



DUNGEONS & DRAGONS

CHARACTER SHEET

Zuel 08 **Swordmage**
 Character Name **Fire Genasi** M 27 M 6'4 245 **Unaligned** Paragon Path Epic Destiny Total XP
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INITIATIVE

SCORE	DEX	1/2 LEVEL	MISC
4	0	4	0

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR / ABIL	CLASS	FEAT	ENH	MISC	MISC
26	AC	14	07	03	02	02	02	02

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed	0	0	0

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
20	STR Strength	5	9
15	CON Constitution	2	6
10	DEX Dexterity	0	4
20	INT Intelligence	5	9
8	WIS Wisdom	-1	3
10	CHA Charisma	0	4

DEFENSES (CONT.)

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
19	FORT	14	05	05	05	05	05	05
20	REF	14	05	05	05	01	05	05
16	WILL	14	02	02	02	02	02	02

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
10	Passive Insight	10	+
10	Passive Perception	10	+

SPECIAL SENSES

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
72	36	18
<small>1/2 HP</small>	<small>1/4 HP</small>	<small>SURGE VALUE</small>
10		<small>SURGES/DAY</small>

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
0	0	1
1	1	2
2	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

ATTACK WORKSPACE

ABILITY: **Scimitar**

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
13	4	5	2	2	2	2	2

ABILITY:

CURRENT HIT POINTS	CURRENT SURGE USES
SECOND WIND 1/ENCOUNTER	USED <input type="checkbox"/>
TEMPORARY HIT POINTS	
DEATH SAVING THROW FAILURES	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SAVING THROW MODS	
RESISTANCES	Fire 5
CURRENT CONDITIONS AND EFFECTS	

RACE FEATURES

ABILITY SCORE MOD **+2 Strength +2 intelligence**

+2 Endurance + 2 Nature

Elemental Origin

+1 Reflex

Resist fire 5

Firepulse power

ATTACK WORKSPACE (CONT.)

ABILITY:

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+	+	+	+	+	+	+	+

DAMAGE WORKSPACE

ABILITY: **Scimitar**

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1D8+7	5	2	2	2	2

ABILITY:

SKILLS

BONUS	SKILL NAME	ABIL	MOD	TRND	ARMOR	MISC
		+ 1/2 LVL	(+5)	(+5)	PENALTY	
4	Acrobatics	DEX	4	0	0	0
14	Arcana	INT	9	5	n/a	0
14	Athletics	STR	9	5	0	0
4	Bluff	CHA	4	0	n/a	0
4	Diplomacy	CHA	4	0	n/a	0
3	Dungeoneering	WIS	3	0	n/a	0
13	Endurance	CON	6	5	0	2
3	Heal	WIS	3	0	n/a	0
14	History	INT	9	5	n/a	0
3	Insight	WIS	3	0	n/a	0
4	Intimidate	CHA	4	0	n/a	0
5	Nature	WIS	3	0	n/a	2
3	Perception	WIS	3	0	n/a	0
14	Religion	INT	9	5	n/a	0
4	Stealth	DEX	4	0	0	0
4	Streetwise	CHA	4	0	n/a	0
4	Thievery	DEX	4	0	0	0

CLASS / PATH / DESTINY FEATURES

Swordmage Warding +3 on AC

Swordbond

Aegis of Assault

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
13	vs AC	Greenflame	1D8+7
+	vs	+	+
+	vs	+	+
+	vs	+	+

LANGUAGES KNOWN

Common

Primordial

FEATS

Zuel's Salamander Leather

Item Item Armor lvl 8

Daily

Enhancement: AC

Armor: Leather

Power(Daily): Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes fire damage equal to this armor's enhancement bonus.

Enhancement

Price

Cured from the hides of flamesalamanders this armor burns those who would strike at the wearer.

Zuel's Fury Scimitar

Item

Enhancement: Attack rolls and damage rolls

Weapon: Scimitar

Critical: +1d8 damage per plus

Power(At-Will): Free action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapons's enhancement bonus. You take a -2 penalty to AC until the end of you next turn.

Enhancement

Price

This scimitar is filled with the rage of Zuel for the injustices of his life.



Aegis of Assault

Swordmage Feature



At-Will + Arcane, Teleportation

Minor Action Close burst 2

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.



Zuel's Fiery Burst

Swordmage Attack 1



At-Will + Arcane, Force, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Int vs. Ref

Hit: 1d8 + Int fire damage.

