
Quinn Trillian

Your life, before you became enlightened, was fairly typical. You're the youngest child of a prominent wizarding family, and like all your fore bearers, you were sorted into Lanayru House. You did well in school, and had a particular gift for divination and seeing the unseen. You always had a particular connection with the Katmeers ghosts. In your misguided struggles against Thevardra, the ghosts aided you with reconnaissance and sundry other tasks, in exchange for favors of various sorts. You were that quietly friendly kid, like a budding guru, who got along with pretty much everyone, including - in a kind of odd, grudging way - the Eldin crowd, who otherwise did not associate with people outside their own House. You were even the Eldin Marlin's appointed confidante, which was a mixed blessing due to his rather arrogant nature, but you believed you could see the good underneath and worked hard to bring it to the fore. You were also sort of the shepherd of the Katmeers ghosts during your time at school; you helped them with their ghostly problems, and they helped you as they could in the fight against the Endless.

But at the final battle, you had the revelation. Despite the fact that you, like everyone else, saw Thevardra destroyed by Drew, you alone also saw a crumb of her essence fly away from her. And then you realized. The others were wrong. Thevardra really is Endless. She cannot be destroyed, not even by the greatest hero of all time, wielding the power of the Paragons. And this, she is inevitable. It is pointless to struggle against her. The only hope that anyone has is to appease her, and be one of those that she helps to ascend. The more you thought about this, the more right it seemed. And so your course was set. You would faithfully serve Thevardra, and when she inevitably rose again, you would be one of those who was saved. And the more you thought about it, the more you realized that the Dark Lady had been right all along. Courage and wisdom are just masks for the truth: in the end, all there is is power, and those too weak to understand it.

You set about looking for others who shared your convictions, and you came to know that your Eldin classmate Stanley was still a follower of Thevardra, and you recruited him to help you resurrect her. Somehow the two of you have managed to avoid the watchful eyes of the Aurors. You knew that you would need a lot of currency, and you knew where you could get it. Framing Marlin as one of the Endless was child's play, especially as both of his parents were known allies of the Dark Lady, and so very many students of House Eldin had fallen under her sway. After that, you only had to get the key to his vault at Gingotts, and you had access to all of his family's vast and vaunted wealth.

Getting to the key involved the use of your second and rather more dubious ally. In the arcane backlash that followed Thevardra and Drew's duel, many wizards lost their minds, and it was immediately obvious to you that one of these unfortunates was Morgiana. Morgiana fervently believes that the ghosts are trying to tell her something. They're not, but you have been able to use your position as Katmeer's resident medium to dangle her along, getting her to use her significant thieving abilities in exchange for communication with Morgiana's dead friends. Morgiana is most desperate to speak with Drew, of course, as they were something of an item before his death. But you've never managed to find his ghost. You can only assume that he was annihilated in the arcane explosion as everyone said - he was not, after all, Endless. So you lie to her, and tell her that he is talking to you. It's a pretty easy way to get her to do whatever you need her to.

You are here tonight because the ghosts told you that the Paragons would all be here tonight. If you could unite the Paragons, you could revive Thevardra, and surely your reward would be great. Furthermore, you have uncovered the possibility of another potentially powerful ally. Your housemate, Ariadne, it seems, has likewise come to understand the primacy of Power, and has become Dark herself. Amongst the back alleys where the Dark wizards congregate, there are persistent and credible rumors that Drew's former friend has been dabbling in all manner of unsavory matters, including the nearly lost art of Necromancy. But you are cautious. While an ally amongst the Aurors would be of great use, and of course a necromancer would be very valuable to your cause, you are not sure whether or not she can really be trusted to assist the new Endless, or if she has merely been pursuing Dark magic for her own purposes.

Goals

- Help Strich unite the Paragons and revive Thevardra.
- Keep Marlin from finding out you were the one who framed him.
- Keep Morgiana from finding out that you've been lying to her.

Notes

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Contacts

- Morgiana Aveil: Your most useful tool, Morgiana is an expert thief who believes that you are her bridge to the world of the ghosts, which she claims she can faintly hear. However, she is simply hallucinating, and has been for a decade.
- Ariadne Croft: Your fellow Lanayru, who may likewise have found enlightenment. On the other hand, she is married to a Muggle, which does not immediately suggest sympathy with the Endless creed.
- Marlin Murchison: You used to be Marlin's confidant, but you see now that he is a weak and unworthy man, always standing in the shadow of other's greatness. His family fortune funds your current endeavors, which is probably the most useful thing Marlin has accomplished in his life, however accidentally.
- Stanley Strich: Your partner in the endeavor to raise the Dark Lady. He is more cunning than you think anyone realized, and truly is worthy of the Endless.
- A Ghost: You don't know whose ghost it is, but it seems more focused and more powerful than the others. You surmise that she died relatively recently - probably a casualty of the Battle of Katmeers.

Memory/Event Packets

- none

Bluesheets

- Ghosts

Greensheets

- none

Abilities

- | | |
|-------------------|-----------------------------|
| - See Ghosts | - [P1] Patronus |
| - Ghostly Spy | - [P3] Unseen Assailants |
| - "Consult" Drew | - [P4] Shadow Lash |
| - Comfort | - [P5] Deku Stun |
| - Lie Well | - [P8] Blindness |
| - Lie Even Better | - [P9] Avada Kedavra (Dark) |

Items

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|---------------------------------|-------------------|
| - Grimoire of Ghost Lore (0000) | - Deku Nut (0000) |
| - A Necklace (0000) | - Deku Nut (0000) |
| - Deku Nut (0000) | |

Stats

- | | |
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| - Combat Rating: | - γ: |
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