

[b]Theodric Rothnt[/b]

[b]Favored Class[/b] Wizard

[b]Favored Class Bonus[/b] +1 Hit Points

[b]Experience:[/b] 0

[b]Experience to Next Level:[/b] 000000

[b]Age[/b] 29

[b]Height[/b] 5'10"

[b]Weight[/b] 160 lbs

[url=http://i.imgur.com/49PRe8m.jpg]Reference Image[/url]

**Male Chelish Human Wizard 1/Fighter 1/Eldritch Knight 3/Hellknight Signifier 2**

**LE Medium Humanoid (Human)**

[b]Init[/b] +6; [b]Senses[/b]; Perception +0

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[b]AC[/b] 23 (Touch 12, FF 22)(+1 Dex, +10 Armor, +1 Natural, +1 Deflection)

[b]Hp[/b] 59 (1d6+4d10+2d8+14[Con]+7[Toughness]+1[Favored])

[b]Fort[/b] +8, [b]Ref[/b] +4, [b]Will[/b] +6; +2 vs Visual

[b]Defensive Abilities[/b]

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[b]Speed[/b] 20 ft (30 ft base)

[b]Melee[/b] +1 Greatsword +10 (2d6+6/19-20x2) or Melee Touch +9 or Silver Warhammer +9 (1d8+4/x3) or Cold Iron Longsword +9 (1d8+4/19-20x2)

[b]Ranged[/b] Ranged Touch +6

[b]Special Attacks[/b] Prescience (8/day), Forewarned (Always act in surprise round)

[b]Wizard Spells Prepared[/b](CL 7th, Concentration +12; +16 Cast Defensively)

3 3rd: [i]Arcane Sight\*, Haste, Force Punch (DC 18 Fort)[/i]

4 2nd: [i]See Invisibility\*, Create Pit (DC 17 Ref), Acid Arrow, Glitterdust(DC 17 Will)[/i]

6 1st: [i]True Strike\*, Endure Elements(Cast), Burning Hands (DC 16 Ref 5d4 Fire), Grease (DC 16 Ref), Magic Missile (4 bolts 1d4+1 Force), Bed of Iron[/i]

4 0(At Will): [i]Acid Splash, Light, Detect Magic, Read Magic[/i]

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[b]Str[/b] 16{18}, [b]Dex[/b] 12 [b]Con[/b] 14, [b]Int[/b] 18{20}, [b]Wis[/b] 10, [b]Cha[/b] 7

[b]BAB[/b] +5, [b]CMB[/b] +8{+9}, [b]CMD[/b] 19{20}

[b]Feats[/b] Scribe Scroll(B), Arcane Strike(1st), Improved Initiative(Human), Toughness(F1st), Arcane Armor Training(EK1st), Power Attack(3rd), Craft Wondrous Item(5th), Combat Casting(7th), Arcane Armor Mastery(B)

[b]Skills[/b] [i]([b]49[/b] - 14[Base]+28[Int]+7[Human])[/i] Spellcraft[7] +15, Knowledge(Arcana)[7] +15, Knowledge(Planes)[7] +15, Sense Motive[7] +12, Intimidate[2] +10, Knowledge(Local)[1] +9, Knowledge(Religion)[1] +9, Knowledge(Dungeoneering)[1] +9, Knowledge(Nature)[1] +9, Knowledge(History)[1] +9, Ride[7] +11, Fly[7] +11(+6 due to ACP), Knowledge(Nobility)[7\*] +15, Bluff[0] -2 (+8 to Lie, +3 to Feint, -7 to pass hidden messages)

[b]Armor Check Penalty[/b] -5

[b]SQ[/b] Arcane School (Divination[Foresight]), Opposition Schools (Enchantment, Necromancy), Arcane Bond(Signifier Mask), Diverse Training, Aura of Law, Catechesis, Hellknight Order (None), Signifier Mask, Arcane Armor Expertise

