

**NOTE:** The following pages list all characters of the trilogy. The information provided is very scant and only intended for quick consultation to help the readers' memory. The "First Appearance" column lists the Book/Chapter where a character makes its first appearance or is first referenced by others. Any spoilers have been omitted.

NAME	ROLE	FIRST APPEARANCE (Book – Chapter)	DESCRIPTION
Aedon (Marshal)	Ansalic general	I – Chap 3	Marshal of Ansalion, second in rank only to Alexandre. Leads the initial assault on Thantria, where he duels against Drieno, Martemio's nephew. A follower of the cult of Mithras.
Achan	Assassin	III – Chap 3	Sword-wielding barbarian from the Frozen Shores turned assassin. Part of Makwari's band.
Aijin-Shurbal	Murgh-Thane	I – Chap 4	Thane of the Prikarii, famed to be exceptional horse arches.
Ajnuri	God	I – Chap 4	Foremost deity of the Tajnuks
Akarios	Mercenary officer	III – Chap 23	Mercenary officer under the command of Nauzpharra
Aleazhar	Prophet	I – Chap 2	One of the founding prophets of the Faith, whose teachings are the official line of the One-Church.
Alena	Girl	III – Chap 3	Young girl of a Parmenidean family. Befriends Martemio after a random encounter.
Alexandre	Strategon	I – Chap 3	Foremost military commander of Ansalion and one of the most successful and experienced soldiers of his time, having never lost a battle. Overall commander of the combined forces tasked to repel Karsinaar's onslaught, he will find his skills tested to the limit by his opponent. Follower of the cult of Mithras.

Alexion II	High-Cleric	I – Chap 2	Highest ranking cleric of the One-Church in Argys. Highly intelligent, influential and scheming. Critical of Raymond's decisions and ambiguously close to some of his enemies. Hell-bent in crushing the Parmenidean heresy and planning the creation of a militia force called Shield of the Faith under direct control of the One-Church.
Anatole	Healer (White robe)	III – Chap 2	Young healer of the Academy. Friend of Lisandra for whom he has a not-so-secret crush.
Andronikus	Monk / Exorcist	I – Chap 9	Gigantic monk trained as an exorcist and wielding a massive warhammer. Dislikes and distrusts magic and mages.
Arabella	Girl	III – Chap 3	Elder sister of Alena
Archangelonikos	Rune-mage	I – Chap 11	Rune-mystic (the highest rank of rune magic) in the service of the Emperor of Hatti and head of the Emperor's school of mages.
Arch-Satrap	Ruler of Scythia	II – Chap 3	Ruler of Scythia, having a semi-god status among its people
Arrethianus	Past King of Ansalion	I – Chap 2	Ansalic King at the time of the war with Theophanes. Grudgingly cedes Thantria to Ansalion but only under a succession clause that will trigger a renewed crisis two centuries later.
Askalon	Blue Dragon	I – Chap 4	One of Gaelyon's dragons
Aspen	Highwayman	III – Chap 4	A member of a band of robbers and murderers operating in northern Argys
Aurang	Blue Dragon	I – Chap 4	One of Gaelyon's dragons
Bahitur	Deity	II – Chap 3	Forgotten god of the northern populations, worshipped at the time of the Fall
Banol	Argesian officer	III – Chap 3	Officer of the garrison of Antala in the service of Lord Edward
Barthemius	Black Robe / Raymond's Adviser	I – Chap 2	Summoner. One of the highest-ranking mages of the Academy and adviser to the king of Argys. Close friend of Martemio and master minder of the quests for the broken shards of the Dark Gem.
Bearon (Lord)	Argesian noble	III – Chap 16	Military commander of Xastria's garrison
Bergonty	King of Parthea	I – Chap 5	Weak king of Parthea, eager to offer his help to negotiate an arrangement between Argys and Ansalion to gain personal benefit
Branweeg	Dwarf Loremaster	I – Chap 5	Loremaster of the dwarves of Kharweann, counsellor of princess Dhorean.

