
Dirk Aveil

Unlike your friends Ariadne and Drew, you're a pretty ordinary guy, except for being a wizard. Ariadne is brilliant and Drew was touched by fate, but you're just a middle child - one of a pair of twins, with your sister Morgiana - of a large but not terribly important wizard family. You're not a bad wizard, but not a great wizard. Just a guy, basically, who is also a wizard.

Despite all the hell you went through in school, right up to the Battle of Katmeers, you would have said that your life was pretty good. You had your best friends, Ariadne and Drew, and you thought that there was nothing the three of you couldn't conquer, from monsters wandering the grounds of Katmeers all the way up to the Dark Lady Thevardra herself. You had every faith that Drew could and would defeat the Endless, and you set yourself to do everything you could to help him to that end. And of course, there was Ariadne. Beautiful, brilliant, perfect Ariadne was the only girl that you could ever imagine being with. And miracle of miracles, she returned your affection. You proposed to her senior year, and she accepted. You intended to get married after graduation, and then become Aurors together with Drew, and chase down the Dark wizards, wherever they hid.

The Battle of Katmeers was a nightmare. You still have dreams about it almost every night. Your classmates dying around you, those who didn't turn against you and fight on the Dark Lady's side. And then cowering under Ariadne's Patronus, and the terrible moment you saw it shatter, and Drew... oh goddesses, poor Drew. You drink to forget the moment you watched he and the Dark Lady annihilate each other. Well, you drink to forget all of it, but especially that moment.

You didn't end up becoming an Auror after all. It seemed sort of pointless, after Thevardra's defeat, and you were tired of constantly living in fear of your life. Instead, you went to work in the Ministry of Magic. You've risen all the way up, and last year you were appointed the Minister. It'd be great if it didn't all feel so empty - Drew really should have been the one in this job, not you. You try to act the way you know he would have, but it's hard, and you don't really know what you're doing. You let your press secretary, Marlin, handle most things; as the son of a former minister, he has intimate understanding of what is needed in every situation. Sometimes it occurs to you that it is odd that you have come to rely on someone whom you once would have described as a bitter enemy, but you suppose being able to forgive such silly, juvenile, quarrels is the mark of maturity.

Meanwhile, your marriage with Ariadne... Ariadne became obsessed with what had happened to Drew. She became distant and broody, spending all of her time in archives and libraries trying to find some way to "bring him back." You tried to dissuade her - necromancy is one of the darkest of the Dark Arts - but she just kept at it. She would be away for weeks at a time, sometimes without even telling you she was going. One time she came home after an especially long trip, and literally didn't leave her office for three weeks. Eventually, even you had to admit it was not a functional marriage, and you ended up getting a divorce. You haven't seen her since. Apparently she is married to a Muggle now? You guess it makes sense, her parents were both Muggles, but still, it stings.

Although your duties as Minister, and your frequent dates with a bottle pretty much fill up your time, you've become aware that something is not quite right with your sister, Morgiana. She seems distracted and distraught a lot of the time. Farore knows you're not exactly a fountain of comfort and cheer yourself, but you feel like you should try to reach out to her - she is, after all, your favorite sister.

You don't really know what you're doing here. You've been wandering lost since your marriage fell apart, and to be honest, probably since Drew's death. Marlin said it would be good for you to attend the reunion, so you came. At the least, maybe Ariadne will be there and you can get some kind of closure with her, or maybe you can unravel what is troubling Morgiana. There's also an open bar, and that alone might make this worthwhile.

Goals

- Get closure with Ariadne
- Find out what is troubling Morgiana and see if you can help.
- Be a bold Minister of Magic who would make Drew proud.

Notes

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Contacts

- Morgiana Aveil: Your twin sister and your favorite sibling. She used to be perky and optimistic, but hasn't really been the same since Drew died.
- Ariadne Croft: Your estranged ex-wife. You miss her. Or perhaps you only miss what she used to be?
- Thuban Batreux: Drew's old arch-nemesis, who also constantly reminded you that his family was more important than yours.
- Marlin Murchison: Your press secretary, whom you rely on completely. Your administration would fall apart without his expertise.
- Beedle Wimsey: Ariadne's new husband. You've never met him before, but you hate him already.

