

Miss Letin.

Rupert giggled as the quill flew straight as a quarrel and lodged in Tamsin's hair. His sister scowled at him and pulled it out ready to throw it back at him. Just as she was winding her arm back for a good throw however, the door to the classroom opened and their new teacher made her first appearance. She was not overly tall, but her pointed heels and severe dress seemed imposing to the two children. She was half-elven and her features contained the precise symmetry of her elven ancestors, but blended a little softness from her human side. What softness there was though, did not extend to the mouth - her dark lips were a straight line without even the history of a smile. Indeed, the woman's figure seemed imprisoned in straight lines, from her tight, boned, topcoat buttoned at the neck, to the long black skirt that hugged her ankles. Her leather boots clicked across the floor as she stalked, straight-backed, to the front of the room. Her hair was a mass of sloe-black water, mercilessly pinned up in piles atop her head, a few rogue loops of darkness falling forward over her white face. She carried a long ebony pointer in her hand, though no board had been set up for her in the classroom.

She stared at the children with dark eyes and Tamsin slowly realized that she was still holding the quill up to throw. She quickly placed it on her desk. "In this room," said the tutor in a surprisingly soft and throaty voice, "you will learn the history of Khorvaire, Galifar and the Five Nations, their geographies and their politics." Seeing that his sister was not going to throw her weapon and that he was ahead in their games for once, Rupert smirked and poked his tongue out at her. Instantly there was the sound of the air being cut and the boy felt something just graze his cheek. He stared at the cane resting lightly on his shoulder.

"In this room," continued the tutor, "a prince may also learn the proper way to behave."

Cold, professional, educated, strict. These are all words that spring to mind when first meeting Miss Letin. Nevertheless, there is something slightly savage about her dark looks and a dangerous streak that may become apparent to those who know her well. Of course, nobody really does know her well. Miss Letin has a secret of the darkest kind.

Theleena Letin works as a tutor to children in various aristocratic households. Here she forms a part of the household staff, albeit it of a privileged rank. Wherever she is, from Breland to Aundair, she always speaks with a perfect, although crisp accent. With a suitable Knowledge (Geography) role however, PCs may discern the trace of her native Q'barra. She conceals this to her utmost however, always claiming some land other than one the PCs are familiar with. Her demeanor to those she doesn't trust will always be brisk and controlled. For reference she trusts no-one without impressive reasons that she should.

Theleena's earliest memories are always of violence, running for her life from pursuers and hiding. The sound of hoofbeats still causes her heart to race. Born and raised on the outskirts of a settlement in the Q'barran jungles, Theleena is in all probability the last of her kind. Her parents were true Lycanthropes, were-panthers. Her father was killed by Paladins of the Silver Flame when she was four after a pursuit that lasted over a year or hiding, running, assumes names and fear. Her mother was killed after another four, leaving Thel. an orphan at eight with little chance of survival. Nevertheless, the girl did survive. She was gifted, healthy and, even if wild in temperament, she learnt to apply herself with discipline to learning everything she could. It is this discipline that has preserved her into her adult life. In addition to her knowledge, she developed through necessity the ability to deal with people, making contacts quickly in each new place she came to, the foundations of diplomacy, etiquette and social climbing. Over the years, she continued to grow into a very exceptional individual, but one who kept herself under the tightest of control.

Survival has been Thel.'s priority for as long as she can remember. It is this need that has led her to take positions with Eberron's wealthiest and most powerful households. Parents will always want the best education for their children, and not a few think that Miss Letin's savage and strict manner with their spoilt brats is an added bonus. Now however, survival is not enough for her. She has a predatory nature, no matter how confined, and with access to the homes of some of Eberron's most influential, she finds

that she has opportunities to not just teach history, but maybe even make it. She can learn rumours, plans and gossip from her employers, read through their documents at night, observe the comings and goings of their visitors. Not least, she has influence over their children. After years of wandering, study and groundwork, she is just starting to come into her power and realizing what might be possible.

Miss [Theleena] Letin, Female Half-Elven Werepanther, Bard 2, Expert 3. CR: 6; HD 5d6 +3d8 +16; hp 44; Init: +6; Spd 30 ft.; AC 14 (flat-footed 12); Base Atk: +5; Atk: +4 melee +2 (unarmed 1d2-1); SQ Bardic Music, bardic knowledge, countersong, fascinate, inspire courage +1, Alternate Form, Lycanthropic Empathy (Panther), Low light vision, Scent; AL CN*; SV Fort +6, Ref +11, Will +7; Str 8 Dex 14 Con 13 Int 16 Wis 8 Cha 14 Skills and Feats: Balance +12, Bluff +6, Climb +11, Decipher Script +4, Diplomacy +6, Disguise +6, Gather Information +6, Hide +8, Jump +11, Knowledge (History) +5, Knowledge (Geography) +5, Knowledge (Warfare) +5, Knowledge (Nature) +5, Knowledge (Nobility) +5, Knowledge (Religion) +5, Listen +6, Move Silently +8, Perform +2 (Drums), Profession (teacher) +7, Sense Motive +6, Spot +6, Swim +2, Alertness, Weapons Finesse, Endurance, Improved Initiative, Run. Languages Common, Elven, Draconic, Goblin, Infernal.