Increase damage to 2d8 + Int at 21st level.

The next enemy that hits you with a melee attack before the end of your turn takes fire damage equal to your Strength modifier

Int vs. Ref

Damage

A sweep of your scimitar blasts those around you with fire.



Zuel's Flaming Scimitar

Swordmage Attack 1



At-Will + Arcane, Fire, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Int vs. AC

Hit: 1[W] + Int fire damage, and you deal fire damage equal to your Str to all enemies adjacent to the target.

Increase damage to 2[W] + Int at 21st level.

Int vs. AC

Damage

Splash Damage

Each blow ignites your blade in deadly green fire.



Zuel's Whirlwind of Fire

Swordmage Attack 1



Encounter + Arcane, Fire, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Int vs. Ref

Hit: 1d8 + Int + Str fire damage.

Int vs. Ref

Damage

Arcane power swirls around your blade and outward toward your enemies, engulfing them in an inferno.



Zuel's Elemental Travel

Swordmage Utility 6



Encounter + Arcane, Teleportation

Move Action Personal

Effect: Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.

You burst into flames, to reappear in a fiery explosion another place on the battlefield.



Zuel's Spiral of Flaming Death

Swordmage Attack



Encounter + Arcane, Implement, Fire

Standard Action Close burst 2

Target: One, two or three creatures in burst.

Attack: Int vs. Reflex

Hit: 1[W] + Int fire damage.

Effect: Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes 1d6 fire damage.

Int vs. Ref

Damage

You point your sword into the air, and cruel talons of white fire reach out toward your foes.



Zuel's Spiked Talons

Swordmage Attack 7



Encounter + Arcane, Force, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Int vs. AC

Hit: 2[W] + Int fire damage. If the target moves before the end of its next turn, it takes fire damage equal to 5 + your Str.

Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

Int vs. AC

Damage

Secondary Dmg

Your strike leaves tendrils of smoldering flame searing your enemy's flesh, rending it if it moves.

Feats

BERSERKER'S FURY

[MULTICLASS BARBARIAN]

Prerequisite: Str 13, Con 13

Benefit: You gain training in one skill from the barbarian's class skills list.

Once per day as a free action, you can gain a +2 bonus to damage rolls until the end of the encounter.

ELEMENTAL ASSAULT

[GENASI, SWORDMAGE]

Prerequisites: Genasi, swordmage with *aegis of assault*

Benefit: When you make a melee basic attack granted by your *aegis of assault*, you gain a +3 bonus to damage of a type based on your current elemental manifestation.

Earthsoul: Force

Firesoul: Fire

Stormsoul: Thunder

Watersoul: Acid

Windsoul: Cold

If you are currently manifesting more than one element, choose one damage type when making the attack.

FIREPULSE MASTER [GENASI]

Prerequisites: Genasi, firesoul manifestation

Benefit: Your *firepulse* power gains the **Reliable** keyword and deals an extra 1d6 damage over its normal damage.

ELEMENTAL BLADE ATTUNEMENT

Prerequisite: Genasi, swordmage

Benefit: When you use a swordmage power that has the acid, cold, fire, lightning, or thunder keyword, you gain a +1 feat bonus to damage rolls.

This bonus increases to +2 at 11th level and to +3 at 21st level.

RITUAL CASTER

Prerequisite: Trained in Arcana or Religion

Benefit: You can master and perform rituals of your level or lower. See Chapter 10 for information on acquiring, mastering, and performing rituals. Even though some rituals use the Heal skill or the Nature skill, the Arcana skill or the Religion skill is required to understand how to perform rituals.

Class Features

SWORDMAGE WARDING

While you are conscious and wielding either a light blade or a heavy blade, you maintain a field of magical force around you.

This field provides a +1 bonus to AC, or a +3 bonus if you are wielding a blade in one hand and have your other hand free (not carrying a shield, an off-hand weapon, a two-handed weapon, or anything else).

If you become unconscious, your Swordmage Warding benefit disappears. You can restore it by taking a short rest or an extended rest.

SWORDBOND

By spending 1 hour of meditation with a chosen light or heavy blade, you forge a special bond with the weapon. As a standard action, you can call your bonded weapon to your hand from up to 10 squares away.