Memory/Event Packets

- none

Bluesheets

- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

- Minister of Magic
- A Sympathetic Ear
- Ministerial Authority
- Drink to Forget
- Mislaid Object
- Enrage
- [P1] Patronus
- [P2] Flame Lash
- [P5] Flash
- [P6] Din's Fire

Items

- Ever-Full Hip Flask (825)
- Executive Pen (608)
- Class Ring (654)

Stats

- Hitpoints: 10

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

- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

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

Items

- A handwritten note (683)

Stats

- Hitpoints: 9

Thuban Batreaux

When you think back on who you were at Katmeers, you just have to shake your head in abject shame. You were the scion of one of the oldest and purest Houses of the wizarding world, and both your parents were extremely prominent and powerful within the community. The power went to your head. You were an unholy terror from day one of school, the ringleader of a band of fellow arrogant elitists - most especially Stanley, Quinn and Marlin - and you quickly developed a vicious rivalry with Drew and his friends. This was occasionally quite violent - one time you dueled Drew and you lost; you could have died, except that you had a bottled fairy your father gave you, and she pulled you back from the brink. When you arrived at Katmeers, you were sorted into Eldin, and you were intensely proud of that. You were not particularly brave or studious, but charisma and a certain low cunning got you far within the petty hierarchy of school.

As Thevardra's power grew, however, your world began to unravel. Your parents showed their true colors as members of the Endless, and you were dragged into it somewhat reluctantly - you had no interest in exposing yourself to that kind of danger, no matter what the reward. Thevardra found you a useful tool to attack Drew, and ultimately you were made into her pawn, through threats of dire tortures to be visited, not on you, but on your parents and your friends, whom you were genuinely fond of in a kind of condescending way. You quickly came to resent the Dark Lady deeply, but were forced to commit several terrible crimes in her name, including killing the Headmaster of Katmeers to attain the Paragon of Wisdom (584) for Thevardra.

To your great shame, you did very little in the final battle. Afraid to be found fighting on the losing side, you mostly stood, there paralyzed by uncertainty and fear. Your friends looked to you for which way they should turn, and you had no answers. While you dithered, a stray curse shattered the balcony from which you were watching the battle to make a decision, and Cawlin fell to her death. If only you could have made up your mind earlier. You were so shocked you barely noticed when Drew and Thevardra had annihilated each other and the battle was ended.

In the aftermath, your parents and so, so many of your friends were sent to Lon-Lon prison. You managed to plead that all you had done you had done under duress, and you were acquitted in court, but the angry mob outside the court room was not mollified. You fled the wizarding world and found yourself in the suddenly in the strange realm of the Muggles whom you had always so despised. You moved to Kakariko City and tried to blend in. And gradually, at first out of necessity and then out of penitent curiosity, you began to try to understand them, these unfortunate souls who were born with no concept that magic even existed. You lived in one of their little apartments, read their oddly lifeless books, and sought out their wisest to teach you to understand what life without magic could mean.

And finally, in an ashram high in the mountains, enlightenment gradually coalesced from all you had seen. You had been wrong all along. The worth of a man was not measured by his magical potential, but by his actions - and you had behaved abominably all your life. And instead of trying to flee from this wrenching realization like you had always fled from everything unpleasant in the past, you decided to face everything you had done, and try to do whatever you could to make amends. The terrible way you had treated your friends? You would treat them better now. The years of bullying and belittling you had heaped on your classmates? you would show them the respect and support that they had always been due. The crimes that you had committed under Thevardra's commands? You had still done them out of your own weak cowardice, and you must find some way to atone. You knew it would be a hard and terrible task, one that might take the rest of your life, one that might even be impossible, but you have entirely devoted yourself to it.

At the very moment you formally made this resolution, a shining golden meteor descended from the heavens. It was the Paragon of Courage (262) and it had chosen you as its Wielder. You were awed - you felt that there must be some mistake - but humbly accepted the charge. On your return to the wizarding world, you have told no one that you have it - there would be outrage if it were known that such a dubious character as yourself held such a sacred artifact.

As you knew would be the case, almost no one will talk to you, and your quest for redemption has been very slow. But there

has been one happy surprise - Iris heard what you were doing and reached out to you. You used to consider her pathetic at best and dangerously insane at worst, but you now can see the wisdom that underlies her eccentricity. Iris explained to you that she is hoping to modernize the magical world, and tear down the false barriers that exist between wizards and Muggles. you agree with her entirely, and the two of you have become unlikely allies in this endeavor. Iris drew up a petition calling for the immediate dissolution of the Veil, but very few people seemed interested in signing it; you pointed out that if the two of you could convince Dirk to sign the petition, he could use his powers as Minister of Magic to bring it into effect almost immediately.

