

## **Splorta Chanterelle**

### **Personality Traits**

Cute and unassuming, she prefers to make people believe she is naive and innocent if at all possible. Only part of this is an act. Having not really grown up around mortals or 'normal' people, she really doesn't know how most people and societies function. She has a general idea of how people and things and societies are supposed to work, but she knows very little of the world. This being said, she is incredibly curious about the world and is very open to new ideas.

Having grown up around nobility, particularly faerie nobility, she can be incredibly prim and proper when the need arises. Despite appearing innocent, she knows exactly how to hold her tongue and exactly how to twist her words to make people believe what she wants to. She prefers to help people and be kind, but deception is second nature to a fae. She will invoke rank if she must.

Given the right circumstances, she can be incredibly imposing, given the nature of her magics and her title. This is usually a last ditch resort for her, but if she feels that she is not being respected, then she will do whatever she must to get people to listen to her.

### **Ideals**

Be kind when you can, be respectful when you can, be firm when you need, be terrifying if you must, deceive when you are out of options, but make sure people respect you, your station, and your power

Uphold the ideals of the fae, protect the small ones, keep the gates open and protected, cultivate mushrooms and aid your people, but do so as best you can without letting people know who you are

Being unassuming ultimately means that people will show their true colors around you more often than not. Trust what you see when you do that.

Knowledge brings power, so being curious and willing to learn will ultimately pay off in the end.

### **Bonds**

Parshill, Queen of Mushrooms: Splorta's Patron and adoptive mother. Patient, kindly, warm-hearted, firm, powerful, ancient, and wise, she is primarily known for being the protector of petty fey and the gatekeeper between the Material Worlds and the Feywild. Her realm is the Autumnal Gardens, where undead servants controlled by mushroom spores do the majority of

work. It is heavily implied that most of the servants were previous Champions. All of Splorta's magic comes from her.

Gar'illian: An eladrin of high station, he serves as the Queen's Herald and Splorta's handler. Tricksy, flamboyant, sneaky, and a bit on the condescending side, he was the one who went off looking for the Queen's new champion and initially found potential in Splorta. He taught her the majority of self defense. He occasionally pops in to check on her.

Korella: A pileus with a yellow-green cap, she is one of the Queen's few not undead servants. Over the years, she has become Splorta's primary caretaker and has been instrumental in teaching her manners, poise, fae mannerisms, and overall contributing to her overall growth and education.

As Champion of the Queen of Mushrooms, she is bound to do whatever her 'mother' figure wants and commands her to do. She is devoted to her patron's cause and ultimately will do whatever it takes to uphold the name of the Champion and the Princess. Part of this pact is that she is ultimately training to overtake her patron and become the Queen of Mushrooms one day. The most detail she knows of this is that she will someday have to fight the Queen of Mushrooms, and in order to win, she "must not lose what others have."

### Flaws

Having grown up essentially fae, she is not used to how mortal worlds and customs work. She believes very strongly in the concept of equal exchange, she doesn't really help people for nothing (though she certainly will accept a hug or a small trinket as payment), and she hates being or feeling indebted to others

She hates being disrespected and not taken seriously. She doesn't mind being seen as a child, but she takes offense at people assuming that she is not smart, capable, influential, or strong. She can take it to a certain point, given she has had to even out her temper with time, but there is a point where it will break

Naïveté makes her rather susceptible to false information, promises, and bad deals. And as a fae in training, she absolutely hates being cheated. Proper deception is one thing, outright lies are not. On this same thread, she has been trained to deceive without lying, and she physically feels ill if she has to lie.

### Background

Born into a rather poor Pileus community, [redacted] spent most of her young life surrounded by far too many siblings who her parents couldn't take proper care of. She loved exploring the cave systems and poking her head out into the wider world, but was barred by her parents from

wandering too far out. They were concerned about her accidentally slipping into the faerie worlds, as they knew [redacted] was a rather beautiful and musically inclined child.

When she was eight or so years old, a tall elven man came into their settlement, saying his lady was looking to take on a new apprentice. "She must be strong yet kind, skilled in magics, proper of manners and willing to learn." Thinking this could be a fun experience, Bilzu went up to the elven man and showed him her small prowess in magic and her ability to be 'proper'. The elven man decided that she would be perfect for her lady, and went to her family, asking to take her in. They agreed, knowing they couldn't feed her. He bowed, proclaiming, "The Queen of Mushrooms thanks you for your patronage." [redacted]'s last memory of her parents was their wide eyes as she was whisked away into the faerie world.

Upon arriving in the Autumnal Gardens, she took on the name Splorta and was introduced to the Queen of Mushrooms. Now under the patronage of the Queen, Splorta began to be instructed in magic, history, proper manners, music, combat, and the ways of the faerie courts. Over time, she began calling the Queen her mother as her role as the Queen's Champion was slowly revealed. Her third and final name was taken when she attended court for the first time: Brizan, Princess of the Fungi, heir to the Mushroom Crown.

After some time, her mother instructed Splorta to head out into the world, gathering knowledge and helping out with protecting the little folk and doing her work in the Material World. Splorta readily agreed, knowing this was now the time where she would be put to the test. Once she left home, she would not be returning until she was ready to prove her worth and challenge her mother for the title. It is not an easy test either: her handler will be watching, ready to take her out should she prove traitorous. As for failure? That's not an option. Either she wins, or she joins the legion of undead servants of the Autumnal Gardens.