[b]Languages[/b] Common, Infernal, Draconic, Shadowtongue, Strix

[b]Traits[/b] Magical Knack(Wizard), Bruising Intellect, Indomitable Faith

[b]Drawback[/b] Power Hungry

[b]Racial[/b] Bonus Feat, Skilled

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[spoiler=Racial]

[/spoiler]

[spoiler=Traits & Drawback]

[/spoiler]

[spoiler=Feats]

[/spoiler]

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[b]Spellbooks[/b] (400 Pages)[242 Pages Used]

[spoiler=4th, 24 Pages Used]

[b]Abjuration:[/b] [i]Stoneskin\*[/i]

[b]Conjunction:[/b] [i]Dimension Door\*[/i]

[b]Divination:[/b] [i]Arcane Eye\*[/i]

[b]Enchantment\*\*:[/b] [i] [/i]

[b]Evocation:[/b] [i]Wall of Ice\*[/i]

[b]Illusion:[/b] [i]Greater Invisibility\*[/i]

[b]Necromancy\*\*:[/b] [i]Enervation\*[/i]

[b]Transmutation:[/b] [i] [/i][/spoiler]

[spoiler=3rd, 90 Pages Used]

[b]Abjuration:[/b] [i]Dispel Magic\*, Magic Circle against

Evil/Law/Chaos/Good\*[/i]

[b]Conjunction:[/b] [i]Spiked Pit\*, Summon Monster III\*, Stinking

Cloud\*[/i]

[b]Divination:[/b] [i]Arcane Sight\*[/i]

[b]Enchantment\*\*:[/b] [i]Heroism\*[/i]

[b]Evocation:[/b] [i]Daylight\*, Fireball\*, Lightning Bolt\*, Elemental Aura\*, Force Punch\*, Wind Wall\*[/i]

[b]Illusion:[/b] [i]Isolate\*, Displacement\*, Major Image\*[/i]

[b]Necromancy\*\*:[/b] [i]Lesser Animate Dead\*, Gentle Repose\*, Vampiric Touch\*[/i]

[b]Transmutation:[/b] [i]Fly\*, Haste\*, Slow\*, Shrink Item\*, Blink\*, Gaseous Form\*, Keen Edge\*, Secret Page\*[/i][/spoiler]

[spoiler=2nd, 72 Pages Used]

[b]Abjuration:[/b] [i]Book Ward\*, Resist Energy\*, Arcane Lock\*[/i]

[b]Conjunction:[/b] [i]Acid Arrow\*, Summon Monster II\*, Fog Cloud\*, Stone Call, Create Pit\*, Glitterdust\*, Instant Weapon\*, Cushioning Bands\*[/i]

[b]Divination:[/b] [i]See Invisibility\*[/i]

[b]Evocation:[/b] [i]Admonishing Ray\*, Scorching Ray\*, Aggressive Thundercloud\*, Continual Flame\*, Sonic Scream\*[/i]

[b]Illusion:[/b] [i]Invisibility\*, Blur\*, Mirror Image\*, Minor Image\*[/i]

[b]Necromancy\*\*:[/b] [i]False Life\*, Spectral Hand\*[/i]

[b]Transmutation:[/b] [i]Bear's Endurance\*, Bull's Strength\*, Fox's Cunning\*, Darkvision\*, Cat's Grace\*, Knock\*, Rope Trick\*, Alter Self\*, Eldritch Conduit\*, Make Whole\*, Masterwork Transformation\*, Pyrotechnics\*, Whispering Wind\*[/i][/spoiler]

[spoiler=1st, 32 Pages Used]

[b]Abjuration:[/b] [i]Shield, Endure Elements, Alarm\*, Protection from Evil/Good/Law/Chaos\*[/i]

[b]Conjuration:[/b] [i]Grease, Unseen Servant\*, Air Bubble\*, Abundant Ammunition\*, Mount\*, Obscuring Mist\*[/i]

[b]Divination:[/b] [i]True Strike, Anticipate Peril\*, Identify\*[/i]

[b]Evocation:[/b] [i]Magic Missile, Burning Hands\*, Shocking Grasp\*, Ear Piercing Scream\*[/i]