It also occurs to you that, if you could unite your Paragon with the other two (Paragon of Wisdom (584) and Paragon of Power (296)), you could use the wish in order to fully blend the two worlds by granting all Muggles the ability to cast magic. You are certain that the Wielder of Paragon of Wisdom (584), whoever he or she is, will see that this is the best course; on the other hand, you have some concerns about whoever inherited Thevardra's former piece: Paragon of Power (296).

You are here tonight to help Iris, and also in hopes of reconciling with your classmates. You hope they'll be willing to speak with you. You haven't seen many of them since graduation, and you did not part on the best of terms. But time heals many wounds, and you are very hopeful.

Goals

- Reconcile with your classmates.
- Convince Dirk to sign Iris's petition.
- Keep the Paragon of Courage (262) safe.
- Unite the Paragons and use your wish to grant the ability to cast magic to the Muggles.

Notes

- Thevardra taught you [P9] Avada Kedavra (Dark) back when you were her pawn.

Contacts

- Iris Elmsley: A true open mind, Iris is the only one who is willing to be reconciled with you, and your partner in trying to end the pointless charade of the Veil.
- Marlin Murchison: One of your old school buddies. You weren't as close to him as you were to Strich and poor Cawlin, but the two of you were always on good terms.
- Stanley Strich: Your loyal friend throughout your time at Katmeers. You were genuinely fond of him, but never really did right by him.
- Beedle Wimsey: You've never met him before, but a Muggle who already can pierce the Veil is likely to be a valuable ally in your and Iris's quest.
- La'ki: Your family had a fairy in a bottle once. While it almost certainly wasn't her, you feel like you should try to make it up to her as a proxy.

Memory/Event Packets

- none

Bluesheets

- Fairies
- The Paragons
- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

- Peacemaker
- Earnest Appeal
- Snide Remark
- [P1] Patronus
- [P3] Light Arrows
- [P4] Daunting Light
- [P6] Nayru's Love
- [P9] Avada Kedavra (Dark)

Items

- Paragon of Courage (262)
- Muggle Wallet (518)
- A book (282)
- Meditation Beads (524)
- A candle (445)

Stats

- Hitpoints: 11

Laurel Cawlin

From a young age, your parents used to tell you that you would never amount to anything. You were something of a lazy delinquent, and your parents didn't really care enough about you to push you to work hard. You were ambitious in your own way, but your strategy was always to attach yourself to someone who was going places, and ride their coattails all the way to success. It was this shared trait that brought you together with Strich, your associate since childhood. (People used to assume that you were dating him, but it's never been like that with you two. He's more like a brother.) When you arrived at Katmeers you both immediately identified Batreaux as the perfect person to carry the two of you all the way to the top. He was cunning and vicious, but he needed some muscle to get his dirty work done, and that was where you came in. You were all sorted into Eldin, and you can't imagine it having gone down any other way.

The later years at Katmeers were a time of turning for you, though. As a child you had always been unquestioningly loyal to Batreaux and Strich, but as you grew older, you became increasingly uncomfortable with how they were being pulled deeper and deeper into the clutches of the Endless. Your parents were wizards, but three of your grandparents were Muggles, and you couldn't avoid the feeling that if Thevardra had risen a few hundred years ago, you never would have been born. Things were further complicated by the fact that somewhere in your fifth year, you realized that you were obsessed with Ariadne. How could you not be? She was just so cool, like the heroine in a storybook, handling every problem that came her way with perfect poise and a clever quip. You wanted to be just like Ariadne, but could never quite find the effortless joy in knowledge that she seemed to have. Failing that, you wanted to impress her, and you were pretty sure that becoming one of the Endless would do the exact opposite.

Nonetheless, you were pulled along in Batreaux and Strich's wake for a long time. Eventually you realized that Batreaux was as conflicted about his allegiance to the Dark Lady as you were, and you hoped that he would snap out of it and lead you back towards some path you didn't feel embarrassed to admit that you were on. But although you could tell that he was teetering on the brink of breaking with the Endless, he seemed incapable of taking the final step. Even at the final battle, he dithered on a balcony, not able to decide which side to join on. Meanwhile, you could see Ariadne in the thick of it, beautiful and brave, fighting for the side that might be doomed but was clearly in the right. And finally, for the first time, you made a choice on your own - you raised your wand to assist in her defense.

