

# Dania, Fire Wizard

**Attributes:**

Agility 5  
Speed 15  
Endurance 8  
Life Points 24  
Concentration 2  
Focus 6

**Magickal Skills:**

Fire 15, Air 10  
Water 5, Earth 5  
Slime 5

**Words of Power:**

“infallibility”, “domination”

**Background:**

Both of Dania’s parents were nobles, and she was infected by their power mad ambition. Though she spent sometime in a convent, her talent at magick led her to give up that life to concoct inane schemes. A tinge of good remains in her, but she prefers to do things her own way – and that means ruling Anhelm!

**Description:**

A striking, aging sorceress with head held high and scheming tongue, she usually wears a jewel-adorned robe with a scepter at her side. Her hair often lights up as she blasts opponents with fire.

**Events:**

Minor: “destroy any temple/church she can”  
Minor: “aid poor wizards that she encounters”  
Major: “rule Anhelm her way”

**Artifacts:** summoner’s rod

**Alliances/Cabals:**

none

**Beasts:**

Crow, nicknamed “Lazlan”  
Agility 4  
Speed 12  
Endurance 2  
Life Points 6  
Concentration 1  
Focus 3

Augmentations: Mind Link, Wings, Magickal Claws (+8)