[b]Illusion:[/b] [i]Silent Image\*, Color Spray\*, Disguise Self\*, Magic Aura\*[/i]

[b]Transmutation:[/b] [i]Magic Weapon, Enlarge Person, Blood Money\*, Crafter's Fortune\*, Ant Haul\*, Expeditious Retreat\*, Mirror Strike\*, Bed of Iron\*

[/i][/spoiler]

[spoiler=Cantrips, 24 Pages Used]

[b]Abjuration:[/b] [i]Resistance[/i]

[b]Conjuration:[/b] [i]Acid Splash, Drench[/i]

[b]Divination:[/b] [i]Detect Magic, Detect Poison, Read Magic[/i]

[b]Evocation:[/b] [i]Dancing Lights, Flare, Light, Ray of Frost, Spark, Breeze, Penumbra, Scoop[/i]

[b]Illusion:[/b] [i]Ghost Sound, Haunted Fey Aspect[/i]

[b]Transmutation:[/b] [i]Mage Hand, Mending, Message, Open/Close, Jolt, Root[/i]

[b]Universal:[/b] [i]Arcane Mark, Prestidigitation[/i][/spoiler]

[b]Mammy's Spellbook[/b] (100 Pages)[62 Pages Used]

[spoiler=4th, 20 Pages Used]

[b]Abjuration:[/b] [i] [/i]

[b]Conjuration:[/b] [i]Dimension Door[/i]

[b]Divination:[/b] [i] [/i]

[b]Enchantment\*\*:[/b] [i] [/i]

[b]Evocation:[/b] [i] [/i]

[b]Illusion:[/b] [i] [/i]

[b]Necromancy\*\*:[/b] [i]Bestow Curse, Contagion, Animate Dead, Greater False Life[/i]

[b]Transmutation:[/b] [i] [/i][/spoiler]

[spoiler=3rd, 18 Pages Used]

[b]Abjuration:[/b] [i] [/i]

[b]Conjuration:[/b] [i] [/i]

[b]Divination:[/b] [i] [/i]

[b]Enchantment\*\*:[/b] [i]Hold Person[/i]

[b]Evocation:[/b] [i] [/i]

[b]Illusion:[/b] [i]Displacement[/i]

[b]Necromancy\*\*:[/b] [i]Ray of Exhaustion, Vampiric Touch[/i]

[b]Transmutation:[/b] [i]Fly, Slow[/i][/spoiler]

[spoiler=2nd, 12 Pages Used]

[b]Abjuration:[/b] [i] [/i]

[b]Conjuration:[/b] [i] [/i]  
[b]Divination:[/b] [i] [/i]  
[b]Evocation:[/b] [i] [/i]  
[b]Illusion:[/b] [i]Mirror Image, Invisibility[/i]  
[b]Necromancy\*\*:[/b] [i]Blindness/Deafness, False Life, Ghoul Touch,  
**Spectral Hand**[/i]  
[b]Transmutation:[/b] [i] [/i][/spoiler]  
[spoiler=1st, 7 Pages Used]  
[b]Abjuration:[/b] [i] [/i]  
[b]Conjuration:[/b] [i]Grease, Mage Armor [/i]  
[b]Divination:[/b] [i]True Strike[/i]  
[b]Evocation:[/b] [i]Magic Missile[/i]  
[b]Illusion:[/b] [i] [/i]  
[b]Necromancy\*\*:[/b] [i]Chill Touch, Ray of Enfeeblement[/i]  
[b]Transmutation:[/b] [i]Reduce Person[/i][/spoiler]  
[spoiler=Cantrips, 5 Pages Used]  
[b]Abjuration:[/b] [i] [/i]  
[b]Conjuration:[/b] [i] [/i]  
[b]Divination:[/b] [i] [/i]  
[b]Evocation:[/b] [i]Light[/i]  
[b]Illusion:[/b] [i] [/i]  
[b]Necromancy\*\*:[/b] [i]Touch of Fatigue[/i]  
[b]Transmutation:[/b] [i]Mage Hand, Message, Open/Close[/i]  
[b]Universal:[/b] [i] [/i][/spoiler]

