

#### Characters:

- Melvin (The adventurous Ratfolk who desires to leave the sewers)
- Garrick (Melvin's disapproving father)
- Eliza (Melvin's concerned mother)
- Elysia (An elder Ratfolk and regarded leader of the Hive)
- Cedric (A skilled and renowned Ratfolk alchemist and mentor to Melvin)

Melvin was born and raised in the bustling underground hive of the Ratfolk also known as the Ratkin, a hidden society thriving beneath the surface of [insert kingdom name]. The Ratkin were a diminutive and resourceful race, well-adapted to their subterranean existence. Within their labyrinthine tunnels and sewer networks, they had created a complex society, with each individual assigned specific roles and responsibilities. However, the Ratkin hive had strict rules and traditions, and travel to the surface was strictly forbidden. The Ratfolk leaders believed that the surface world was too dangerous and unpredictable. These rules were reinforced through generations of tradition and fear, causing most Ratkin to resign themselves to their subterranean existence. This was a campaign being run by Elysia, the supreme elder of the Ratkin Hive. It was her life's duty to instill pain and fear into the society's core surrounding the outside world, punishing all those who showed even the slightest interest in leaving the hive.

From an early age, Melvin possessed an insatiable curiosity that set him apart from his peers. While the Ratkin revered the safety and security of their underground abode, Melvin yearned for something more. He longed to explore the world beyond the confines of the dank sewers, to experience the sun's warmth on his fur and collect the boundless riches the surface likely held. Melvin couldn't ignore the call of adventure, and he spent his free time exploring forgotten corners of the hive, listening to tales and folklore, and collecting scraps of information about the kingdom above. His mind brimmed with images of lush forests, towering castles, and exotic creatures, fueling his desire to escape.

As Melvin grew older, his fascination with the surface intensified. He became an avid reader, learning much from books scavenged from the discarded remains of surface-dwellers. He learned little of the kingdom's history, geography, and the diverse cultures that flourished above ground. However, Melvin's knowledge became his greatest asset, and he secretly honed his skills in stealth, cunning, and alchemy alongside his mentor, Cedric. Cedric supported Melvin's idea of leaving to the surface, and taught him everything to know about Alchemy and combat. Cedric came to know Melvin through their education system. Because of Cedric's renown, he was an elder and instructor in the system. Though, he cared little for the Elder's ways of doing things.

Weeks prior to escaping, the normal bustling of the kingdom above seemed to be much more intense, acting as the final straw for Melvin's resolve. Under cover of darkness, Melvin slipped through the shadows and found his way to an access tunnel that led to the surface. He climbed, crawled, and sneaked his way up. After what seemed like an eternity, he emerged from a sewer grate into the fresh air, finally exposing himself to the outside world for the first time in his life.