
Morgiana Aveil

You can hear the ghosts calling to you. All the time, just at the edge of perception, you can hear your murdered classmates - so many of them, so many! - crying, screaming, raging, pleading. But you cannot understand them. Their words are lost to you, just as they are. Prominent amongst them, you can always make out a voice that you know is Drew's. He calls to you across the void, trying to tell you something, something important, something for your ears alone. But you cannot understand even him. You can feel his love for you, echoing again and again throughout all of reality, but you are certain that whatever he is trying to tell you, it is something more than that, because you know that he knows you already know how much he loves you, as you hope he knows how much you love him.

You, together with your twin brother Dirk, are the middle children of a large but not terribly important wizarding family. Both of you are fairly average at wizarding, but you excel in another area. You are really good at sneaking around, and sleight of hand, and going unnoticed. Thieving; essentially, but you always employed your skills in the service of good causes. You were not really one of Drew's friends at first - you were too awed by his heroic victory over Thevardra as a child. But slowly you realized that he could use your skills in his quest to defeat the Endless One for good. Once you got over your timidity, the two of you grew close, and eventually you both realized that you loved each other. When he was off with Dirk and Ariadne trying to find the Paragons before Thevardra could, you were holding down the fort at Katmeers with your house mate Lionel, rallying the students to Drew's cause, redying them for the battle to come. You saw Drew briefly before the final battle. Drew looked like Drew wanted to say something, but didn't know how. Instead you just told him you loved him, you kissed him, and told him he could tell you afterwards.

But then everything went wrong. You went to fight in the final battle, leading your classmates with all the courage of your House, and Drew went to duel Thevardra for the fate of the world. But so many under your leadership fell that day, and then Drew... You were watching him fight the Dark Lady, and then there was the most horrible flash of light, and you were falling and falling and you could hear the screams of all your classmates all around you and you heard Drew cry your name, and then when you woke up, it was three months later and you were in the hospital. And you've heard the screams of the ghosts ever since. But you cannot understand them.

Fortunately, your good friend Quinn can. Quinn was always sensitive to ghosts and Thestrals, and other invisible things, and he helps you make sense of what the ghosts are telling you. You don't know what you'd do without him, honestly. Without his assistance in unravelling what the ghosts need, you would go mad. Sometimes, in return, he needs you to perform small tasks for him, and you are always happy to oblige. The details are lost to you now; like so many other memories, they disappear in the swirl of the ghosts' frantic, incoherent need. You remember something about a key one time? With a fish on it? And another time there was a pair of gauntlets made of gold? Or maybe you only dreamed it.

Even with Quinn's generous help, you are aware that there remains a problem. Whatever Drew is trying to tell you, it is clearly too private even to be shared with Quinn. You need to find some way of communicating with him yourself, so that at long last you may know what message it is that he has been trying to tell you all this time.

Meanwhile, you are worried about your brother Dirk. He has managed to accomplish the amazing feat of becoming Minister of Magic, but there are a lot of nasty rumors floating around that he spends far more time drinking than he does governing the wizarding world. He does seem to drink a lot whenever you're around him, and you have the sinking feeling that the rumors are true. You need to convince him to shape up, since you know that he was really putting his heart into his Ministry, he would be a great Minister - the one that this post-Thevardra age so desperately needs.

Goals

- Find out what Drew has been trying to tell you all this time.
- Help Quinn with anything he needs you to do. He is your best friend, after all.

- Try to cheer up Dirk.

Notes

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Contacts

- Dirk Aveil: Your twin brother and your favorite sibling. You believe in him, even if no one else does.
- Lionel Manycattle: Lionel was your partner in rallying and leading the students of Katmeers during your last year at school. He's a good man. You trust him almost as much as you trust Quinn. But not quite.
- Quinn Trillian: Your most trusted and reliable friend since Drew died. Quinn is your link to the world of the ghosts and the only one who can make sense of their cacophonous screaming.

Memory/Event Packets

- none

Bluesheets

- none

Greensheets

- none

Abilities

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|-------------------------|------------------------|
| - Pick Pocket | - [P1] Patronus |
| - Rifle through pockets | - [P3] Entangle |
| - Invisibility | - [P6] Rain of Daggers |

Items

- A handwritten note (0000)

Stats

- | | |
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| - Combat Rating: | - γ: |
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