

House Yvonlace

The ruling house at this time, known for producing primarily Queen-Consorts to ruling kings; situated in a well-lit compound with a very nice fountain. Uses seduction and diplomacy to achieve influence, respects finesse and grace. Very isolationist from the outside world, and employs a strong mixed-unit scouting structure primarily to repel invaders.

- Queen Myrymma – Queen of Elves, soon to step down as per Drow tradition to be replaced by a King of Elves; calm, elegant, regal, traditional. Converted, not necessarily enthusiastically.
- Princess Jazkarmel – A minor princess of Yvonlace... At least until, in her capacity as commander of some border scouts, she met you and became your point of contact. Related to Myrymma but seemingly not a direct descendant. A mage, and a bit of a flirt and a lush. Close with Olu.
- Jhamrius – One of Jazkarmel's men, and a loyal convert to the True Faith. He has a shaved head and tends to worry.
- Sengar – Jhamrius' close companion, a bit more impetuous and flippant; likewise, a warrior of Jazkarmel's camp and a loyal convert

House Lahlabar

A house which used to be much more prominent, though usually as a partner to other houses and a back-room operator; these days, they have lost some of their importance, and are trying to claw it back. They are situated on a very defensible lakefront cliff, maintain boats for fishing and cross-city travel, and have ash-gray complexions. Policies unknown, utilitarian.

- Prince Solinsyr – a quiet and cautious plotter, clearly a tad frustrated with his house's decline compared to his rivals. He speaks little, but directly. He breeds dragonflies for hunting, you've heard. His house is currently partnered with Yvonlace.

House Tlintear

A fashion-forward, at least aesthetically non-traditional house. Not considered very militarily-strong, but they maintain good relations with most others. Not terribly popular among the lower classes of Drow society, but not hated either; among their mercenaries and lesser noble-houses, they are popular for their excellent wine and parties. Allegedly quite comfortable maintaining the status quo, though obviously fond of surface imports.

- Prince Minothel – The popular socialite-prince of Tlintear, who focuses on connections among the upper-crust and buys loyalty with extravagant parties. He is considered intelligent and well-read, and by reputation he is an excellent conversationalist and likeable.
- Azonia the Duelist – A minor noble and soldier. Possibly one of the best wielders of the blade whom you have encountered, and possessed of beautiful eyes and considerable bust besides; however also a single-minded firebrand who seems to thrill at combat and hunting, a showoff, and a skeptic in relation to the Dark Gods

House Sambra

Held by many to stand the best chance of ruling, though mainly on the back of their current Prince's personal reputation. Their reputation is grim; their emissary was brusque and assertive. They are known for their military strength, popularity with soldiers and with the lower classes. Seems to favour a more aggressive foreign policy.

- Prince Corandiirn – a noted diplomat, though it seems he tends to focus on the middle and lower echelons of Drow society; something of a populist, perhaps? He is respected by most, if not all, including Hamaraska the Lancer; Azonia and Tlintear as a whole, however, seem to look down on him. Most notably, he is the best fighter among the Princes-Ascendant, and a deadly assassin.