Broden (Marshal)	Argesian noble	I – Chap 2	Lord Marshal. Highest military ranking noble in Argys. A man of experience, competent and loyal to the King, though no military genius.
Brother Celsius	Cleric	II – Chap 9	Parmenidean cleric, mentor of Theobald
Brother Emilianus	Monk	I – Chap 9	Missionary of the One-Church in Marmorica
Brother Lucullus	Cleric	III – Chap 3	Novice cleric assisting Inquisitor Ignatius in Antala
Cairo	Cleric	III – Chap 23	Prelate of the One-Church resident in the House of God
Calistro III	King of Ansalion	I – Chap 2	Ruler of Ansalion. Father of Pavonio, uncle of Alexandre. Devious but weak of character, his ambitions and resolve are stiffened by his wife Lavinia. Urged by his Queen, sends Count Karanmenis to Westron to reclaim long lost Thantria.
Callistimes	Cartographer	I – Chap 2	Famous cartographer author of various atlases and maker of the globes in King Raymond's office in Westron (and author of the map printed on the books' cover).
Caracalla	Mage	III – Chap 2	A great mage of the past famous for his priceless spell book of which the Academy hold the only extant copy
Cassius	Cheese trader	III – Chap 2	Enigmatic and scheming character. Uses his cheese trade as cover for his activities.
Cathrena	Chambermaid	I – Chap 12	Senior chambermaid of Raymond's palace, in charge of Martemio's apartments.
Clelia (Master)	Summoner (Black robe)	II – Chap 7	Seniormost female summoner in the Academy and life partner of Rhaegello.
Constantine	Inquisitor	III - Chap 2	Inquisitor sent by Alexion to Xastria to root out Parmenidean heresy
Craestus	Soldier	II – Chap 3	Soldier under Halfner's command
Dagnar	Dwarf	I – Chap 5	Young dwarf (by dwarven standards), son of Master of Arms Fargnamusson, but more inclined to compose ballads and music than to wage war.
Dagoth	Man-demon	I – Chap 1	Ancient chief servant of the Unmaker and master of the Dark Gem. Destroyed by the Great Alliance following the fall of Gholghota
Dark Simulacrum	Demonlord	I – Chap 7	An extremely powerful and cunning demon that when evoked takes the resemblance of his summoner and shares the summoner's memories and fate.
Daryl	Prince of Argys	I – Chap 2	Cousin of Martemio. Fourth in the line to the throne, never showed any interest for it preferring gambling and women to politics. Close friend of Steno

Datheus	Ansalic commander	I – Chap 10	Ansalic cavalry commander in Alexandre’s army
Demetrio	Play writer	I – Chap 7	Leader of a troupe of actors/acrobats touring Argys. Married to Electra. Composes plays both epic and humorous, with mixed results.
Dhorean	Dwarf princess	I – Chap 5	Daughter of King Thorbalin. Makes her way to Argys after the Dreadlord’s onslaught on Quaradrimm and starts a strong friendship with Martemio.
Draneki	Counsellor	I – Chap 3	Counsellor of King Calistro. Discovers the loophole that enables Ansalion to lay claim on Thantria.
Drieno	Prince of Argys	I – Chap 3	Son of Martemio’s sister. After fighting in the initial engagement at Thantria he becomes close supporter of Lord Starfeis and develops a growing resentment towards Raymond.
Edward (Lord)	Argesian noble	I – Chap 5	Elderly noble who once incurred the wrath of Raymond for questioning his refusal to divorce Valia. Sent as punishment by the King to deal a peace with the Tajnuks, he was able to do with the expenditure of a considerable amount of his own money. Permitted to return to the Court, he proved to be an able and loyal supporter of the Crown thereafter.
Eleanore	Yong woman	I – Chap 2	Martemio’s former lover. Drowned in a stream 10 years earlier, Martemio’s inability to save her still haunting him.
Electra	Acrobat / Actress	I – Chap 7	Wife of Demetrio. Exceptional acrobat and skilled with blades.
Ephra	Leithinii	III – Chap 1	Ephra-Raiz-Ghor, one of the last surviving Leithinii on Thresiae
Esculapius	Healer	III – Chap 2	Famous healer of the past famous for his Treaty on Medicinal Plants
Evern	Page	I – Chap 22	Page of King Raymond
Falquarth (Lord)	Argesian noble	I – Chap 2	Paladin of the Faith. High-ranking noble particularly close to the Church’s positions. Liege lord of Stepan.
Faraldon (Lord)	Argesian noble	I – Chap 23	Quartermaster General of the army
Farganmusson	Master of Arms	I – Chap 5	Dwarf Master of Arms in the service of King Thorbalin
Fayad	Soldier	III – Chap 23	A soldier in Lanniathus’ command accompanying Ignatius
Faylese	Scout	III – Chap 10	An Argesian scout in Lord Othos’s service
Fei Li	Young Woman	III – Chap 16	Helena’s maid of company and accomplice, of Kithean origin

