

## CAST OF CHARACTERS

### Part I: The Courtship of Princess Gwen

#### PRINCIPAL CAST:

- Princess Gwen: Sole heir to the throne of Galwalk, offered as a prize to the mightiest warrior in all the Three Kingdoms, wise by the standards of her time, clever, but vulnerable, every inch a princess who would much prefer a choice of suitor.
- Nial: Son of Gabran, former champion of Galwalk, reared in the warrior's way by his generous foster-father, Fergus of Fellsgard, but considered tainted by some, wary of his blood relationship to Merlin.
- Merlin: A recluse living alone in the Green Wood of Westles, Gabran's unlikely twin, born of the union between the Lady of the Lake and Akimera, a sorcerer. Merlin's misanthropic style and supernatural insight are not endearing qualities. His foreknowledge also fails to enable him to alter or control events and has, in the past, brought him to grief.
- Akimera: A sorcerer, outlawed throughout the Roman Empire, his life-force linking him to dark, primitive powers of chaos. Akimera's hideous wand seems to confer limitless powers, but the terrible price demanded by its use forces him to be sparing of its spells. His is an awful immortality, but if his vile plan bears fruit, he will be reborn the immortal King of all the Britons!
- Long-Grin: An Imperial Dragon, the same age as Princess Gwen, last of his dread species, reared apart from his kind, domesticated and abused by his evil master, Akimera. Never allowed contact with the outside world, Long-Grin is ripe for a fresh view of life and although ignorant of the ways of mankind, possesses rare reasoning skills and with proper guidance, would make a formidable friend . . . or enemy!

## SUPPORTING CAST:

### KINGDOM OF GALWALK:

King Galowyn:	Gwen's father, warrior king of Galwalk, whose rash words led to Gwen's predicament.
Queen Brigit:	Gwen's mother, wise and tolerant of Gwen's verbal rebellion.
Fingal:	Galwalk's chamberlain, elderly, frail, but knowledgeable.
Eogan:	Galwalk's seneschal, strong and loyal.
Bitter and Snoot:	Surly porters (castle guards)
Housekeeper:	A harridan in the queen's service.
Crom and Ishlu:	Eogan's sons, hunters and competitors for Gwen's hand.
Crier:	The functionary who proclaims the orders of the king's court.
Serving Wench	An eager lovely, quite taken with the Mastersinger of Westles.
Villagers 1, 2, and 3:	Rustics.

### KINGDOM OF FELLSGARD:

Deirdre:	A renown healer, mother of Nial (by Gabran), and Aver (by Fergus, her present husband). She has reason to hate Merlin.
Aver:	Nial's pretty half-sister.
Brian:	Nial's boon companion, son of Fellsgard's champion, Murdoch.
Fergus:	Aver's father, Nial's foster-father, devoted to Deirdre.
King Angus:	More Romanized than Galowyn, but still a Celtic warrior king.
Prince Duncan:	Angus' son, counting on Nial's support to win Princess Gwen.
Murdoch:	Fellsgard's old champion, Brian's father, distrustful of Nial.

### KINGDOM OF OSTERLAW:

Prince Sigismund:	King Alaric's huge son, champion of Osterlaw, favored to win Princess Gwen.
Hildegard:	Anselm's daughter, a statuesque Battle Maiden with eyes like melting glaciers, hopelessly in love with Sigismund.
King Alaric:	A Saxon king, hoping to extend and legitimize his kingdom through a marriage between his son and the Celtic Princess Gwen.
Princess Ulrica:	Sigismund's sister, the clever, alluring leader of the Battle Maidens.
Anselm:	Alaric's former champion, father of Hildegard and her three warrior brothers, Kenelm, Wystan and Hugh.
Kenelm, Wystan and Hugh:	Anselm's sons, Hildegard's younger brothers.
Clothilda and Mathilda:	Two more of Princess Ulrica's Battle Maidens.

#### VISITORS FROM WESTLES:

- Griffith: An old warrior who fought with Galowyn's warband long ago, come to celebrate Princess Gwen's nuptials (and hoping to find a billet for his old age).
- Owen: Frequently besotted Mastersinger of Westles, brought by Griffith to sing at Princess Gwen's nuptials.

#### OTHERWORLDLY CAST:

- Lady of the Lake and . . . Manifestations of Britannia, Goddess-Queen of Britain, supernatural mother of Merlin, but also, the Morrigan, Kali-like ogress, mistress of magic and queen of darkness, the destroyer aspect of the Celtic triple-goddess. The Lady of the Lake appears as a glowing, ghost-like figure at the lake and a tiny, glowing, pixie-like figure of light in the Roman mine. The Morrigan first appears as a huge stone statue dedicated to her, that is brought to life by the sorcerer, then becomes a ghastly, glowing, towering creature bent of vengeance!
- Malabar: The sorcerer's wand is a severed head from the Malabar coast of India, held in bronze talons atop a gnarled wooden staff. This hideous artifact is brought to life to harness the malevolent powers of darkness to Akimera's evil purposes, but the wand has no body and, therefore, no Chakras of its own, so Akimera's own life force must provide the essence, the ultimate fuel for its powers, with a singularly ghastly side effect. Akimera ages horribly whenever Malabar's powers are invoked! (East Indian) (See Kirtimukha)