You had approximately two seconds of the most giddy feeling of empowerment and heroism you ever felt in your life, and then someone behind you murdered you. Batreaux had clearly chosen sides at last.

And then you were a ghost, looking down at your body lying in the shattered rubble of the balcony you had been standing on. You could see Batreaux gazing in feigned horror at the edge of the remaining balcony and Strich nearly collapsing in grief next to him. You could see Ariadne, still valiantly trying to defend all of her close allies with their Patronus. And then there was the terrible flash of arcane backlash as Thevardra and Drew mutually destroyed each other, and you don't remember anything for a while after that.

Many of your classmates became ghosts after the battle, but many of them have faded now, lacking sufficient passion to hold them to the living world. You are sustained by your anger over Batreaux's betrayal and your hero-worship of Ariadne. You haven't seen either of them in a decade, but you eavesdrop on the current faculty of the school and have managed to more or less keep up with the news. You were deeply pleased when you heard that Batreaux was forced to flee the wizarding world. (Though you're still angry that he somehow managed to avoid being sent to Lon-Lon.) You were horrified when you found out that Ariadne had married a Muggle. It's the only thing she's ever done that you didn't think was wonderful.

And now she's back - both of them are. It's your best chance to try to make some sort of sense out of the situation. Perhaps you should try to enlist Quinn as an ally in this - he can see ghosts and he was considered the perfect confidant. Furthermore, through your ghostly attunement to the arcane, you are also aware that all three Paragons are present at the reunion. It's a true

long shot, but if you could somehow get all three Paragons in one place and find a sympathetic person to wield them, perhaps you could be brought back to life. And then you would just need to break up Ariadne and Beedle Wimsey (seriously, what kind of a name is Beedle Wimsey anyhow?) and all could be right with the world.

Goals

- Get resurrected.
- Break up Ariadne and Beedle Wimsey.
- Earn Ariadne's friendship.
- Find out what Batreaux is up to and put a stop to it.

Notes

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Contacts

- Ariadne Croft: The most wonderful woman in the entire world. Just admiring her from a distance saved you from becoming Endless like practically all the rest of House Eldin.
- Quinn Trillian: You were on reasonably good terms with Quinn when you were alive and you'd like to trust him now that you're dead.
- Thuban Batreaux: Your former leader, who murdered you at the Battle of Katmeers. You will never forgive him. Hating Batreaux keeps your spirit anchored in this world.
- Stanley Strich: Your former best friend, back when you were alive. You've missed his companionship; for so long you felt like he was the only one who really understood you. It looks like he has forsaken Batreaux now, and you are very glad of that.
- Beedle Wimsey: Ariadne's Muggle husband, who can't possibly be worthy of her. A *Muggle* for Din's sake! Preposterous. Oddly, for a moment you thought that he saw you earlier. But that would be impossible - wouldn't it?

Memory/Event Packets

- none

Bluesheets

- Ghosts
- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

- Manifest
- Will-o-Wisp
- Ghost Touch
- Incorporeal Ghost
- Avatar Of Rage
- [P1] Ghost slap
- [P1] Eldritch slap
- [P5] Bats!
- [P9] Fireball Barrage

Items

- A Lantern (955)

Stats

- Hitpoints: 8

Ariadne Croft

You are one of the greatest witches of your time. Despite being born of two Muggle parents - for which you have faced discrimination since you entered the wizarding world as a child of ten - you have had considerable natural aptitude for magic, and you studied hard to improve your abilities even further. You have never met a spell you that you could not master.

Despite all the hell you went through in school, right up to the Battle of Katmeers, you would have said your life was pretty good. You had your best friends, Dirk and Drew, and you thought that there was nothing the three of you couldn't conquer, from monsters wandering the grounds of Katmeers all the way up to The Dark Lady Thevardra herself. You were the studious, thoughtful one, the one with the clever insights and actually thought-out plans. It was not for nothing that you were sorted into Lanayru. Your Faron friends used to sometimes tease you about being an egghead and you used to tease them back about never ever looking before the leaped, but it was all in good fun. The three of you planned to become Aurors together, and chase down the Dark wizards, wherever they hid. You were especially close to Dirk; the two of you fell in love at some undefinable point in your time at Katmeers, and you agreed to marry him after graduation.

