The Silverblade and the Magpie's Blood Character Compendium

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The Virellis Family

Rafen

- Role & Description: The father, husband to Mireza, and older brother of Dravien. He is a coal miner in Cordael but was once a formidable warrior.
- Key Details: Known by his father's friends as "The Tower" for his size, a name later used by his enemies. He is shackled and imprisoned by the Kingsmen and the Justice.

Mireza

- Role & Description: The mother, wife to Kafen, and mother of Elira and Timos. She has a kind heart, which leads her to agree to house Dravien.
- Key Details: She is dressed elegantly for the journey to Quarellen, wearing a red and white gamurra.

Elira

- Role & Description: Kafen and Mireza's sixteen-year-old daughter and Timos's older sister. She is sharp-witted and eager to learn.
- Key Details: She possesses the "talent" (magic), specifically the ability to manipulate wind. She hopes to one day study at the Institute and train her gift with the Stormkeepers.

Timos

- Role & Description: Kafen and Mireza's nine-year-old son and Elira's younger brother. He is an energetic boy (a "firebrand") who dreams of becoming a skyman or Kingsman.
- Key Details: He is secretly taught how to handle a blade by his uncle, Dravien.

Dravien (The Chick)

- Role & Description: The protagonist of the prologue, younger brother of Rafen, and second son of the Magpie. He is the surviving heir to his father's criminal enterprise, "The Nest".
- Key Details: He spent time living with Rafen's family, posing as Uncle Dravie, a role he grew to love. He desires revenge against the Justice.

The Magpie

- Role & Description: Rafen and Dravien's father and the former head of the criminal organization, "The Nest".
- Key Details: All crumbles as the "shadow King" of Veratalis is reported dead, "slain by a Justice of the High King" at the start of the book.

Lotus

- Role & Description: A bald eunuch who served the Magpie and was a father figure to Dravien.
- Key Details: He is mortally wounded by a crossbow bolt while helping Dravien escape on a riverboat.

Abidah

- Role & Description: Dravien's old friend and pilot of the airship, The Greash.
- Key Details: He attempts to help Rafen and Dravien's family escape the Justice.

Antagonists and Authority Figures

The Justice

- Role & Description: A sworn Justice of the High King, tasked with hunting criminals to the ends of Zithos. He is cold, professional, and a "servant of the Light".
- Key Details: His familiar is a large, ethereal, glowing silver wolfhound.

Stormkeeper Verith

- Role & Description: A lean-built, dark-skinned man who is an advisor, scholar, and military figure. He is one of the few who believes in cultivating Elira's talent.

- Key Details: He acts as a pseudo teacher to Elira whenever he visits Cordeal for resupply.

Phaedon

- Role & Description: A vengeful Kingsman who holds a grudge against Rafen ("The Tower").
- Key Details: His brother was allegedly killed by Rafen's "thugs," and Phaedon wears an eyepatch over an injured eye.

Corpses

- Role & Description: Former humans whose souls have been stripped for past crimes, used as unthinking laborers.
- Key Details: They have violet-colored eyes.

Supporting Characters

Prater

- Role & Description: Rafen's co-worker and friend from the coal mines.
- Key Details: He is a dramatic, wild-haired man who often struggles with his work but is deeply trusted by Rafen.

Issan

- Role & Description: Elira and Mara's friend.
- Key Details: He is a cheerful boy who hopes to be old enough soon to join the Kingsmen.

Mara

- Role & Description: Elira and Issan's friend.
- Key Details: She has thick braids adorned with tiny blooms.

Kelmon

- Role & Description: A Kingsman stationed at the Haddok, who is friends with Elira's group.
- Key Details: He offers advice to Elira's friends.

Officer Geraths

- Role & Description: A new, seemingly nervous Kingsman.
- Key Details: He is the replacement for a Kingsman named Hallen.