Filothera (Master)	Spellcaster (White robe)	II – Chap 18	Senior Librarian and interim Head of the White robes of the Academy
Firholm	Dwarf	III – Chap 8	Stocky dwarf of the Mithron spurs, travel companion of Nyemar
Flago	Soldier	III – Chap 19	A Palace guard in Westron, friend of Halfner
Fremyan	Healer (White robe)	III – Chap 7	Experienced healer of the Academy
Freol (Master)	Healer (White robe)	III – Chap 19	Senior healer of the Academy
Fretonianus	Borean Admiral	III – Chap 6	Admiral of the whole of Borea’s fleet and captain of the powerful quinquireme “Raven”
Gaelyon	Mage/Red Prophet	I - Prologue	Extremely powerful, cruel and cunning. Follower of the Unmaker. Controls five dragons and has a particularly strong bond with one of them, the black female called Merakis. Seeks the shards of the Dark Gem, also known as Morghotherrion or the Heart of Darkness, but hides his true intentions with the promise to his followers of a world with “No Kings No Gods No Mercy”.
Galathea	Pirate captain	I – Chap 8	Brave one-armed Captain of the Phoenix, a pirate ship. Takes command after the death of her lover Noranquo, the previous Captain. The crew defers to her out of respect for the fallen leader but she feels the need to score some big success, pushing her bravery on the verge of recklessness.
Galatio	Captain	I – Chap 3	Soldier in service of Alexandre
Garn-Jaidal	TajnuK warrior	I – Chap 4	Son of the Akh-Thane of the TajnuK, brother of Zainka. Persuades the Council of the Nine Tribes to offer battle to the Red Prophet’s army at Ain Jalut.
Gerasy (Master)	Summoner (Black robe)	III – Chap 19	Senior most black robe of the academy after Vareis
Ghalmoq	Actor	I – Chap 7	Former thief from Borea, now acrobat and actor in Demetrio’s troupe, often playing female roles notwithstanding his beard and bulk. Especially apt at imitating voices.
Ghard-Arbil	Murgh-Thane	I – Chap 4	Thane of the Jarduk, tasked to hold the defensive line at Ain-Jalut.
Giulian	Page	I – Chap 22	Page of king Raymond
Glavio	Citizen of Xastria	III – Chap 16	A patron of a tavern in Xastria
Glomm	Dwarf	III – Chap 8	Quaradrimm’s Master of Ceremonies, in the service of Dhorean
Golard	Highwayman	III – Chap 4	A member of a band of robbers and murderers operating in northern Argys. Strong, bulky but dumb.

