

Judith Beaumarys-Moorkroft

Archduchess of Westheath

Air Master of the 3rd Circle

AC 1014

By Kit Navarro with update by Michael Berry

'Know the rules. Go with them. Go around them. Never go against them.'

(Judith's motto, engraved on her personal seal)

I. Appearance

Judith Beaumarys-Moorkroft is a severe woman in her thirties. Emerging from her ashen face framed by thin straight shoulder-length black hair are two very observant and very expressive slate-gray eyes. Judith always dresses modestly and is usually seen in formal Fenswick dress, usually in blacks, grays, and dark shades of blue.

During social occasions, Judith can be surprisingly feminine and appealing to the eye—even alluring—in dresses of pinks and pastels, but she always maintains the modesty and decorum befitting a well-bred Fenswick woman. She is not particularly fond of jewelry but is always seen wearing an onyx choker.

Judith's hands are surprisingly coarse for a woman, as they bear numerous scars from scratches and pricks of long ago.

II. Personality & Quirks

Judith was the perfect foil for her father, the late treacherous Lord John Beaumarys-Moorkroft. Like her father, Judith is very straightforward and no-nonsense in manner, refusing to deal with double entendres and hidden meanings. But unlike her father, Judith is truthful and honest and trustworthy. Judith is also very efficient, be it in arranging a proposal for Parliament, or hosting a tea party in Westheath.

Those who know Judith socially know she is a mistress of etiquette, respectful of cultural differences and nuances in the various Glantrian ethnic groups, and she would be just at home at an Krondaharan court as at an Alphatian state dinner.

Judith plays by the rules—be they political laws, cultural traditions, social norms, or rules of etiquette. But Judith also knows how to make the rules work for her! She has little respect for those who break laws and rules, including her father Lord John. In fact, it was probably Judith's expertise in the ins and outs of Glantrian laws that allowed Lord John's seemingly criminal (though definitely immoral) political

operations to avoid legal repercussions. And yet, Judith does have that severe and cruel streak in her nature. For the sake of law and order, she will let heads roll!

III. History & Background

Judith Anne Merryweather Beaumarys-Moorkroft is the eldest child of Lord John Beaumarys-Moorkroft and his second wife, Lady Winifred Merryweather of Fenswick. Judith was born in AC 985 and was raised by her mother in the quiet countryside of Fenswick and would only see her father on the rare trips to the capital, Wylon, and later, Satolas. Lady Winifred taught Judith the rudiments of magic and weather lore (a Merryweather family tradition), and to always obey the rules, no matter what other people say or do—including her father.

Judith grew up very close to her mother and was deeply hurt by Lord John's illicit but explicit affair with Doña Carmina de Belcadiz. But Judith could be no more hurt than by Lady Winifred's death in AC 992, when she was struck by a lightning bolt while performing some magical experiments in the middle of a terrible storm. Though this tragedy—or more precisely Lord John's lack of response over this tragedy—created animosity between Lord John and his in-laws, it made Judith all the more closer to the Merryweathers, particularly her grandfather, Lord Wilfred Merryweather, and her uncle, Sir Winston Merryweather (M10/Air Elementalist 3, LN).

In AC 997, when Judith was studying in the Great School of Magic, Lord John's romance with Doña Carmina ended scandalously and disastrously. Doña Carmina took revenge on Lord John, by cursing him with a terrible disease, and by transforming Lord John's three young sons into three black ravens. Judith somehow escaped the Witch's curse, and wisely fled to Fenswick, away from Doña Carmina's reach. As Lord John was helpless to find a way to restore his three sons to normal, Judith took it upon herself to save her brothers. She sought help from the Hillsburys, the Merryweathers, her father's former allies of House Silverston, but none of them could help. Counting on the animosity between the Belcadiz and Erewan elves, Judith even sought help from Clan Ellerovyn, but was sternly and rudely rebuffed!

Finally, and providentially, Judith was given an answer by a strange voice in a lightning storm (believed to be the spirit of Lady Winifred). Judith was led to the Hermit of the Stones, a powerful, ancient, and quite mad vulture-like humanoid, believed only to exist in Fenswick superstition and fairy tale. Judith met this mysterious creature in a mystic Stonehenge in Fenswick, who shared with her the knowledge of how to undo the Witch's curse—but for a price. Judith had to give up her voice (which the Hermit of the Stones intended to bestow to one of his harpy minions) and spend the rest of her years in silence.