You can forge a bond with a different blade using the same meditation process (for instance, if you acquire a new blade that has magical abilities). If you forge a bond with a different blade, the old bond dissipates.

If your bonded weapon is broken or damaged, you can spend 1 hour of meditation to recreate the weapon from a fragment. (This process automatically destroys any other fragments of the weapon in existence, so you can't use it to create multiple copies of a broken weapon.)

Encounter Powers

Firepulse

Firesoul Genasi Racial Power

As an enemy lands a blow, retributive fire ignites from your arms and fists.

Encounter ♦ Fire

Immediate Reaction **Melee 1**

Trigger: An enemy hits you with a melee attack

Target: The triggering enemy

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex

Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: 1d6 + Strength, Constitution, or Dexterity modifier fire damage.

Increase to 2d6 + Strength, Constitution, or Dexterity modifier fire damage at 11th level, and to 3d6 + Strength, Constitution, or Dexterity modifier fire damage at 21st level.

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

Rituals

UNSEEN SERVANT

Why bother with real servants when magical ones are so much more obedient?

Level: 1
Category: Creation
Time: 10 minutes
Duration: Until your next extended rest or until you dismiss the servant
Key Skill: Arcana (no check)

Component Cost: 20 gp, plus a focus worth at least 25 gp
Market Price: 50 gp

You conjure a Medium unseen servant of invisible force. It obeys your commands, moves at your speed, can lift up to 100 pounds, and performs basic functions and repetitive tasks, such as cleaning, making camp, and moving, holding, or carrying objects.

An unseen servant never tires. It cannot move more than 20 squares from your space. It does not occupy any space and cannot attack or be attacked. Each unseen servant you currently control doubles the component cost to create the next.

Focus: A ceramic hand. The person who holds this focus is empowered to command any unseen servants summoned with it. If the focus is broken or not in anyone's possession for a minute or longer, all unseen servants bound to it disappear.

FOOL'S GOLD

You turn a pile of base metal or lesser coins into a mound of gold.

Level: 3
Category: Deception
Time: 1 minute
Duration: Special

Component Cost: Varies
Market Price: 125 gp
Key Skill: Arcana

You create an amount of illusory gold that vanishes after a certain amount of time. The gold looks, feels, and smells like real gold and weighs as much as real gold. You create an amount of false gold equal to the amount you spend as the ritual's component cost times a multiplier based on your Arcana check result. Your Arcana check result also determines how long the illusory gold exists. For example, if you expend 100 gp as the component cost and you achieve a result of 25 on your Arcana check, you create 1,000 gp worth of illusory gold that lasts for 4 hours.

AFFECT NORMAL FIRE

Fire leaps and dances at your command, brightening or dimming.

Level: 3
Category: Exploration
Time: 1 minute
Duration: 8 hours

Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Arcana or Nature (no check)

You gain mastery over nonmagical fire. For the ritual's duration, or until you take an extended rest, you can manipulate nonmagical flames within 10 squares of you as a minor action. You can make a fire that normally provides dim light produce an equal amount of bright light, or you can double the radius of bright light a fire produces. Alternatively, you can diminish a fire's light, reducing its area of bright light to an equal amount of dim light, or reducing its area of dim light to darkness. Reducing a fire's light to produce no light does not extinguish the flame. You can extinguish 1 square of nonmagical fire as a minor action.

PYROTECHNICS

A flare soars into the night sky and explodes with brilliant color.

Level: 2
Category: Creation
Time: 1 minute
Duration: 10 minutes

Component Cost: 20 gp
Market Price: 50 gp
Key Skill: Arcana (no check)

You send a barrage of small, colorful explosions into the sky. The explosions blossom into whatever color or shape you choose for 1 minute. At the end of each minute of the ritual's duration, you can choose a new color and shape. At night, the lights are visible within a 10-mile radius. During the day, the lights are visible within a 1-mile radius.

ENCHANT MAGIC ITEM

Magic drawn from the warp and weft of the universe infuses the item you hold in your hands.

Level: 4
Category: Creation
Time: 1 hour
Duration: Permanent

Component Cost: Special
Market Price: 175 gp
Key Skill: Arcana (no check)

You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create.

You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.

SENDING

You can see him in your mind's eye, clear as the first time you met him. Your magic lets him know that you're safe, despite encountering the followers of Thoon, and he reassures you that the red dragon caused him no harm.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Instantaneous

Component Cost: 50 gp
Market Price: 360 gp
Key Skill: Arcana

You convey a mental message of up to 25 words to a person you know. If the target is within range, he or she receives the message mentally and can respond likewise. The ritual's maximum range is determined by your Arcana check result.

