

## **Agnes**

After the tragic passing of her family, Agnes embarks on a journey to better understand her deceased sister, Tilly, by playing her Dungeons & Dragons module. She sets out on her quest as a grieving, apprehensive high school student and becomes an adventurous, sword-wielding slayer of dragons.

## **Tilly**

She is anything but average and has a passion for the dark arts and fantasy games. Her memory lives on in the world of Dungeons & Dragons, where her spunk, strength, and courage is championed by the nerds of Ohio. Throughout the central quest in the play, she struggles with her identity and her closeted sexuality.

## **Chuck Biggs**

A wisecracking showman and resident Dungeon Master whose knowledge and enthusiasm make him an invaluable guide for Agnes on her quest. He balances goofy innuendo and sincerity, providing comic relief while also demonstrating genuine care for Tilly and her memory. In the game world, he appears as an all-knowing wizard.

## **Miles**

Miles is well-meaning and wants to take his five-year relationship with Agnes to the next level. Initially struggling to understand Agnes's newfound obsession with Dungeons & Dragons, Miles enthusiastically supports Agnes in her quest to reconnect with her deceased sister. In the game world, he appears as a cruel gelatinous changeling.

## **Lilly / Lilith Morningstar**

In the game world, Lilith is a lethal, axe-wielding Demon Queen Warrior. Sarcastic, confident, and loyal, she is as bodacious as she is tough. In the real world, Lilly is a student who shared a close, possibly romantic relationship with Tilly before she died.

## **Kelly / Kaliope Darkwalker**

In the game world, Kaliope is an Elven Ranger. Wise, elegant, and dangerous, her highly developed senses make her a formidable tracker and athletic combatant. In the real world, Kelly is a high school student with a physical difference that keeps her in a wheelchair. Sister to Ronnie (Orcus).

## **Ronnie / Orcus**

Former Demon Overlord of the underworld and an irreverent high school student. While he would rather be watching Power Rangers on his sweet TV and VCR combo, at the

end of the day, he is a true team player and serves as a bridge between the lighthearted and serious elements of the play. Brother to Kelly (Kaliopé).

### **Steve**

Despite being frequently slain in a series of humorous deaths, The Great Mage Steve is determined to succeed in his adventure and his academics. Steve is a quintessential geek.

### **Vera Martin**

Outspoken, dry, and straightforward. She is Agnes's best friend and often serves as the voice of reason. In the game world, Vera is a tentacled eyeball with shark-like teeth.

### **Evil Gabbi**

Demonic high school cheerleader and totally awesome dancer. She and Tina mercilessly torment their classmate Tilly and her companions both in the real world and in the game world.

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### **Farrah**

Faerie guardian of the enchanted forest. While she may appear young and adorable, she is a savage little package that will choose violence if tested.

### **Narrator**

Keeper of New Landia's histories and plucked straight from the realms of high fantasy and Galadriel's otherworldly entourage. Omniscient, eternal, and yet not without a sense of humor.

### **Puppeteers & Creatures**

This production will require an incredible team of performers and puppeteers to bring various creatures in the show to life. These individuals will be trusted with the critical task of embodying numerous monsters (goblins, bugbears, wraiths, ogres, dragons, gelatinous cubes, etc.). These individuals will also need to engage in spectacular fight choreography.