Judith spent nearly three years in the Fenswick wilderness, gathering prickly nettle growing along the Fen River, and weaving them into three magical shirts that was to restore her three raven brothers into humans again. But before the third year was over, Lord John found his daughter and brought her back to Glantri City. Because of Judith's sorry and wild state, Lord John thought she had gone insane or was possessed by some fiendish power. In a sad turn of events, Judith was accused of evil clerical magic and duly imprisoned in the Tower of Sighs. At the end of three months, Judith was taken out to be executed as a cleric. At the last moment, Judith took out the hurriedly-finished nettle shirts, threw them over the three constantly hovering ravens, and restored her brothers to human form, who finally spoke in her defense. (Unfortunately, since one of the shirts was not finished, Doña Carmina's curse was not completely broken, and her youngest brother, Edgar, retained a raven's wing instead of a human arm till this day...)

Judith was finally redeemed and reinstated into honor by her father, Lord John. She returned to the Great School to finish her magical studies. Despite the fact that she was now mute, Judith was able to graduate (Her final undertaking was to revise a couple of common spells to do away with verbal components!) and was even sponsored into the Secret Craft of Air Elementalism by her uncle, Sir Winston Merryweather. She even caught the eye of Sir Lathan Aendyr, son of Prince Volospin Aendyr of Blackhill, who, though romantically interested in her, she only views as a very dear friend.

Since father and daughter spent more time in Glantri City together, Judith was able to show her political mettle to the aging and ailing father. Lord John realized her value, politically and socially, and took her in as his personal secretary. Despite her handicap of not being able to speak normally, Judith has proved up to the task and expectantly awaits Lord John to declare her as his successor which he did at the beginning of the Great War with Alphatia in 1005.

For three years Judith faithfully served her father until the Great Plague of 1008 claimed her father's life and Judith became the Archduchess of Westheath. The years since she assumed the title have been busy ones as she has immersed herself into her role as an Archduchess of Glantri and took for her own full-time residence the family manor in Glantri City. While she rarely visits Westheath she did take the step of replacing her father's administrator, knowing how corrupt he was, and installing one of the highest priced yet effective dominion administrators, Layton McSorley, the Guild of Spokesmen had available on its rolls.

While Judith has immersed herself into Glantrian politics and high society in her role of Archduchess of Westheath she has tasked McSorley of righting the neglect she felt her father showed the people of Westheath. She has sponsored several large public works to improve the quality of her subjects' lives. With the disappointment of seeing Princess Dolores's apathy to the plight of the Fenn in Glantri Judith is emerging as their most passionate and effective spokesman as one of the most underrepresented ethnic groups in Glantri.

IV. Web of Intrigue

Judith Beaumarys-Moorkroft was for years the personal secretary and political advisor of her father, Lord John Beaumarys-Moorkroft. She hated his treachery and malevolence, which bordered on the criminal, but always worked to give his political maneuverings a semblance of legitimacy, and a basis in legality. She often dreamed of taking over her father's dominion and ruling it properly, but her ethics prevented her from acting (directly) against her father.

Judith cares little for her brothers Robert (M6, AL-C), and Jonathan (M9, AL-N), as they have proven to be quite ungrateful, even after her great sacrifice to break Doña Carmina's curse. She is particularly wary of Robert, whom is very much his father's son, but she is confident in her own magical power to defeat him, should they ever duel. The only brother Judith cares for is the youngest Edgar, whom she considers a kindred spirit, suffering from Doña Carmina's curse to this day. After becoming Archduchess and Edgar graduated the Great School, she offered to make Edgar her magical advisor, but was refused as Edgar has found fulfillment as an instructor at the Great School. Judith is very close to her grandmother, Lady Anne Beaumarys-Moorkroft (M12, CG(E), vampire), who stays in the family estate in Fenswick. Judith over visits Lady Anne for dinner or (very) late afternoon tea, where Lady Anne often advises Judith on the ways of Glantrian society and politics.

Following in the Merryweather legacy from her mother, Judith is a well-respected member of the Secret Craft of Air Elementalism, although she has not been active of late since her involvement in Glantrian politics.