[i]\* means purchased spells.[/i]

[b]Purchased Spells: 25 1st [250 gp], 36 2nd [1440 gp], 30 3rd [2700 gp] 6 4th [960 gp]  
(5340 gp)[/b]

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[b]Carrying Capacity:[/b]  
[b]Light[/b] (0-76); [b]Medium[/b] (34-153); [b]Heavy[/b] (67-230);  
{[b]Light[/b] (0-100); [b]Medium[/b] (101-200); [b]Heavy[/b] (201-300);}

[b]Current Load:[/b] 85 lbs (Light)  
[b]Handy Haversack Load:[/b] 4/120 lbs  
[b]Bag of Holding Type I Load:[/b] 197/250 lbs

[i]HH = Stored in Handy Haversack[/i]  
[i]BH = Stored in Bag of Holding[/i]

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**[b]Combat Gear:[/b]****(67 lbs)**

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<b>+1 Full Plate</b>	<b>(50 lbs)(2650 gp)</b>
<b>+1 Greatsword</b>	<b>(8 lbs)(2350 gp)</b>
<b>Silver Warhammer</b>	<b>(5 lbs)(102 gp)</b>
<b>Cold Iron Longsword</b>	<b>(4 lbs)(30 gp)</b>

**[b]Ammunition:[/b]****(0 lbs)****[b]Magic Gear:[/b]****(23 lbs)**

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<b>Belt of Strength +2</b>	<b>(1 lb)(2000 gp)[Crafted]</b>
<b>Headband of Intellect +2</b>	<b>(1 lb)(2000 gp)[Crafted]</b>
<b>Handy Haversack</b>	<b>(5 lbs)(1000 gp)[Crafted]</b>
<b>Hat of Disguise</b>	<b>(--)(900 gp)[Crafted](Signifier Helm)</b>
<b>Mask of Stony Demeanor</b>	<b>(--)(375 gp)[Crafted](Signifier Helm)</b>
<b>Amulet of Natural Armor +1</b>	<b>(--)(1000 gp)[Crafted]</b>
<b>Bag of Holding Type I</b>	<b>(15 lbs)(1250 gp)[Crafted]</b>
<b>Ring of Protection +1</b>	<b>(--)(2000 gp)</b>
<b>Cloak of Resistance +1</b>	<b>(1 lb)(500 gp)[Crafted]</b>

**[b]Scrolls/Wands:[/b]****(--)**

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<b>Wand of Infernal Healing [30]</b>	<b>(--)(450 gp)</b>
<b>Scroll of Enlarge Person [2]</b>	<b>(--)(25 gp)[Crafted]</b>
<b>Scroll of Expeditious Retreat [2]</b>	<b>(--)(25 gp)[Crafted]</b>
<b>Scroll of Obscuring Mist [2]</b>	<b>(--)(25 gp)[Crafted]</b>
<b>Scroll of Protection from Chaos [2]</b>	<b>(--)(25 gp)[Crafted]</b>
<b>Scroll of Protection from Evil [2]</b>	<b>(--)(25 gp)[Crafted]</b>
<b>Scroll of Knock [2]</b>	<b>(--)(150 gp)[Crafted]</b>
<b>Scroll of Resist Energy [2]</b>	<b>(--)(150 gp)[Crafted]</b>
<b>Scroll of Fly</b>	<b>(--)(187.5 gp)[Crafted]</b>
<b>Scroll of Gaseous Form</b>	<b>(--)(187.5 gp)[Crafted]</b>

**[b]Consumables:[/b]****(0 lbs)(0 lbs HH)**

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<b>Pot of Alchemical Grease [2]</b>	<b>(2 lbs)(10 gp)</b>
<b>Vial of Antitoxin [2]</b>	<b>(--)(100 gp)</b>
<b>Pot of Bladeguard</b>	<b>(--)(40 gp)</b>
<b>Flask of Meditation Tea [3]</b>	<b>(--)(90 gp)</b>
<b>Jar of Smelling Salts</b>	<b>(--)(25 gp)</b>
<b>Vial of Soothe Syrup [4]</b>	<b>(2 lbs)(100 gp)</b>
<b>Vial of Twitch Tonic [2]</b>	<b>(--)(90 gp)</b>
<b>Pot of Vermin Repellant [4]</b>	<b>(--)(20 gp)</b>

