

HOUSE MOLARI



Ruler: Jun Molari, The Enlightened One - A man in his late fifties, thin of stature but possessing tremendous force of will. Often wears red robes with gold trim. People find it difficult to hold his gaze; something in the way he looks at you makes you feel like staring into an abyss full of stars.



Consort: Mother Molari, Her Benevolence - A woman in her late fifties, dark skinned and sinewy, piercingly cunning. Where the Enlightened One's gaze rests on the future, Her Benevolence's sights are firmly set on the here and now. Offsets simple dresses with exquisite jewelry adorning her arms and legs.



Heir: Shin Molari, The Anointed - A 15-year old girl with her mother's dark skin and her father's mesmerizing eyes. Moves like the wind through a bamboo grove. Struggles to balance her duty and eagerness to grow into a worthy and just leader with her desire to just be a child. Keeps her uniform well pressed and impeccably clean.



Advisor: Elias Hand - A man in his sixties, gaunt to the point of almost looking skeletal. A Mentat whose sense of humor was amputated at birth, he is fiercely loyal to The Enlightened One. Tutoring Shin in the art of statecraft, often the target of the Anointed's pranks. Dresses in gray robes with silver accents that drape off his gangly frame.



Chief Physician: Doctor Yeshud Hana - A man in his thirties, short and stocky but with a booming voice that can be heard from a mile away. A recent Suk school graduate, Dr. Hana replaces the recently deceased Chief Physician and is still trying to find his place among the members of House Molari. Never seen without his doctor's coat and a simple wooden flute.



Councillor: Ravel Crookstone - A woman in her seventies, thickset and muscular. Existing in a state of permanent exasperation, she travels all over House Molari's world, managing the mundane minutiae of civil governance, as she has for decades. Unflappable, pragmatic. Usually wears a practical dress uniform.



Envoy: Han Molari - A man in his forties, tall and broad-shouldered. The Enlightened One's cousin, his quiet demeanor belies a quick, mercurial temper. This mean streak cost him his dream of becoming Warmaster, but his family ties meant he couldn't be kicked to the curb. Acerbic and bitter. Prefers an elaborate uniform studded with medals.



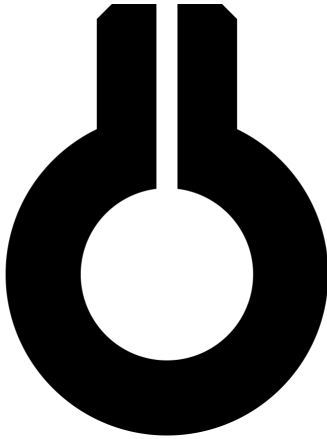
Warmaster: Tor Valance, The Revenant of Rigel - A woman in her late thirties, slender and wiry, with extensive scarring across most of the left side of her body. An expert in the surgical application of large-scale violence. Mastered a smile that can chill any room by several degrees. A true believer in the Enlightened One, guided by resolute faith and righteous fury. Dresses in combat gear at all times.



Spymaster: Jethro Hamish - A man in his late forties, well fed and pampered, dark olive skin and a rapidly receding hairline. A Mentat who knows that life is fleeting and thus understands the importance of enjoying its pleasures when they present themselves. Hamish is recovering from a failed assassination attempt, allowing the House Molari treasurer to effectively fill in for the Spymaster.



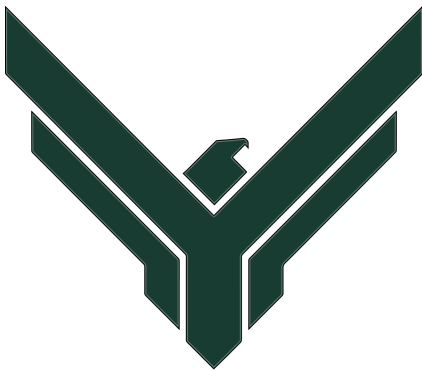
HOUSE BANTU



Envoy: Toven Gil - A man in his forties, well groomed and alert. He speaks with a distinct accent that is difficult to place, hinting at an upbringing somewhere on the edges of the Imperium. The fact that such an outsider could rise to a prestigious position within a Great House and the Landsraad is a testament to his determination. Wears elegant teal robes and a perfume that smells pleasantly of mint.