Guthrunn	God of Fire	I – Chap 5	God of Fire in both Dwarf and Trollshem mythology.
Halfner	Sergeant	I – Chap 2	Ageing but resourceful veteran officer of the Royal Palace garrison in Westron.
Harpies	Winged creatures	III – Chap 18	Half-woman half-bird creatures fashioned by the Leithinii to fight Dagoth at the time of the Fall. The spirits of hundreds of thousands of them haunt the ancient battlefield surrounding the ruins of the Fallen Tower
Hector	Boy, prince of Ansalion	III – Chap 9	Eldest son of Mermeera and Alexandre
Helena	Young woman	III – Chap 16	Mischievous daughter of the Magistrate of Xastria
Herdion (Master)	Spell caster and Healer (White Robe)	I – Chap 2	Experienced and very capable mage. Advocate of Talbot (ie. the senior mage tasked to prepare Talbot to take his Ceremony of acceptance).
Herdla	Goddess of Death	I – Chap 21	Dwarf Goddess of Death
Hobolok	Commander	I – Chap 4	Second in command of Karsinaar.
Hoi Samrin	Astrologer	II – Chap 2	Lyn Sung's astrologer and scholar of the weather
Hosk	Corporal	III – Chap 19	A garrison guard at Westron's eastern gate
Humgwharra	Barbarian warrior	II – Chap 13	Barbarian leader of a party of Zarwahi raiders
Ignatius	Inquisitor	III – Chap 2	Capable Inquisitor sent by Alexion to Antala to root out Parmenidean heresy. Close friend of Vicar Nazreen.
Ixarus	Bronze Dragon	II – Chap 13	Wing name of a large bronze dragon who befriends Martemio. Also known as Megharion by his Fire name, chooses Prometheus as his name of Heart.
Jascar	Librarian (White robe)	III – Chap 2	Librarian of the Academy, former apprentice of Filothera.
Jannah	Assassin	III – Chap 3	Skilful and often vociferous member of Makwari's group of assassins, originally a slave from the Southern Islands
Ji-Pao	Kithean general	II – Chap 10	Senior General of the army of the Raj-Khan. Experienced and personally brave but overly ambitious and arrogant
Kallen	Scout	III – Chap 10	An Argesian scout in Lord Othos's service
Karanmenis	Duke of Protaria	I – Chap 2	Lord Karanmenis, King Calistro's envoy in Westron. A shrewd and Machiavellian Ansalic noble
Kardalik	Goddess of Ice	I – Chap 21	Trollshem's Goddess of Ice

Karsinaar	First General	I – Chap 1	Mountain man, First General of Gaelyon’s forces, badly wounded by the red mage’s dragons 20 years earlier and captured. Having his life restored by Gaelyon, Karsinaar becomes fiercely loyal to the mage and shows an inclination for leading men in battle. Merciless.
Kauranes	Mage	I – Chap 11	Ambitious mage of shifting allegiances, at first subordinate to Archanghelonikos
Khargaat	Red Dragon	II – Chap 1	One of Gaelyon’s dragons
Kherala	Leithinii	III – Chap 18	Kherala-Ni-Hasi, friend of Ephra
Khoi-Sem	Kithean officer	I – Chap 20	Competent Kithean officer in the service of Lyn-Sung
Konrad	Innkeeper	III – Chap 16	Parmenidean innkeeper in Xastria
Krasak	Dwarf	III – Chap 8	Dwarf of the Mithron spurs, travel companion of Nyemar
Kyazquhok	Qualkoom (Shaman)	II – Chap 13	Shaman of the Khantarici tribe befriended by Martemio. A heavy drinker on par with Scipius
Kyrzygin	Officer	II – Chap 3	Scythian officer on patrol near the Great Swamp
Lady Rhonda	Ansalic noblewoman	I – Chap 12	Plump and fiery Argesian Lady who betroths Lord Maken.
Lanniathus	Ansalic cavalry commander	I – Chap 3	Talented cavalry officer in Ansalion’s service initially under Lord Prakoti’s command. Trusted by Alexandre.
Lasyk	Captain	III – Chap 19	An officer on duty at Westron’s eastern gate
Lavinia	Queen of Ansalion	I – Chap 2	The de-facto ruler of the country. Strong and overly ambitious, her main weakness lay in the over protective attitude towards her only son Pavonio. This leads her to a paranoid mistrust of anyone who might one day try to usurp her child.
Leweth	Rune mage	I - Prologue	Young and powerful rune mage in the service of Gaelyon, saved by him when aged seven from a mob trying to stone her. She developed a general hatred for mankind and in particular for the One- Church and its followers. Engaged in a lustful power game with Gaelyon’s first general Karsinaar.
Lisandra	Far-seer (Black robe)	III – Chap 2	Young seer of the Academy blessed (or cursed) with the uncommon, but also unreliable, gift of visions of the future