<b>Vial of Wismuth Salix [2]</b>	(--)(60 gp)
<b>Flask of Acid [3]</b>	(3 lbs)(30 gp)

**[b]Alchemical Spell Reagents:[/b] (0 lbs)**

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**[b]Other:[/b] (4 lbs)(4 lbs HH)(28.5 lbs BH)**

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<b>Wizard's Spellbook [4]</b>	(12 lbs)(45 gp)(BH)
<b>Spell Component Pouch</b>	(2 lbs)(5 gp)
<b>Soldier's Uniform[Hellknights]</b>	(5 lbs)(1 gp)(BH)
<b>Explorer's Outfit</b>	(8 lbs)(Free)(BH)
<b>Tabard[Hellknights]</b>	(1 lb)(5 gp)(BH)
<b>Compass</b>	(.5 lb)(10 gp)(BH)
<b>Flint &amp; Steel</b>	(--)(1 gp)
<b>Gear Maintenance Kit</b>	(2 lbs)(5 gp)(BH)
<b>Grappling Hook</b>	(4 lbs)(1 gp)(HH)
<b>Wrist Sheath, Spring Loaded[2]</b>	(2 lbs)(10 gp)

**[b]Camping Supplies:[/b] (0 lbs)(168.5 lbs BH)**

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<b>Bedroll</b>	(5 lbs)(.1 gp)(BH)
<b>Blanket</b>	(3 lbs)(.5 gp)(BH)
<b>Cooking Kit</b>	(16 lbs)(3 gp)(BH)
<b>Cot</b>	(30 lbs)(1 gp)(BH)
<b>Folding Chair</b>	(10 lbs)(2 gp)(BH)
<b>Folding Table</b>	(20 lbs)(10 gp)(BH)
<b>Candle Lamp</b>	(1 lb)(5 gp)(BH)
<b>Candle [i](Cont. Flame)[/i]</b>	(0 lbs)(.01 gp)(BH)
<b>Shaving Kit</b>	(.5 lbs)(15 gp)(BH)
<b>Folding Shovel</b>	(12 lbs)(12 gp)(BH)
<b>Silk Rope (100 ft)</b>	(10 lbs)(20 gp)(BH)
<b>Tent [Medium]</b>	(30 lbs)(15 gp)(BH)
<b>Mess Kit</b>	(1 lb)(.2 gp)(BH)
<b>Trail Rations [20 days]</b>	(20 lbs)(10 gp)(BH)
<b>Wandermeal [20 days]</b>	(10 lbs)(.2 gp)(BH)

**[b]Jewelry:[/b] (--)**

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**[b]Wealth:[/b] (--)**

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0 pp

**10 gp**

**9 sp**

**9 cp**

**[b]Total Coins:[/b] 10**

(--)

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**[b]Description:[/b]** Gifted with a handsome, chiseled face, short, jet-black hair swept back and a muscular build, Theodric Rothnt would likely have been the envy of the ladies back in Cheliax - if it were not for a number of unfortunate incidents forcing his exile. While more often than not the grim-faced swordsman is dressed in his battle regalia consisting of a bladed, black-tinted mithral breastplate emblazoned with a tower rising from flames; **[b][i]**these days Theodric remains in disguise, sporting a suit of gleaming silver full plate with a sleek helm topped with a bright red plume. A thick, yet flowing red cloak drapes his back.