But when Drew died at the Battle of Katmeers all your dreams turned to ash. You were standing nearby when it happened, and you tried to shield him with your Patronus charm, but you weren't strong enough to protect him. Your Patronus shattered and Drew was vaporized right in front of you - and worse, all the others whom you had been protecting with your Patronus, now defenseless, were caught in the ensuing backlash. You were only saved because Dirk managed to throw up his own Patronus in time to protect the two of you. The moment haunts you. If only you had been a little stronger, you could have saved Drew and all the rest, and you know it. Dirk knows it too, although he never speaks of it. But you can tell. The two of you still got married, but somehow, there was always a rift between you.

You became an Auror like you'd planned, although Dirk did not join you. He joined the Ministry instead, and his status in the Ministry rose at the same rapid rate as the drinking problem he developed after the Battle of Katmeers. Meanwhile, you grew obsessed with trying to purge your guilt over Drew's death by finding some way - any way! - that he could be brought back. You spent long hours poring through dusty libraries and archives searching for some way, some spell, and discovered that, if a person who embodied a perfect balance of the three virtues could recover the Paragons from wherever they had vanished to after the death of their previous wielders, that person would be granted one wish. You chased the Paragons around the world, often leaving home for weeks at a time. Sometimes you remembered to tell Dirk you were going, sometimes you didn't - you had to hurry or the trails would go cold after all.

And at last you found them, the golden Paragons, with all their longed-for potential, shimmering in a forgotten temple full of traps and monsters. You touched them, but you were no longer in balance. The Paragons split, and two of them vanished, leaving you with the one you most embodied now.

Power.

You were mortified by this. It felt like the Paragons had just accused you of being Thevardra's heir. But so be it. You came home to an irate Dirk, who demanded that you leave off your preposterous quest and move on with your life - not that he's managed to, of course, but he likes to pretend he has. You said you'd try, but you couldn't, not when you had come so close. Dirk ultimately divorced you. You haven't seen much of him since, but you've become so preoccupied with your work you almost haven't had time to miss him. Almost.

Searching for the other two Paragons proved a confusing and difficult task, but while you were studying arcana in a cache of forbidden knowledge (abusing your Auror privileges to do so) you discovered another, much faster way: necromancy. Like so many of the Dark Arts, it wasn't even that hard to do. Absconding with the tome, you set about conducting the ritual to pull Drew back. It worked, but even in this nothing turns out the way you want it. Drew lives again, but he can no longer do magic. He is moody and spends all of his time moping on your couch and drinking all your beer and seems to resent you for what you

did. Meanwhile, you are depressed by this person who is no longer the Drew you knew, but the secret binds you together. You made him a charm of polymorph (his “wedding ring”), and he’s been posing as your Muggle husband, Beedle Wimsey, on the rare occasions that he goes out at all. If you could find the other two Paragons, perhaps you could restore his abilities, but you fear that the other two Wielders, whoever they are, would know what you did, and you would quickly find yourself rotting in Lon-Lon. Drew was unusually interested in coming to this reunion, and he managed to get you to reluctantly agree to bring him along, citing his need to see his old friends again and to get out of the house.

Drew doesn’t like to talk about what happened between him and Thevardra, but once in an unguarded moment, he mentions something about a shard of her remaining in the world. Presumably not enough to cause the same horrors that Thevardra herself did, but still, perhaps, enough to corrupt the unwary and drag them down a Dark path. You decided to set about finding it. As insurance, you also anonymously tipped off your fellow Aurors, although you suspect that you are in a much better position to deal with the problems than they are. Carefully, cautiously, you have snaked your way onto the radar of the Dark Wizards, posing as a power-hungry necromancer, trying to find your way back to their ringleader, who surely bears Thevardra’s shard. The trail has led you to this reunion, where there are hints that the new leader of the Endless will be present. If you can find him or her, you will be able to end Thevardra’s influence over the world at last.

Goals

- Find and destroy the shard of Thevardra
- Bring the Dark wizards to justice
- Help Drew regain the ability to do magic
- Come to some sort of terms with Dirk

Notes

- Your “A Wedding Ring (766)” is a backup polymorph charm for Drew.