HOUSE ATREIDES



Warmaster: Gurney Halleck - Born in the slave pits of Giedi Prime, Halleck knew a life of privation and suffering. His time under the Harkonnen boot left scars both in body and soul, but never broke his spirit. He still bears the mark of an inkvine lash across his jaw, and his own sister was murdered by the Harkonnens, an act he has never forgiven.



HOUSE HARKONNEN



Na-Baron: Feyd-Rautha Harkonnen - The favored protégé of Baron Harkonnen, Feyd is as beautiful as his mentor is repulsive, and as deadly as almost any man alive. The young noble is noted for a cruel streak surprising even by Harkonnen standards.



Envoy: Rend Vargus - A man in his early fifties, heavy set, lumbering, and surprisingly sweaty. His voice is deep and gravelly, words dripping from his mouth with disdain. He's been tasked with procuring additional troops to shore up House Harkonnen's stranglehold on Arrakis, but without giving away just how dire their situation is. Wears a long black and silver coat with many deep pockets.



Courtier: Sister Rebekah - A sister of the Bene Gesserit, a woman in her late twenties, unassuming and plain. She serves House Harkonnen as a courtier, accompanying diplomatic missions and gathering as much information as possible while she's traveling, a task her quick mind and sharp senses are well suited for. Usually wears traditional Harkonnen dresses.



General: Alberic Harrco - A stern man in his early sixties, a contemptuous sneer permanently affixed to his face. Lean, tall, scarred, and possessed of barely controlled intensity. Reports directly to Rabban Harkonnen, and is tasked with solving their smuggler problem.



Inquisitor: Orthrus - DECEASED - A gaunt and sinister-looking man with a tall forehead, flowing white hair, and aquiline features. Inquisitor Orthrus is a Mentat assigned to House Harkonnen's intelligence gathering efforts on Arrakis. Calm and calculated, little escapes the Inquisitor's ever watchful gaze. Often wears a pince-nez.



Bodyguard: Corys Dayne - DECEASED - A hulking beast of a man in his thirties, hair like a wild lion's mane flowing over his shoulders. His enormous size belies a cautious, subtle nature. Raised in the Harkonnen fighting pits, he took his first life before he was ten years old. Carries a greatsword inlaid with detailed etchings listing the names of people this blade has slain. It's a very dense script.



THE FREMEN

Village Elder: Kemal - A man in his sixties, soft spoken and deliberate. Kemal is the oldest of Daran's three village elders, and he tries to be their voice of caution. Slow to get excited, Kemal wants to see every situation from as many angles as possible before he makes a decision. Heavysset and well fed, with considerable strength in his bulky frame.



Village Elder: Rashida - A woman in her forties, determined and ambitious. Rashida doesn't mince words and speaks her mind openly and frankly, standing up to her fellow village elders without causing anger or discord. She is a natural problem solver and gifted negotiator, always with her eyes set on the possibilities that await Daran just beyond the horizon.



Junior Councillor: Venya - A woman in her twenties, pragmatic and clear-eyed. Venya is a junior member of the council that governs Holfa. She is keenly aware of the privileged position her village is in thanks to the rough but sustainable resources their mining provides, and she's ready to do whatever it takes to defend their status. Venya has connections to desert Fremen, including Tamir.



Street Vendor: Nafud - A man in his sixties, with a thick black beard and hair, little to no gray showing despite his years. With a welcoming smile and a curious spirit, Nafud draws offworlders to his food stall at one of Arrakeen's markets, where he sells delectable baked treats. Well liked and easygoing, Nafud knows everyone worth knowing among the merchants. Wears well fitted robes that help him keep cool even in the blistering heat.



Merchant: Tamir - A man in his fifties, hard and aquiline features. Tamir bears the telltale sign of those who grew up in the deep deserts of Arrakis, the blue-in-blue eyes of Ibad. He runs a store in Arrakeen where he sells desert survival goods, including sietch-made stillsuits for select customers.