Lothar the Wise	Past King of Argys	I – Chap 2	Governed Argys two centuries before and signed the Secular Agreement with the One-Church that regulates the balance of power between the two powers. Speedily executed his brother on charges of treachery in order to secure his dubious claim to the throne, hence the nickname.
Lydia	Spellcaster (White robe)	III – Chap 19	Ageing spellcaster usually resident in Permyon
Lyn-Sung	Kithean princess	I – Chap 20	Daughter of the Raj-Khan and de facto left in charge of Kithai at the start of the outbreak of the plague.
Maken (Lord)	Argesian noble	I – Chap 5	Affable and slightly overweight Lord, prone to drinking, becomes engaged with plump Lady Rhonda after a particularly inebriating banquet. However, finds unexpected strength in himself in the moment of need.
Makwari	Assassin	III – Chap 3	Deadly leader of a group of assassins
Marcus	Acrobat / Actor	I – Chap 7	Talented good-looking actor in Demetrio's troupe, often playing the role of prince/noble.
Marna	Argesian noblewoman	I – Chap 5	Attractive middle-aged widow of minor nobility who gets some income by renting rooms in her house. Friend of Queen Valia.
Martemio	Prince of Argys	I – Chap 2	Cousin of Raymond, close friend of Barthemius. Only male child of Lord Starfeis, uncle of Drieno. Able and unassuming but riddled by doubts and guilt over the death of his former lover. Struggles to keep his drinking habit at bay. Second in the succession line to the Argesian throne, after his father.
Maxerod	King of Borea	I – Chap 2	Son of an exiled Borean Prince, seized control of Borea thanks to the employment of a mercenary fleet then used to control the rich sea routes and extort high tolls from all shipping vessels trading with Ansalion, Argys and Marmorica. A man of few scruples but shrewd enough to agree to the marriage of his daughter Valia to Raymond to avert a protracted conflict with Argys.
Medas	Summoner (Black robe)	I – Chap 5	Ostracized former Head of the black-robos of the Academy, banned from Westron on the request of the One-Church, against which he harbours a deep resentment. Asked to return to help locating the fragments of the Dark Gem.
Mein-Hrung	Murgh-Thane	I – Chap 4	Commands the reserve cavalry force at Ain-Jalut.



Merakis	Black Dragon	I – Chap 1	Gaelyon's fearsome great black dragon, found 60 years earlier as an egg alongside her 4 siblings near the ruins of Gholghota. Only known by her Fire-name.
Mermeera Lyania	Healer (White Robe)	I – Chap 2	Attractive scholar who passes her Acceptation when the ceremony is presided by Martemio. Not allowed to join the quests for the shards because of his relative inexperience, follows the Strategon Alexandre healer for the army.
Meziah	Soldier	III – Chap 7	A guard in Antala's garrison
Mithras	Warrior-God	I – Chap 3	A warrior deity especially popular among the soldiers of Ansalion. His cult is practiced in several kingdoms, often illegally and at risk of prosecution by the official Church.
Morgoth	The Unmaker	I - Prologue	The corruption of the One God, who came into existence when the latter stepped into Time to start Creation. The Unmaker's ultimate goal is to destroy his other self and his creations but is cast out of the Universe when the One-God chooses to exile himself in a timeless dimension to remove both of them from existence, so that his creations might develop in peace. However, Morgoth before being cast away created a Dark Gem, or portal, between this plane of existence and the one he was going to be relegated. This gave his followers, and in particular the man-demon Dagoth the ability to tap directly on his dark energy and carry out his will long after his banishment.
Naam-Sael-Dayrani	Assassin	I – Chap 13	Assassin from the western regions of Borea
Nauzpharra	Mercenary officer	II – Chap 17	Marmorican mercenary captain enlisted in Karsinaar's army
Nazreen	Vicar of Westron	III – Chap 2	Highest ranking cleric in Westron after His Holiness Alexion. An exceptional in the ranks of the One-Church both because a woman and of Scythian descent. Initially converted to the Faith by Ignatius.
Nemastos	Patriarch of Borea	I – Chap 9	Patriarch of Borea (contrary to Argys and Ansalion, Borea has no High-Cleric as the Faith is not official state religion), appointed by Alexion as his legate, out of his depth in his role.
Nicolosius	Inquisitor	I – Chap 16	Ansalic sadistic Inquisitor appointed by Trebonius, heavily engaged in fighting the Mithraic paganism in Ansalion.