Contacts

- Dirk Aveil: you often bitterly call Dirk a useless drunk, but you still deeply admire who he used to be. If only he were still that person.
- Lionel Manycattle: Your fellow Auror, who is very good at his job. Lionel is thoughtful and brave, but he has trouble trusting anyone ever since he found out how many of your classmates were Endless, and that makes him dangerous.
- Beedle Wimsey: Things have been rather awkward between you and Drew since his revival. But Drew was very excited to come here tonight, and you hope that seeing everyone again will help him snap out of his depression.

Memory/Event Packets

- none

Bluesheets

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|----------------|------------------------|
| - The Paragons | - Katmeers Concordance |
| - Ghosts | - The Katmeers System |

Greensheets

- none

Abilities

- | | |
|----------------------|-----------------------------|
| - Necromancy (Dark) | - [P3] Light Arrows |
| - Beyond Reproach | - [P5] Deku Stun |
| - Investigation | - [P6] Din’s Fire |
| - Charm of Polymorph | - [P9] Avada Kedavra (Dark) |
| - [P1] Patronus | |

Items

- Paragon of Power (296)
- A Wedding Ring (766)
- An Auror's Badge (381)
- The Liber Ivonis (572)
- Deku Nut (717)
- Deku Nut (717)
- Deku Nut (717)

Stats

- Hitpoints: 12

Iris Elmsley

You are the only child of the wizarding world's foremost authority on Muggles. This is a somewhat dubious distinction, of course, as most wizards could not care less about Muggles, but it's important work and you were always very proud of your father. You shared his interests, but in truth you were really just curious about all the untold things in the world, including or perhaps most especially the things that everyone else thought were fictional of beneath their notice. Many of your classmates considered you spacey and eccentric, but you never really minded. You were sorted into Lanayru, where people tended to be more sympathetic to your oddities.

Throughout the fight against Thevardra, you lent your expertise to the cause. Drew and his friends came to value your judgment, and you'll admit that it was nice, being appreciated for once. You weren't the researcher that Ariadne was, but you knew more about things like Muggles, and ghosts, and myths and rumors. You fought alongside everyone else at the final battle, and you are proud to say that your efforts made a difference. It was so sad about all of your friends, though. Especially Drew. You miss Drew a lot; the wizarding world is not the same without him.

Which is why, after graduation, you left. Not wanting to think about the sad, sad fate of your friends, you went to explore the world as your fancy took you. For the first few years, you were interested in herbalism and archeology. You traveled all over the world searching for rare herbs and interesting artifacts. You visited eldritch forests and ancient deserts and forgotten temples, and found many strange and wonderful things. There are too many of these to list them all, but one of the most curious was a large crystal. It was scintillating and beautiful, but underneath the surfaces you could see dark eddies of something that moved almost as if it were alive. You have no idea what it could be. You found it near a desiccated skeleton, but as this was in the desert, that doesn't really tell you much. There are a lot of dessicated skeletons in the western desert. Nonetheless you like having it around, it's just so cool.

But eventually you had your fill of desolation. You tried returning too the wizarding world, but it only reminded you again of all your friends who had died or gone insane or been sent to Lon-Lon. Depressed, you wandered again, this time to the strange world of the Muggles. You spent a few years living amongst them, studying their peculiar ways - your father would be so proud. And you had a revelation as you became more familiar with them. It is pure folly for the wizarding world and the Muggle world to separate themselves, especially as the Muggle technology has made them capable of feats that are practically like magic.

The more you thought about it, the more you realized the wisdom of this. After all, Thevardra was an advocate of keeping the worlds apart - clearly then the only course is to erase those boundaries, tear down the Veil, and bring the worlds together. It would revitalize the often-stagnant wizarding world, and of course there is so much the wizards, with their superior understanding of the truth of the world, could do for the Muggles. You have tried to spread your doctrine to other wizards, but most of them have been rather resistant to the notion. They fear that the Muggles would reject the wizards and fear them as tyrants. "mobs with pitchforks," everyone keeps saying. "Paranoid trials and bonfires." Nonsense. The Muggles are much more progressive than that now. Only good could come of this.