Merchant: Sihaya - A woman in her twenties, dark hair and severe, angular features, with a rebellious and defiant streak. Like her father, Sihaya is a child of the deep desert. She helps Tamir run his store, even though she deeply distrusts offworlders and thinks Arrakis should belong to the Fremen.



Wise Woman: Mother Zerpheena - An impossibly old woman, papyrus skin leathery and wrinkled from a lifetime spent beneath the scorching desert sun. Every inch of her face is covered in an intricate script. Mother Zerpheena is the wise woman of the village of Al-Nikub in Hagga Basin. She once was a sister of the Bene Gesserit, but now, her visions guide the village in uncertain times.



Desert Guide: Atif - A man in his thirties, wide across the shoulders and strong, exuding the quiet confidence of someone who considers one of the deadliest deserts in the known universe his home. Atif, a villager from Al-Nikub, is a courier who wanders the trails between settlements, carrying messages and goods.



Fremen Commander: Soraya - A Fremen woman in her late twenties, leading a troop of warriors with confidence and steely determination, hardened by countless battles and the unforgiving desert. Soraya is deeply skeptical and mistrusting of offworlders. The safety of her sietch is her highest priority.



Fremen Warrior: Samirah - A Fremen woman in her early twenties, the younger sister of Soraya. Struggling to live up to her people's expectations of her, Samirah feels like she has spent all her life in her older sister's shadow. When fate led Samirah to the village of Saiyid Sakhr, she decided to break with her people, staying with the villagers.



Fremen Outcast: Kazim - DECEASED - A Fremen man in his thirties, outcast from his people. Rumor has it that Kazim transgressed against Fremen customs in such a deliberate and dishonorable manner that his sietch banned him from ever returning. Kazim has been causing trouble in Daran, running afoul of the village elders and even interfering with a Spacing Guild courier.



Village Elder: Tarkan - DECEASED - A man in his fifties, confident and decisive in his words and deeds. Tarkan is one of Daran's village elders, and he traces his family back to the original Zensunni exiles who arrived on Arrakis. His son has a rare neurodegenerative disease which requires advanced medical attention. Thanks to Daran's wealth, Tarkan is able to provide his child with the care he needs.



Village Elder: Darun - DECEASED - A portly man in his fifties, thinning hair, looking frazzled. Darun is eager to please and will do anything to help the people of his village, Saiyid Sakhr, short of standing up to anyone in power. He fears the Harkonnens and their agents, having seen firsthand the levels of depravity they are willing to stoop to. Killed by Farukh in the Battle of Saiyid Sakhr.



Village Medic: Djamila - DECEASED - A woman in her thirties, often seen wearing a doctor's coat and cloak even when she's not working in her clinic in Saiyid Sakhr. She strongly feels that Darun should do more to stand up for their village, and that he's failed them as a leader. Killed by Harkonnens in the Battle of Saiyid Sakhr.



THE SPACING GUILD

Guild Banker: Gort Snavillu - A comfortable man in his late thirties, pampered and trying to hide a rapidly receding hairline. A Spacing Guild banker, Snavillu is anxious about the current state of the Imperial economy.



MISCELLANEOUS

Water Merchant: Lingar Bewt - A well fed man in his late fifties, dark tanned skin, with a round and bland face. A water seller, one of the wealthier ones on Arrakis. Trying to get House Molari as an exclusive client. Vargus has hinted at a “special discount” Bewt might be able to offer preferred clients. Might be more than meets the eye.



Slave Trader: Thade Maladius - A quiet man of indeterminate age, close-cropped hair and a thin smile, like he just thought of a wonderful joke at somebody else’s expense. Maladius is a slave trader, selling both offworlders and locals to customers in Arrakeen and Carthag. Secretly works for Baron Harkonnen, hiding spies among his slaves to infiltrate other households on Arrakis.



Hitman: Chauri - An Arrakeen local ne’er-do-well with a rap sheet as long as a heighliner is big. Chauri was hired by The Old Man’s cartel to assassinate the mysterious woman who was shadowing the Molari delegation on their first night on Arrakis.