Noggh	Dreadlord	I – Chap 5	Deadly and terrifying Demonlord breathing anguish and despair summoned by Gaelyon.
Noranquo	Pirate captain	I – Chap 8	Fallen captain of the Phoenix, a pirate ship, and former lover of Galathea
Nozol	Mage (Black robe)	II – Chap 3	Mercenary black robe in the service of Gaelyon sent as emissary to Scythia
Nyemar	Dwarf	III – Chap 8	Brave if rather impulsive dwarf from the Mithron Spurs sent on a mission to Quaradrimm to bring Dhorean the Doom Horn
Octavio	Assassin	I – Chap 13	Tall Borean bounty killer/assassin especially skilled with crossbows
Osthensio (Vicar)	Cleric	I – Chap 9	Trebonius' legate, first in Marmorica and then in Goma (Borea)
Otho (Lord)	Argesian noble	I – Chap 7	Seneschal of Lord Edward's estates and of the castle in Antala
Palliago	Captain	I – Chap 3	Soldier in service of Lord Prakoti.
Pandora	Demon (Lamia)	III – Prologue	A lesser demon (Lamia) that over the ages gained power by absorbing the energy of others, controlling a legion of spectres.
Parmenides	Prophet	I – Chap 2	One of the founding prophets of the Faith. His followers created a schismatic movement at the time of Lothar the Wise and were harshly persecuted but the heresy was not stamped out and grows.
Pavonio	Prince of Ansalion	I – Chap 3	Heir to the throne of Ansalion. Perceived by many as meek and easily pliable.
Podgrin	Soldier	II – Chap 3	Lance-wielding soldier under Halfner's command
Prakoti (Lord)	Ansalic commander	I – Chap 3	Commander of the Ansalic force sent to screen the marauding Trollshem but too arrogant to heed to Lanniathus' advice. Appointed as commander of the Praetorian guard by King Calistro.
Prever (Lord)	Argesian noble	III – Chap 20	Commander in charge of Latakia's garrison
Pyrrhus	General	II – Chap 12	Past ruler of the short-lived Kingdom of Epyra and one of the foremost Generals in Thresiae's history
Qesadi (Master)	Spellcaster/Healer	III – Chap 7	One of the senior white robes of the Academy
Raedner	Pirate	II – Chap 2	Pirate in Galathea's crew
Raj-Khan	Emperor	I – Chap 20	Reclusive ruler of Kithai, father of Lyn Sung. Harbours a hatred for the Scythians responsible for the death of his eldest son.
Ramell	Highwayman	III – Chap 4	A member of a band of robbers and murderers operating in northern Argys

Ratia	Corporal	I – Chap 2	One of the palace guards under the command of sergeant Halfner.
Raymond	King of Argys	I – Chap 2	Raymond, King of Argys, is a man thorn between duty and the love for his wife Valia. Because of the latter he is dragged into a war with Ansalion, because of the former he feels the need to lead his troops in battle against Gaelyon's hordes, instead of leaving the army under the command of more gifted generals. Cousin of Martemio and Daryl, nephew of Lord Starfeis.
Reginald (Count)	Ansalic noble	I – Chap 10	Capable commander in charge of the Ansalic artillery
Rhaegello (Master)	Spellcaster (White robe)	I – Chap 5	White robe especially apt at spells controlling the weather. Head of the Academy.
Royal Herald	Argesian herald	III – Chap 14	Herald of the Crown sent to the countryside to proclaim Regent Drieno's edicts
Safea	Acrobat	I – Chap 7	Skilled young acrobat, twin sister of Yardis. Adopted by Demetrio and Electra.
Sagrantis (Lord)	Argesian noble	I – Chap 3	Master of Arms of Lord Starfeis, confronts Aedon in the initial clash at Thantria.
Sallacius	Corporal	II – Chap 3	Soldier under Halfner's command
Sambal	Kithean and Argesian prince	I – Chap 22	Son of Daryl and Lyn-Sung, heir to the throne of Kithai and with a valid claim on that of Argys as well
Scipius	Spellcaster (White robe)	I – Chap 10	White robe expelled from the Academy years earlier. A self-aggrandising gambler and heavy drinker, he nonetheless is a capable mage especially with pyrotechnics and loyal to his paymaster and (few) friends.
Scythian envoy	Scythian noble	III – Chap 23	Son of the Arch-Strap of Scythia
Sertorius (Master)	Summoner (Black robe)	II – Chap 18	Head of the Black robes of the Academy
Skeros	Red Dragon	II – Chap 1	One of Gaelyon's dragons
Slavonius	Inquisitor	I – Chap 9	Cold and ruthless inquisitor appointed by Alexion to eradicate heresy in Borea
Solaria	Girl, princess of Ansalion	III – Chap 9	Younger daughter of Mermeera and Alexandre
Soulblight	Demon / Soul weapon	I – Chap 21	The name of both a bloodthirsty demon and that of the soul weapon to which it was bound by ancient Leithinic magic.
Soulreaver	Demon	II – Chap 3	Dangerous High demon, usually summoned in the form of a many-eyed bat-like behemoth.
Stagyros	Marmorican decadarch	III – Chap 23	Marmorican commander off a battalion of the phalanx