Panther Form; Medium Animal (shapeshifter): As above except: Init +10, Spd 40 ft., AC: 17, Touch 16, flat footed 11; Base Atk: +5, Melee +6 (Bite, 1d6+3), +1/+1 (Claws 1d3+1); SA: Improved Grab, Pounce, Rake 1d3+1, Curse of Lycanthropy; SQ: Damage Reduction 10/Silver; Str 14 Dex 22 Con 17 Int 16 Wis 8 Cha 14.

*Letin has a deep chaotic nature but acts lawful the majority of the time through an effort of will, long practiced. Nevertheless, there is always the tantalising hint about her that she is holding something back.

Image: A half-elven woman head to toe in strict demure black clothing, buttoned to the neck. Her face is fine boned as an elf's but softened by the human blood. Her eyes are lined with the bare modicum of dark makeup which contrasts with the startling green irises. Her hair is a mass of shoe-black loops, fiercely stacked with a mithral pin. If out, she wears neat, lambskin gloves and a coal-black frock coat. Her demeanor is impeccable and her posture frighteningly erect. All of which is belied by her sensual face.

Image: A glossy black leopard, sleeky muscled. The jungle cat's dark fur merges with the shadows around the street lamp. Her lambent green eyes hold the spark or more than normal animal intelligence.

Combat Tips: Should the worst come to the worst and violence break out, Thel. will most likely flee. If she is unmasked as a lycanthrope then all the more so as she can move with startling speed and her hitpoints should see her through a round or two. Note that in animal form with the Run feat, she can cover the ground quickly. In Sharn with its skybridges and terrible drops, note that she should be able to clear a 20' jump relatively confidently, 30' would still be plausible. She is not meant as a combat opponent and would be loathe to reveal her true nature. That said, if she wanted to kill a PC she would be far happier doing it on her own terms when and where she chose.

Adventure ideas: Miss Letin could be dropped into the middle of almost any conspiracy oriented adventure as extra colour or to serve as a help/hindrance to the PCs. Being well placed in the household(s) of powerful people, she can drop a clue to the PCs if it suits her aims, or perhaps lead their enemies to them. It all depends on her what her real motives are. She will not be well-disposed to Thrane or the Silver Flame and may cause trouble for those who align themselves with these factions. Equally, she may not be fond of Shifters, many of whom curried favour with Thrane by betraying and hunting down their Lycanthropic ancestors. But perhaps she has higher goals. The Lords of Dust are active in Q'Barra and she may be acting against their plans in her own subtle way. Equally, maybe she is just playing games on a whim. If the PCs have a powerful patron, then they may encounter her on visits to one of the patron's homes. In this case, she will certainly have learned a great deal more about them than they have about her.

If the PCs are up against a truly dangerous and influential opponent, one that they dare not act against directly for either reasons of safety or legality then perhaps they find that they have an ally in the enemy's own faction. This is the sort of edge that enables them to deal with an enemy more powerful than they

ordinarily could. However, can they trust her? The answer may be yes, for now.

Alternately, attention could be paid to Theleena's other needs. She may well be the last of her kind and no-one knows her secret. The constant restraint is a terrible burden. It's possible that she will meet a man that she begins to trust and share her secret with him. Unfortunately, most men in Eberron would be terrified of her true nature and flee. And if they did, would she take the risk of having him out there, still knowing? Perhaps the PCs could come to his aid, or if too late, investigate his death. Or perhaps, after Miss Letin has been introduced into the campaign for some time, one of the PCs could be that man. If so, then even if he could bear that his lover was a monster they would both be in danger from her secret. In either case, bear in mind that while Theleena puts great effort into restraining her true nature, she is still a very animalistic person, driven by all the natural instincts of love, jealousy, anger and embraces her emotions in a way that most civilised people dare not.

Another way of introducing her could be when the PCs need some information on history, geographpy etc. Have an NPC mention his nehpew's tutor or some such and have the PCs seek her out. For added colour have her lecture them in front of the children or make them sit at the kiddy desks. Adding depth like this to minor characters makes the world much more real and leads to player curiosity.