Arcana Check Result	Maximum Range
9 or lower	10 miles
10-19	100 miles
20-29	500 miles
30-39	1,000 miles
40 or higher	Anywhere on the same plane

KNOCK

A blue, glowing key appears in front of the door and disappears into it. The door glows amber for a moment and then unlocks.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: Instantaneous

Component Cost: 35 gp, plus 1 healing surge
Market Price: 175 gp
Key Skill: Arcana

The Knock ritual allows you to open a single locked door, chest, gate, or other object. It even works against portals sealed with the Arcane Lock ritual or doors secured with bolts or bars that are on the far side, out of reach. You must defeat all the closures on a locked object to unlock it. You make one Arcana check per lock, bar, Arcane Lock, or similar closure. The object you unlock does not open automatically; you still must open it yourself after the ritual unlocks it.

Make an Arcana check with a +5 bonus in place of a Thievery check to open each lock or closure. (See the Thievery skill description, page 189, for example DCs.) To undo bolts or bars you normally couldn't reach, you must succeed on a DC 20 Arcana check.

If you use this ritual successfully against a portal protected by Arcane Lock, you destroy the Arcane Lock and its effects end.

DISENCHANT MAGIC ITEM

The item ignites in a brief flash of brilliant light, then crumbles to golden dust in your hands.

Level: 6
Category: Creation
Time: 1 hour
Duration: Instantaneous

Component Cost: 25 gp
Market Price: 360 gp
Key Skill: Arcana (no check)

When you finish performing this ritual, you touch a magic item and destroy it, turning it into a quantity of *residuum* valued at one-fifth of the item's price. The item must be your level or lower and must be something that can be created using the Enchant Magic Item ritual.

LEOMUND'S SECRET CHEST

An ornate iron-and-silver chest fades into view in front of you.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Until dismissed

Component Cost: 140 gp, plus a focus worth 200 gp
Market Price: 360 gp
Key Skill: Arcana (no check)

As part of mastering this ritual, you must create or commission a chest that bears arcane designs, and an object with personal meaning for you must be built into the chest's frame. After the chest is ready, you can store it anywhere you like. Performing this ritual then summons the chest from wherever you left it to wherever you are, along with all its contents. You can remove or add objects to the chest (subject to its natural size limitations) when it is present. Any time after summoning it, you can dismiss it back to its previous location.

Explorers use this ritual to ensure they have enough supplies or to cart treasure away from a dungeon more easily. If the chest is ever lost or destroyed, you must create a new one before you can perform this ritual again.

Focus: A chest worth at least 200 gp.

Daily Powers

Utility Powers

Burning Blade Swordmage Attack 1

Your fiery blade lunges toward your enemy, and its arcane warmth seeks to flare again in the wounds of your foes.

Daily ♦ Arcane, Fire, Weapon
Standard Action Melee weapon
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier fire damage.
Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier.

Purifying Wound Swordmage Attack 5

Your attack inflicts a grievous wound and unleashes a gout of flame that consumes your enemy.

Daily ♦ Arcane, Fire, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage, and ongoing 5 fire damage (save ends). When the target takes the ongoing fire damage, each enemy adjacent to the target takes 5 fire damage.
Miss: Half damage.

Third Wind Endurance Utility 6

You have almost endless reserves and can rebound from injuries that would bring down another.

Daily ♦ Healing
Minor Action (Special) Personal
Effect: You spend a healing surge.
Special: As a standard action, an adjacent ally can make a DC 10 Heal check to allow you to use this power without spending an action yourself.

Host of Shields Swordmage Utility 2

Your weapon produces a few small, glowing shields that orbit your body and ward off blows.

Daily ♦ Arcane, Stance
Minor Action Personal
Effect: Until the stance ends, you gain a +2 power bonus to AC and Reflex.

Bracers of Mighty Striking Level 2+

These enchanted armbands increase the damage you deal with a melee attack.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Item Slot: Arms
Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.
 Level 12: +4 item bonus.
 Level 22: +6 item bonus.

Cloak of Resistance Level 2+

This crimson-hemmed cloak can be activated to provide minor resistance to all attacks.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.
 Level 12 or 17: Resist 10 to all damage.
 Level 22 or 27: Resist 15 to all damage.