Beyond that, Theodric wears numerous pouches partially hidden by his cloak and carries a weather-worn backpack on his back. Attached to the backpack, hanging from thick leather cords, is a large, ornate but worn bag emblazoned with some sort of arcane symbol that glows every so faintly in the dark. A large two-handed sword remains sheathed beneath the backpack, easily graspable by the knight.**[i][/b]**

(Bold-Italic for what the characters see)

**[b]Personality:[/b]** Raised in the heart of Chelish nobility, Theodric was raised with the high-minded standards and noble etiquette that defines the elite of Egorian; Although lacking an interest in the ever-so-popular Chelish Opera, Theodric quickly found an interest in the arcane, much to his parent's delight. This interest of his has seen a power-hungry streak bred into him - certainly not a thing out of place in Thrice-Damned Cheliax. Despite having an early interest in the arcane, Theodric also found an interest in both swordplay and knightly chivalry; at least, a corrupted form of chivalry more based on strict law and order than true chivalry.

Ever since his sister was killed by Skinsaw Cultists during his teenage years, Theodric has harbored an intense hatred of cults, heretics, witches, and the like. He sees the Asmodean Church, as well as a few other law-oriented organizations, as guardians of law and order and the path to a civilized world, but most other religions he looks down on in disdain. None rouses his ire more than worshippers of Norgorber, however - and, lately, after a disastrous turn of events that forced him into hiding, followers of House Thrune.

Although always power hungry and still wary of heretical cults, Theodric's new driving force is vengeance against those who have wronged him - although he has yet to prove it was House Thrune that engineered his outcasting, he knows for certain those who framed him are amongst the Chelish political elite.

**[b]Background Part 1:[/b]** Born twenty-nine years ago to Alexus and Valendria Rothnt, Theodric came into a world of luxury, his family being thick in Egorian nobility deep in the heartlands of the Chelish empire. The second youngest of five siblings, Theodric was dotted upon until the birth of his younger sister, Channady, whom he eventually grew particularly close to before her eventual death in his teenage years.

Early in his life Theodric became tutored in wizardry, following in his parent's footsteps; both were respected wizards in their own right, and were delighted to find out that at least one of their children was gifted in the Art, unlike his elder siblings, who all went in their separate ways, one becoming a priest of Asmodeus, another becoming an opera singer, a third becoming a captain in the Chelish navy, and a fourth dabbling in Egorian politics.

Theodric would not find his true calling until his younger sister Channady, one of his siblings he was closest to, was a victim of a brutal and savage murder by the hands of cultists of Norgorber operating as an Egorian sect of the Cult of Father Skinsaw. When the cultists were hunted down and wiped out by a group of Hellknights of the Pyre, Theodric knew what his calling was. Although his sister was avenged, Theodric knew that similar cults - those of Norgorber and other religions - operated elsewhere and would be a threat to innocents elsewhere.

As a result, regardless of his parent's arguments against this course of action, Theodric travelled to Citadel Krane on the Cape of Erebus in south-eastern Cheliax as soon as he reached adulthood. There, he joined the Hellknight Order of the Pyre as an armiger, hoping to learn how to blend sword and spell and become a Signifier.

**[b]Background Part 2:[/b]** Ten years later Theodric had survived a host of grueling tests, been the subject of numerous inquisitions, memorized the complex rules and laws of the Measure, taken to heart the philosophies of the Chain, and seen his way through every trial and ordeal the Hellknights of the Pyre could throw at him. Throughout this, Theodric proved to be an excellent pupil and an excellent soldier, following through with his orders no matter the mercies begged from witches, cultists, and heretics given to the flame.

A decade after joining the Hellknights as a lowly armiger, Theodric was ready to ascend to the next level. Having gone through all but one of the necessary trials, he was ready for the final trial: One on one combat against a devil - in this case, a Bearded Devil.

It was this trial that was the hardest for Theodric - oh certainly, he had slain his fair share of devils, including more than one Bearded Devil, but never alone, never one-on-one. Such was the path to a Hellknight, however, and Theodric passed the trial with flying colors - and more than a few bleeding wounds.