Unexpectedly, one of your few allies came in the form of Thuban, who has changed drastically since his days as the unofficial King of house Eldin. He, too, spent time living amongst the Muggles, and he agrees that it is time to tear the barriers down. So the two of you have come to the reunion tonight. There are many amongst your classmates who have considerable influence, and maybe they can help you. Thuban suggested that you draft a petition and try to get Dirk, the Minister of Magic, to sign it, if he comes. The petition would call for the immediate end of the ridiculous masquerade and the integration of the two halves of the world; surely the Minister of Magic's signature would be enough to accomplish your goal.

Goals

- Get Dirk to sign your petition to dissolve the Veil.
- Recruit your classmates to your cause.

- Keep ahold of the mysterious crystal and protect it. It's too fascinating to let anything bad happen to it. Perhaps its power could aid in your cause.
- Find a way to permanently make Muggles equal with wizards.

Notes

- Do NOT open the A Mysterious Crystal (519) item-card. This applies only to characters other than you.
- If you relinquish control of A Mysterious Crystal (519) for any length of time, alert a GM immediately.

Contacts

- Ariadne Croft: Your fellow Lanayru, and Drew's right hand researcher. You have a bit of a friendly rivalry with her, since both of you are interested in arcane esoterica, but she tends to be much more methodical about it than you, and thus misses half the exciting stuff. You respect her, but you think she needs to be less closed-minded.
- Quinn Trillian: Even before Drew took you into his trust and believed your intuitive understanding of the world, Quinn did. Perhaps it was because he, too, could see things no one else could. You've always gotten along well with him.
- Thuban Batreux: Thuban used to be pretty unlikable, but he's mellowed out over the years, and now he's your closest ally in your quest to unite the two worlds.
- Beedle Wimsey: A Muggle! he would be the perfect ally in your quest - surely Drew they already knows that the Veil is a pointless anachronism!
- La'ki: A fairy! You know very little about them, but you have always been fascinated.

Memory/Event Packets

- none

Bluesheets

- Fairies
- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

- Wide-Eyed Innocence
- Iris's Song
- Excited Oration
- Song of Storms
- Muggle Knowledge
- [P1] Patronus
- [P3] Fork
- [P7] Root

Items

- A Mysterious Crystal (519)
- Some Unusual Herbs (908)
- Muggle Wallet (518)
- The Triumph Forks (858)
- An Ocarina (957)
- 5 Rupees (574)
- Cell Phone (505)
- A Graphing Calculator (119)

Stats

- Hitpoints: 9

La'ki

This is how the trouble started.

You were just like any other fairy, living in a magical fountain under the leadership of the puissant but draconian Great Fairies. Being a fairy is often a hard lot. You never really left your fountain, as the Great Fairies had forbidden it, and the only time you ever saw people outside the other fairies of your fountain was the occasional adventurer who would stop by in need of healing while on one quest or another. But it didn't occur to you that things could be any other way until one day, a wizard named Batreaux came to your fountain and caught you in a bottle. He then gave it to his son, Thuban, and you were charged with protecting him. He carried you around for years, and through the glass of the bottle, you saw an endless stream of tantalizing images of the world outside your fountain. And then Thuban was gravely injured in a fight against another young wizard named Drew, and as is the usual contract, Thuban released you from the bottle, you healed him and you were pulled back to your Fountain. But you were left with a powerful yearning to explore the strange and wonderful world that you had glimpsed through the bottle.

One of the things that fascinated you so much about the outside world was the entire concept of possessions. The only objects at the Fountain were some piles of bombs that the Great Fairy kept to give to aspiring adventurers that she favored - and of course, a lowly fairy like yourself was forbidden to touch them. Your young master and all the people he interacted with had so many strange and beautiful things around them all the time. You loved those things. You loved them so much. You want all of them to be yours. You dream of keeping them all in a giant room so that you can roll around in them, the pretty shiny things. And you thought to yourself, "Man, adventurers have all the cool things. Maybe you should become an adventurer, and then you could have beautiful things all to your self, just like Batreaux had!"

So you grabbed a few piles of bombs to start your collection of adventuring spoils, and you left the fountain. But you quickly realized two things: first, you had no idea how to be an adventurer. The steps between declaring yourself the world's first fairy adventurer and receiving the vast wealth that adventurers all seem to end up with were a mystery to you. Second, you realized that, after having stolen a large number of treasures from the Great Fairy, you were now a criminal. If you ever return to your fountain, you will face the Great Fairy's terrible wrath. You don't like to think what she'll do to you.

