading houses to come to light, the Crescent Moon Trading Company focusses heavily on religious iconography and associated items. Unlike some of the more established houses, traders from the Crescent Moon Trading Company eschew grandiose and flamboyant dress of their peers. | |
| Why does the House send people to Eventyr? | |
| The members of the Crescent Moon Trading Company frequently show signs of obsession with the isle of Eventyr. There are legends that the island is the birthplace of the gods, and from this any pious soul can use this as leverage to gain passage. They also offer passage to those who agree to share knowledge learnt about the origins of the gods from the island. | |

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| House Natas | House logo |
| | Set of scales |
| | Leader |
| | Lazarus Natas (male human) |
| | A merchant through and through. With fingers in almost every pie, this merchant has a very long reach and an uncanny way of turning fortune his way. His family have been merchants for centuries and cultivated a vast empire which Lazarus manipulates expertly. |
| | Voted FOR a return to Eventyr |
| House description | |
| House Natas has been a feature of the various nations of Verden for as long as literally anyone can remember. They've been trading in all forms of goods and services and the symbol of a set of scales typically represents somewhere that you can get a good deal, or source that rare item you've been looking for. | |
| Why does the House send people to Eventyr? | |
| With a potentially untapped abundance of new goods to be discovered and potential trading rights to be contended for, it would be remiss of House Natas not to consider Eventyr as a new opportunity. House Natas has a vested interest in ensuring its representatives are well represented on the island of Eventyr. Budding merchants and those capable of making a good deal for a fair price can typically find passage via House Natas. | |

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| The Duchy of Knedda | House logo |
| | A sword and helmet resting on a shield |
| | Leader |
| | Grand Duchess Evelia Swethyna (female half-elf) |
| | She is the ruler of the powerful duchy of Knedda. Her elven heritage and human upbringing has made her wise beyond her years. Unlike the other Nobles she is a ruler in the truest form of the word and holds sway over a strong, legitimate army. |
| | Voted AGAINST a return to Eventyr |
| House description | |
| The Grand Duchess Evelia is the only head of a merchant house that is a known figure. She rules over her duchy with wisdom and foresight. This has allowed her to develop a startling reputation as foremost supplier of martial arms. The duchy itself sits on a major trade route and acts as a haven for all honest merchants that wish to do business there. Their military forces are among some of the most skilled and dangerous to be found on Verden. It is not unheard of for the Duchy to head hunt highly decorated warriors from other nations to form its ranks. | |
| Why does the House send people to Eventyr? | |
| Whilst trade and strength of arms have proven to be the most effective way for the Duchess she has made no secret of her reluctance to go back to the island of Eventyr. Nevertheless, her agents have been actively looking for those of a militaristic background to go and scout out the island, and will offer favourable deals to those who agree to report back regarding potential hazards and militaristic strengths of those who inhabit the island. | |