Starfeis (Lord)	Argesian noble	I – Chap 2	Raymond's uncle and father of Martemio. Most powerful Lord in Argys, extremely ambitious. Resents the King for not giving his advice due consideration. Politically close to the High- Cleric. First in the line to the succession of the throne.
Stegalos	Philosopher	I – Chap 9	Excommunicated Parmenidean philosopher who has taken refuge at the court of King Maxerod in Goma.
Steno	Gambler	I – Chap 2	Commoner, close friend of Daryl, follows him in all his endeavours.
Stepan	Squire	I – Chap 2	Squire of Lord Falquarth. Befriends the twin acrobats Yardis and Safea.
Suey-Angh	Kithean woman	I – Chap 5	Exotic beauty. Former harlot managing the Garden of Delights in Westron, befriends Steno and Daryl.
Sula	Militia officer	III – Chap 7	Captain of a company of militia of the Shield of the Faith, sent by Alexion to Antala
Sybilla	Argesian noblewoman	I – Chap 5	Widowed sister of Martemio and mother of Drieno. Her relationship with Martemio quickly sours as she holds him responsible to put her son in harm's way.
Syntagmatarch	Marmorican general	III – Chap 23	The Marmorican-born overall commander of the phalanx
Talbot	Spell caster (White Robe)	I – Chap 2	Young talented spell caster, friend of Vareis Plaq, with whom he constantly bickers.
Tamer-Jamal	Akh-Thane	I – Chap 4	Supreme chieftain of the Nine Tribes of the Tajnuk, father of Zainka and Garn-Jaidal and Murgh-Thane of the Dairviri.
Taur		III – Chap 12	Taur-Naiad-Khal, elder of the Leithinii
Terrent (Lord)	Argesian noble	I – Chap 9	Brother-in-Law of Martemio's sister Sybilla, shares the title of Count Paladin with Lord Falquarth. Supporter of Lord Starfeis.
Tharantis (Lord)	Argesian noble	I – Chap 3	Senior commander of the Argesian garrison in Thantria.
Tharsos	Highwayman	III – Chap 4	The de facto leader of a band of robbers and murderers operating in northern Argys
The Gatekeeper	Dwarf	III – Chap 8	Particularly stocky dwarf in charge of guarding Quaradrimm's gates. Referred by everyone as The Gatekeeper, his actual name is Magnus.

