

## **Agnes Evans**

Agnes is a high school teacher in her mid-to-late 20s who leads a relatively average life. She is initially depicted as pragmatic, cautious, and somewhat disinterested in fantasy or nerd culture. After the tragic death of her younger sister, Tilly, Agnes embarks on a journey to understand Tilly's world by playing her Dungeons & Dragons module. Through this journey, Agnes transforms, becoming more adventurous, empathetic, and connected to her own emotions and those around her.

## **Tilly Evans**

Tilly is Agnes's younger sister, a high school student who died in a car accident. In the world of Dungeons & Dragons, she is Tilius the Paladin, a powerful and brave character. Tilly is a self-proclaimed nerd who is passionate about fantasy games and has a vivid imagination. Through Agnes's exploration of the game, Tilly is revealed to be more than just a sister; she is a heroic and complex figure whose struggles with her identity and sexuality are central to the play.

## **Chuck Biggs**

Chuck is a high school student and Dungeon Master who introduces Agnes to the world of Dungeons & Dragons. He is quirky, enthusiastic, and somewhat socially awkward, but his deep knowledge and passion for the game make him an invaluable guide for Agnes. Chuck's character balances humor and sincerity, providing comic relief while also demonstrating genuine care for Tilly and her memory.

## **Miles**

Miles is Agnes's boyfriend. He is well-meaning and caring but struggles to understand Agnes's newfound obsession with Dungeons & Dragons. Initially portrayed as somewhat conservative and conventional, Miles's character arc involves him coming to terms with and supporting Agnes's journey. His development reflects the theme of acceptance and love within the play.

## **Lilith Morningstar / Lilly**

In the game, Lilith Morningstar is a fierce Demon Queen and a member of Tilly's adventuring party. She is strong, confident, and loyal. Outside the game, she is Lilly, a student who shared a close, possibly romantic, relationship with Tilly. Lilith's character reveals the hidden depths and vulnerabilities of Lilly, showcasing the duality between fantasy and reality.

## **Orcus / Ronnie**

Orcus is a lazy, somewhat comical demon in the game who used to be a fearsome Overlord but now prefers to lounge around watching TV. He provides much of the play's humor with his

irreverent attitude. Outside the game, he is Ronnie, another student who knew Tilly. Orcus/Ronnie's character serves as a bridge between the lighthearted and serious elements of the play.

### **Kaliopé Darkwalker / Kelly**

Kaliopé is an athletic Dark Elf and an expert tracker in the game, part of Tilly's party. She is graceful, skilled, and speaks in an archaic, formal manner. Outside the game, she is Kelly, a student with a physical disability. Kaliopé's character showcases Kelly's strength and adaptability, emphasizing themes of inclusion and empowerment.

### **Vera**

Vera is Agnes's best friend and colleague, a high school guidance counselor. She is pragmatic, straightforward, and often the voice of reason in Agnes's life. Vera provides a grounding influence and supports Agnes through her emotional journey, balancing the fantastical elements of the story with real-world sensibility.

### **Steve**

Steve is a recurring character in Tilly's Dungeons & Dragons game, often meeting unfortunate and humorous deaths. He represents the expendable, comic relief character in many role-playing games. Steve's character is a source of levity and highlights the playful and unpredictable nature of the game.