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Tatina

Tatina the Temptress

Born from wealthy aristocrats in Anhelm, Tatina was another young wizard who chose careful alliances and picked her battles well. Through the turmoil that followed the Breaking, Tatina's skills increased, and many began to fear her stunning looks and deadly power. Eventually, other wizards realized that they must either steer clear of her or become a pawn for her invisible game.

Background

Tatina's parents were wealthy business owners. Therefore, the young sorceress was raised without material want and in a constant situation of politics and backstabbing. While Anhelm was a prosperous, great kingdom, business owners still had to fight for every gold coin earned. From an early age, Tatina was taught how to get what she wanted through manipulation.

After her 13th year, Tatina entered into magickal study, when the aging wizard Budor discovered her talent. Her parents insured that she would have the finest resources at her disposal, and indeed, by the time she was 16, Tatina's name circled around the kingdom. During her training, Tatina secretly began to covet greater power. She would often slip away to train by herself to improve her deadly fighting skills.

When the wizards across Anhelm went mad, Tatina realized that her years of manipulation would pay off. She gathered other sorcerers around her for protection, using them as necessary to survive. As the madness began to subside, Tatina found her skills more than ready -- she would no longer have to hide behind others. She emerged from hiding and immediately slew several powerful wizards, including Eggabuk the Efficient. In her most legendary duel, she defeated Taeron the Terrible, encasing him in a powerful magickal prison.

Present

Tatina currently can be found in her tall tower upon a jagged floating rock somewhere in Anhelm. Though she doesn't need them, Tatina continues to gather a few henchmen about her. She teaches, inspires, and ridicules them -- biding time until they are of no use to her. Other wizards attempt to seek her out to defeat her or learn from her. Rarely, she allows such fools to leave alive.

Tatina continues work on her "invisible game". Using her manipulation skills, the vile sorceress plots to bring enemies and friends together. It is game of cat and mouse, and no one is quite sure what she hopes to gain out of it.

Description

Tatina dons dark crimson robes which match her fiery red hair. She is quite stunning, with deep blue eyes and a face as perfect as a diamond. Often, enemy wizards will be confused when they confront her, for she will flirt and taunt them from beneath her attractive smile.

Stats

Name: Tatina the Temptress

Agility: 7

Speed: 21

Endurance: 6

Life Points: 18

Concentration: 5

Focus: 15

Skills:

Air: 6, **Earth:** 6

Fire: 15, **Water:** 6

Words of Power:

"overcome", "kofoboz", "extinguish"

Magickal Items:

Ring of Fire (+2 to Fire magick)

Ring of Air (+2 to Air magick)