Judith is well respected in the small circle of Fenswick nobles of Glantri, much more so than Lord John ever was. This is partially due to three strong Fenswick women in her life: her grandmother, Lady Anne; her late mother, Lady Winifred, who came from the outstanding family of weather mages, the Merryweathers; and her godmother, the late Lady Margaret Hillsbury, Duchess of Fenswick. Many Fenswick who were disillusioned by Lord John's treachery have found hope in Judith. Even the Fenswick supporters of Princess Dolores Hillsbury, who has systematically neglected Fenswick agendas, are beginning to rally behind Judith.

Judith has one loyal admirer from the Glantrian nobility, Sir Lathan Aendyr, son of former Prince Volospin of Blackhill. Though he has declared his feelings for her and often pressed suit, she has remained aloof but friendly with him. Whether this romance will go into fruition, or whether it will translate into political alliance, remains to be seen. The Archduchess has maintained a good relationship with Prince Jherek, whom her father had aligned himself with. Judith has made clear that she will base her votes and support to what she, not House Singhabad, feels right however she will never work against its wishes either. Prince Jherek, recognizing the Archduchess is no longer reliant on the support of the other Houses for future support, agreed to the compromise and actually respected her forthrightness after years of dealing with her less than honest father. The Archduchess Judith's enemies have already made their position against her known, Clan Erewan, House Crownguard, Clan Alhambra, and Princess Dolores Hillsbury.

V. Statistics & Style of Magic

Statistics: 11th-level Wizard, 3rd Circle Air Elementalist Master; Str 9, Int 16, Wis 18, Dex 10, Con 14, Cha 15; AL - Lawful

Languages: Fen, Alpathian, Thyatian common, Averogian, Traladaran

Weapon Proficiencies: Staff (skilled), dagger (skilled)

Skills: Alternative Magics (16), Alchemy (16), Meteorology (16), Knowledge of Glantrian Government (16), Glantrian Society and Nobility (16), History of the Fen (16), Glantrian Law (16), Persuasion (15)

Although Judith inherited the legacy of weather magic from her mother, Lady Winifred Merryweather, and was even sponsored in the Secret Craft of Air Elementalism on the Merryweather's good name, Judith has since been inactive in such magical pursuits. She has been sidetracked by politics and concerns of rulership; so she says but a deeper reason is that weather magic reminds her too much of her mother. And while Judith has put to use her mother's magical treasures (i.e. a wand of lightning bolts, and other lightning-related items), she has yet to go through the other papers and books on weather magic. Thus, Lady Winifred's research about the Quasi-Elemental Plane of Lightning remains untouched and incomplete.

For her own purposes, Judith has developed special versions of a few common low-level spells that can be cast without needing to speak. These spells of silent magic normally require a verbal component, but

can now be cast with just somatic and slightly more expensive material components. The spells include darkness, charm person, shocking grasp, ESP, lightning bolt, and a few others.

But since Judith received the *Onyx Choker of Unspeaking* from her brother Edgar in 1009 as a present for becoming Archduchess, she has had no need to develop any further spells of silent magic.

Judith's Onyx Choker of Unspeaking

This unique choker was created by Edgar Beaumarys-Moorkroft for his mute sister, Judith, who gave up her voice to break a witch's curse on Sir Edgar and his brothers. The choker is a simple black velvet band, set with an onyx of dark gray and black bands.

The choker has two main powers. The first is that it allows the wearer to cast spells with verbal components without needing to speak. This would best suit a mute spellcaster such as Judith, but it can also be used by other spellcasters in situations where they cannot speak properly (i.e. gagged, underwater, affected by a *silence* spell).

The second power lets an unspeaking wearer to communicate telepathically. The choker is similar to a *medallion of thought projection*, granting ESP of 60' range, and allowing the wearer to project her thoughts telepathically. Unlike the medallion, it does not project thoughts involuntarily.

Lady Judith is known to have a nasty habit of telepathically "screaming" at a person when she is particularly frustrated or infuriated, which is comparable only to Lord John's own vicious verbal outbursts. The target of this mental tirade occasionally becomes very *confused* (10% of the time).

*"Who would have thought that the old man had it in him to bear such a saimpt from his loins!"
(Duchess Margaret Hillsbury of Fenswick)*