The Keepers	Manticores	III – Chap 8	Legendary monsters allegedly guarding Dagoth's dungeons, part lion part bat part scorpion and impervious to fire.
The Librarian	librarian	II – Chap 8	Librarian of the Great Library of Lagash in Hatti
The One God	Maker	I - Prologue	The Creator of the Universe, according to the teachings of the monotheistic One-Church, the official religion of three of Thresiae's central kingdoms: Argys, Ansalion and Parthea.
The Proconsul	Marmorican oligarch	III – Chap 5	The leader of Sanur's Senate, the ruling oligarchy of Marmorica
The Secretary	Cleric	I – Chap 9	Alexion's efficient long-standing secretary
The Shaman	Shaman	III – Chap 18	Shaman of the Zarwahi, Nicknamed "Loincloth" by Scipius and particularly adept at taming wild beasts
Theobald	Novice	II – Chap 9	Childhood friend of Herdion, sharing his cell when both were novices. Dies at the hand of an Inquisitor under torture for being taught by the heretic Brother Celsius.
Theodora	Dwarf queen	I – Chap 17	Foul-mouthed Dwarf queen. Incinerated, according to legend, by the God of Fire Guthrunn.
Theophanes	Past King of Argys	I – Chap 2	King Raymond's great-grandfather. Won a costly war with Ansalion that ended with the annexation of Thantria after a decisive battle on the banks of the Phterio, the wide river separating the two countries.
Thoriandex	Mage	I – Chap 5	Powerful mage that fought against Dagoth at the time of the Fall. After the victory he tried to destroy the Dark Gem but only managed to split it in five shards, being killed in the process
Thormir	Dwarf	III – Chap 8	Dwarf of the Mithron spurs, travel companion of Nyemar
Thornbalin	Dwarf King	I – Chap 1	King of Kharveann, father of Princess Dhorean.
Thor-Thurgold	High God	I – Chap 21	Dwarf High-God
Tolken	Summoner (Black robe)	III – Chap 19	Experienced summoner usually resident in Latakia
Trebonius	High-Cleric	I – Chap 9	High-Cleric of Ansalion, political rival of Alexion II for the leadership of the One-Church.
Trevalias	Captain	I – Chap 3	Soldier in service of Marshal Aedon.

Trychomion	Summoner/Mentalist	I – Chap 1	One of the far-seers employed by Gaelyon. Young, powerful and ambitious, eager to succeed where others may fail.
Tsao-Lei	Kithean deity	I – Chap 20	Protector of travellers
Vaerinus	Mentalist	I – Chap 1	Mercenary mage, former black robe of the Academy. Employed by Gaelyon to localize the scattered shards of the Dark Gem.
Valia	Queen of Argys	I – Chap 2	Daughter of Maxerod, King of Borea. Her marriage to Raymond was arranged but proved very successful as they both found in each other the perfect companion. However, the lack of progeny weights against her and she has to endure the hostility of most of the nobles and the One-Church.
Vareiis Plaq	Summoner (Black Robe)	I – Chap 2	Young talented summoner, friend of Talbot, with whom he constantly bickers. Abandoned by his father to the care of the Academy since young age.
Wageo	Thief and Assassin	III – Chap 3	Skilful climber in Makwari's group of assassins
Walthrope	Colonel (retired)	I – Chap 5	Retired Argesian officer, pensioner and suitor of Lady Marna.
Whargh	Large wolf-like creature	III – Chap 18	A large wolf-like type of beast initially created in large numbers by Dagoth to harass its enemies, only a last half-breed individual surviving ages later
Whireogga	Barbarian warrior	II – Chap 13	Zarwahi female warrior in Humghwarra's party
Xarthanoresae	Emperor	I – Chap 11	Emperor of Hatti bearing the title of Light of Men.
Xavier	Pirate	I – Chap 8	Galathea's second in command and the ship's helmsman.
Yanniq	Pirate	II – Chap 2	Seasoned pirate in Galathea's crew and an able archer
Yardis	Acrobat	I – Chap 7	Skilled young acrobat, twin brother of Safea. Adopted by Demetrio and Electra.
Ymass	Summoner (Black robe)	III – Chap 7	Skilful summoner/mentalists and a senior member of the Academy
Zainka	Tajnuq warrior	I – Chap 4	Daughter of the Akh-Thane of the Tajnuq, sister of Garn-Jaidal. Skilful and usually impetuous warrior, suggests nonetheless prudence prior Ain Jalut.
Zarghias (Lord)	Argesian noble	I – Chap 2	Count of Latakia. Rather rash and overly ambitious noble close to the Church's positions and supporter of Lord Starfeis.
Zhammar	Leithinii	III – Chap 24	A Leithinii in Kherala's group