

# Great House Ellerson

## The House of Light

**Outline:** House Ellerson are a merchant house that have become the greatest patrons of the arts in the realm. One of the wealthiest houses, it spends much of its wealth sponsoring new plays, artists, and theaters.

### Notable Members:

*Sarea vor Ellerson* – The young Duchess and head of the house. Barely into her mid 20's she is still considered an unproven element in courtly politics, having been ruling for less than two years. She also happens to be the most eligible woman in the realm currently.

*Sameul vor Ellerson* – Sarea's older brother, who was passed over for leadership by their father due to his widely perceived degeneracy. Drugs and parties rule his life, though he is also known to be a rather fearsome duelist.

*Huron vor Ellerson* – A distant cousin of the main branch, Huron is in charge of Ellerson Castle, and acts as the general of sorts for the Ellerson Forces. He spent time in his youth as the leader of a mercenary company, the Sable Boars, making him one of the more military minded Ellersons.

*Jameson val Deng* – Jameson is the man in charge of procuring and training House Deng's gladiators. He is highly skilled at this task, and has been known to hire adventurers on short term contracts for his arenas.

**Holdings:** The ancestral home is Ellerson Castle, a massive estate several days ride from the capital. The main branch of the family spends little time there however, as most of their dealings take place in the cities, not the rural countryside.

Their greatest holding is the area of the capital known as the Savola District, the brainchild of Savola Ellerson, the great grandfather of the current Duke. Taking up dozen city blocks, it is filled with arenas and theatres, book shops and statues. Though they own only about ¼ of the area, they exert a tremendous influence over the area, the defacto lords of the whole area.

### Lesser Houses:

*House Deng* – This house controls most of the gladiatorial arenas in the realm. It sources the fighters, finds the beasts for them to fight, provides the training, and handles most of the legal betting.

*House Ruana* – Generally a merchant house, among other investments they have recently bought up a chain of schools of sword training, including the famed Kenu School, which trains the feared Kenu Bladedancers.

*House Wellet* – Wellet have a stranglehold on most of the crafting of musical instruments, as well as their sale. They are also patrons of one of the more prestigious bardic colleges.

**Allies:** Vresh, Hisura

**Enemies:** Ma Gren, Naxis

**Secrets:** Ellerson is a house making a move. With their large numbers of mercenaries, and the recent purchase of a number of weapon training facilities, they have secretly amassed a rather large secret army. They have begun to rapidly expand upon it as well.

Secondly, with their reach in the space of performance art and literature, they are begun exerting subtle influence, making sure that messages favorable to their agendas are heard by the public at large, helping to sway their opinion.