But until then, she wants to wander and explore, learn and discover. And always keep herself a secret.

## **Cithra Touchstone**

### **Personality Traits**

She does not talk more than she has to and speaks very softly. She dislikes confrontation and will not speak to people if she doesn't have to. While she is polite and has a good heart, she is naturally a quiet individual and can come off as extremely shy. She tries her best not to insult people.

She loves learning and being in libraries and places she can write, draw, or study. While she has read a lot of books, she was more focused on recording the information than retaining it. Along

those same lines, she knows so many random facts that while she doesn't know a lot about anything in particular, she knows something about everything.

She really values privacy and time alone, loving the relative silence of nature or the relative solitude of the bustling street corner. If she can, she'll find a place apart to recharge her internal clock.

She gets overheated very easily and tries to be out of the sunlight as much as she can.

### Ideals

Education and knowledge is a valuable resource. As with all resources, it must be carefully gathered and used to benefit society, but never hoarded.

Dark does not mean evil. Light does not mean good. No magic and no technique is inherently evil or good. It is up to the user to decide how they use those tools.

### Bonds

She left home on a mission to bring back as much knowledge and supplies from the Material Plane as she could possibly find, particularly on history, current events, the state of the dead and undead, martial arts techniques, various luxury goods, and potentially some other miscellaneous goods hard to obtain in Shadowfell. She is determined to record as much as she can in the time she has (about seven years).

Stay true to the family code

*Your strength is in speed, your power in patience, your faith in courage.*

*Death is our domain. Use what you know to your advantage. However, the undead are abominations and have no semblance of true life. Destroy them whenever you get the chance.*

*Keep peace of mind and body. Consume what you need to survive, keep clean, and intake no inebriating substances.*

*Knowledge is power. Use it wisely.*

Her family follows the teachings of the Raven Queen.

### Flaws

She's kinda fragile. She has terrible seasonal allergies (not used to lots of foliage and pollen) and gets sick fairly often. Being in forests is just awful for her.

She gets extremely defensive when people call her human. It's incredibly insulting to her, to her people, and to her family, and she will defend their collective honor.

She has unshakable pride in some areas. She will neither grovel nor beg nor steal nor respect anyone who does not show her respect.

When she gets scared, she starts stuttering. Badly. She fears squirrels (though not terribly), holy water (obviously a rational fear), holy sites (a very rational fear), and pitted fruits (stems from the fact that most Shadowfell fruits are poisonous and a very bad prank). She will try and get away from all of these as fast as possible or freeze if she can't. She *might* eat pitted fruits if there is no pit and to be polite, but it'll make her queasy.

### Background

Cithra calls the vast land of the dead known as Shadowfell her home. Never really knowing light or the comfort of the lands of the living, she found safety in her vast family compound, living with her four siblings and dozens of extended family. Coming from a relatively well established martial arts tradition, she spent a good portion of her childhood learning how to train her body. This was especially needed given that as a fetchling with a habit of getting sick, she is about as low on the social pecking order as possible and is considered food for a large number of the inhabitants. She became quite proficient in being able to defend herself, but she was generally in no shape to be able to go out into the wilds and fight off the larger dangers. Because of her relatively frail nature, her parents quickly put her in charge of guarding and stocking the library. This turned out to be a good job for her, as she loved to learn how to write, figure, and copy down vast numbers of books.

As she grew older, she continued training alongside her job as a librarian and obtained her raven's tattoo as a symbol of her family's devotion to the teachings and philosophies of the Raven Queen. Given that knowledge and civilization in Shadowfell are in general short supply, she had to defend the library from attackers on more than a few occasions. While copying down and repairing dozens of books, she developed a small fascination for whatever information she could obtain about the Material Plane, finding a place so full of life and greenery both incredible and incredibly terrifying all at once. While never wandering especially far from the complex, she visited some of the larger settlements of fetchlings whenever there was a call to arms. She has been to both Evernight and Gloomwrought, though both extremely briefly (Evernight on a rescue mission, Gloomwrought for supplies).

As is tradition in their household, one member from the newest generation is tasked with going to the Material Plane and obtaining large amounts of information to stock the libraries and bring back rare supplies. While other members of her family may have been physically stronger

than her, Cithra was recommended due to her scholarly background and her ability to blend into the background better than just about any other fetchling on the compound. She was equal parts terrified, excited, and doubtful that she would be the best person for such a task, and expressed as much, saying she would only go if no one else would. Most of her cousins held no interest in going to the Material Plane, and those who did were too valuable of warriors to lose. With no one else wishing or able to go, Cithra gathered up what her family was able to give her and set off towards one of the crossing points that only opens up on the night of the harvest moon.

Stumbling into moonlight not far from a town, Cithra simply sat on the ground and took in everything she could. She had never seen a light in the sky so bright. She had never seen the stars before. She had never seen so many animals. And she had never felt so alone in her entire life. When daylight hit, she basked in wonder at the sunlight and the expanses of greenery. For hours, she sat there in a daze, before finally getting up and setting off on her journey, not knowing what to expect or what she will find.