Megaüberpowerstrike 1d8+5 str + 2 enh + 2 bar + 4 enh + 3 feat +1feat + 5 fire +2 item= 1d8+24 dam (9 fire)
 with burning blade, aegis of assault, reckless ability, barbarian rage,

Antimeleehit dam:

Firepulse 2d6+5 +2 Bar +5 BuSP +2 armor +1 feat = 2d6+15

Zuels historie

I Messingbyens flammende gader findes en ludus med navnet Ild og Stål. Her blev Zuel født af gladiatorskolens Domina, Efreutiherskerinden Lucretia. Skønt hun var gift med efrectieen Dominus Hadash, herre over ludusen blev Zuel undfanget af en menneskeslave.

Crux En menneskegladiator der gennem sine utallige sejre i arenaen og sin velbyggede fysik havde fanget herskerindens lystne øje. Igennem hendes utroskab blev Zuel til, men da Hadash opdagede at barnet ikke var af hans eget flammende blod ville han have brændt barnet til aske. Kun gennem Lucretias gråd kvalte tryglen fik Zuel lov til at starte livet i Messingbyen.

Som halvblodsbastard blev han tyranniseret af Dominus, tvunget til at leve en ussel slavetilværelse, straffet hårdt for den mindste forseelse. Da han blev gammel nok fik Dominus ham oplært som gladiator, en position der med tiden måske kunne vinde Zuel hans frihed.

Dog var Dominus' sind mere snu end det, da Zuel fik sin egen far som læremester. En far der i lige så høj grad afskyede sit uægte afkom, aftvunget gennem Crux' slavestatus, som Dominus selv. Den grusomme herre havde også planer for den lille, planer som strakte sig over år, for at han kunne få genoprejsning for sin tabte ære.

Zuels træning blev hård og brutal, han lærte at kæmpe med sværd i hånd og tage imod hvad han fik givet. Dog havde hans mor en svaghed for sit afkom, og hun sørgede for at han i det skjulte modtog undervisning, både i skrifter, historie og udi ildmagien der boede i den del af ham som hun havde givet.

Den eneste anden Zuel havde som ven i de lange år var hans halvsøster Kira, datter af Crux og hans yndling blandt glædesslaverne. Medfølelse for sin halvsøster og hendes ligeså ringe kår gjorde at Zuel hjalp hende med småting nu og da, han lærte hende også at læse og skrive og sammen opdagede de hendes talent ud i magi. Det var nødt til at holdes skjult for nysgerrige øje, men som Zuel voksede sig stærkere gjorde Kiras kræfter det også. Dog havde Zuels flammende temperament det med at få ham til at miste hovedet overfor den lille nævenyttige og oprørske pige. Deres skænderier var kendt blandt alle på skolen og noget der havde skaffet dem begge to hårde straffe mere end en gang.

Den dag hvor Zuel endeligt modtog gladiatormærket på armen og kunne stille op i arenaen, den dag følte han at tiden var kommet til at tjene sig vejen til friheden.

Men da blev Dominus plan endeligt afsløret. Zuels første kamp skulle være en kamp til døden mod sin læremester og fader, Crux. for at give Lucretia en lærestreg, skulle hun se to væsner hun elskede, kæmpe til døden i arenaen.

Zuel overlevede ved hjælp af sin magi. Med blandede følelser ved at have dræbt sin hadefulde far, indså han at han aldrig ville kunne undslippe Dominus grusomme planer, og det var kun et spørgsmål om tid før han ville ende sit liv i arenaens knuste obsidiansand.

Derfor planlagde han en flugt sammen med sin søster. Hun kendte til byens spraglede havnekanaler da hun var en af slaverne der havde ansvaret for indkøbene i ludusen.

Da muligheden bød sig, startede de to søskende et voldsomt skænderi der endte i en eksplosion af flammer og magi.

Men Kiras skjulte kræfter hvad båret dem væk fra gladiatorskolens besnærende vægge og de stod nede ved havnen.

De tog det første og bedste skib væk fra Messingbyen, et skib der var villige til at tage to flygtede slaver med sig så længe de kunne svinge et sværd og brænde fjender til aske.

Kira havde dog ikke tilgivet sin faders død, og Dominus ære var igen blevet krænket...