From then on, he was a fully ranked Signifier - an enforcer of the Hellknights and part of the spellcasting arm of the order. As a result, he was allowed certain privileges that weren't allowed to regular Hellknights or armigers. As some of the most important, if rarest, members of the

Hellknights, Signifiers had access to far more information and arcane resources available to rank-and-file Hellknights - especially resources generally deemed too heretical for your average Hellknight. Given access to the very arcane tomes that would be later burnt, Signifiers, Theodric included, were able to siphon their power and knowledge for themselves (and the Order) before they were put to the flame; this allowed Signifiers of the Pyre unmatched knowledge of the very enemies they sought to purify. And even as a fresh Signifier, Theodric was no exception.

A few years later and Theodric had become a well respected member of the Hellknights of the Pyre, partially for his bridging connection to both rank and file martial hellknights and the more spellcasting oriented Signifiers - for not only was he an apt spellcaster, but he was quite the swordsman too.

It would not be long until his family ties would catch up with him - and cause him to lose everything.

As it so happens, his father, an important political figure and supporter to House Thrune, had made quite a few rivals for himself in both other noble houses and the Church of Asmodeus itself. Though Theodric never knew nor cared for the specifics, it was one of these rivals of his father's that, in order to strike at his father, attacked Theodric.

Certainly, the attack didn't come directly - no assassination attempts were made, no 'accidents' were planned - instead, they went after him the best way they could. To ruin his reputation, brand him as a traitor to his order and force him to pay for crimes he didn't commit. As it so happens, his father's enemies were able to plant incriminating evidence that Theodric was secretly a part of a heretical cult of Abraxus, Demon Lord of Forbidden Knowledge, Magic, and Snakes. Though this lie was painfully obvious to particularly close friends and allies of Theodric, the evidence was incriminating enough to warrant a full inquisition against him - and, unbelievably, to damn him for his 'crimes'.

Theodric was to be burnt at the stake in a week following the Inquisition.

**[b]Background Part 3:[/b]** Nearly a week had passed since his trial; his sentence would be carried out in two days and Theodric nearly had a mental breakdown - not of worry that he would die, but of the fact that those who framed him would go unpunished. Not only that, but their lies and heresies struck him to the core, for these were the first to strike at his vulnerable past through something he once cared for.

As it so happens, fate disagreed.

Two nights before his execution, as he was being transferred to Citadel Krane from one of the Hellknight of the Pyre's other fortresses, a mysterious group ambushed the jailors transferring him and slew them to the last man, then freed Theodric. As it turns out, these rescuers were a

group of Milanites who opposed House Thrune and were gathering allies to oppose them more openly - one such ally was Theodric, as they had heard all about the false accusations set forth against him. They offered him an alliance to help him strike back against Thrune and his enemies - but in saving him, they had made a single fatal mistake.

They picked the wrong Hellknight to save.

Still fiercely loyal to the Hellknights of the Pyre, it enraged Theodric that this band of thieves and anarchists would slay his comrades - even if said comrades were taking him to his execution. In a fit of rage after getting his equipment back (They had liberated it prior to saving him), he slew the entire band of Milanites for their crimes against his Order.

Now free, Theodric was divided on what to do. Certainly, by the Measure and Chain, he was supposed to be punished - even if they were for crimes he didn't commit, his Order had made their decision and it was to be followed. But then again, there were diabolists out there that needed executing. House Thrune, his parents, their rivals, their allies - all of them were heretics. They conspired against those serving law itself by weaving a dangerous political web of lies and deceit, allying themselves with those who would see Humanity enslaved (or worse, destroyed). Before he would allow himself to go to the Pyre himself, they would have to be put to the flame. House Thrune would have to fall.

His mind made up, Theodric fled Cheliax to Korvosa - he was realistic in knowing that he couldn't face House Thrune and her allies alone or even at his current strength. He needed power. And such power he had heard of coming from Varisia through rumors floating about within his Order - of some ancient civilization known for its powerful arcanists and ancient troves of knowledge and wealth: Thassilon.

As it so happens, he knew of distant family living in the region.. ones not caring about the politics of Cheliax. He would have to find them - and outrun the Hellknights of the Pyre, whom he knew would send agents to retrieve him. But he couldn't let them do so - not yet.