Fortunately for you, as you were wandering lost through an eldritch forest, a solution to your problems appeared: you met a wandering wizard named Lionel. He was an adventurer, and you thought, maybe he could teach you to be an adventurer too! So you've been following him around, and you are deeply devoted to him. But it's clear that although Lionel is very brave, and is saving the world, Lionel's kind of unobservant, and doesn't know a lot of important things about the world. But that's okay - you do! For example, once when you were in an ancient desert, you found the Paragon of Wisdom, and it chose him as it's wielder - but he didn't know much about it, and you were able to fill him in. It's the perfect relationship - he saves the world, and you make sure he knows everything he needs to know in order to do so. And along the way, there is ample opportunity to acquire treasure enough for both of you!

The only difficulty is that Lionel has a tendency to be absent-minded, unobservant, and a bad listener. It's okay. You know that means you need to work extra hard to make sure he listens to all of your great wisdom. Sometimes you need to repeat yourself three, four, five, or more times to make sure he hasn't missed anything vital. But despite this, you admire him a lot. And you care about him a lot.

He really wanted to come to this gathering. It's part of his quest to save the world, and so you're here to keep him out of trouble. He's told you a fair amount about each of these people, and everything that happened while Lionel was at school. All fascinating, heroic stuff. You look forward to meeting them all in person. Well, almost all. You don't like the affection with which he always talks about Morgiana. What's she got that you don't? You'll show her; you are going to be the most helpful, useful, knowledgeable companion ever.

Goals

- Protect Lionel
- Show Lionel and everyone else that you are better than Morgiana in every way.
- Acquire treasure. It occurs to you that if you acquired all three Paragons, you could become human and thus never have to return to your fountain again and also be on equal footing with Lionel and maybe you two could get married or something
 - but that would mean acquiring Lionel's Paragon, possibly even stealing it. It's up to you whether or not you are willing to take such a potentially treacherous step.

Notes

- You don't have any items. Yet.
- In order to use your combat abilities [abilities who have a Priority Number (ie: P1)], you **must** say the "triggering phrase" associated with each ability in order to use it. The "Triggering phrase" is the name of the ability.

Contacts

- Lionel Manycattle: Your constant companion, whom you are wildly in love with. he has shown you a whole brilliant new world, but he tends to be absent minded, and thus needs you as much as you need him.
- Morgiana Aveil: You just met her, but you hate her. Also, just from looking at her, you can tell that she is completely insane.
- Thuban Batreux: He carried you around in a bottle for a few years, before you saved his life and went home. On the one hand, without him you would never have known how beautiful the world outside the fountain was. ON the other hand, being stuck in a bottle was kind of a frustrating way to live.

Memory/Event Packets

- none

Bluesheets

- | | |
|----------------|------------------------|
| - Fairies | - Katmeers Concordance |
| - The Paragons | - The Katmeers System |
| - Ghosts | |

Greensheets

- none

Abilities

- | | |
|----------------|-------------------|
| - Immortal Fae | - Hey! Listen! |
| - Pick Pocket | - [P1] Look! |
| - Sacrifice | - [P1] Watch Out! |

Items

- none

Stats

- Hitpoints: N/A

Lionel Manycattle

You're not a great wizard. You admit it. Although both of your murdered parents were great Aurors, you weren't born with a lot of aptitude for magic. Nonetheless, you've managed to take what you have and do the most with what you could. When you first arrived at Katmeers it was nastily rumored that you were practically one of those sad wizarding children born without magic, but you proved simply to be a late-bloomer, gradually catching up with the rest of your classmates in the latter half of your Katmeers career.

In the final year of school, while your friends Drew, Ariadne, and Dirk were off trying to collect the Paragons before Thevardra could, you were back at Katmeers, holding down the fort. You and Morgiana rallied the other students around you, helping them cope with all that was happening and leading them against the forces of darkness in several skirmishes throughout that year. Unlike Drew, though, you tended to martial your forces very carefully; your relatively lesser magical talents have taught you that wielding a lot of power is often not as effective as the clever application of a small amount of force. You were instrumental in the Battle of Katmeers, heroically holding the line so that the bulk of Thevardra's forces could not reach her before Drew destroyed her. You saw a great many friends die that day, but you understand that their sacrifice was necessary. You mourn them, but unlike many of your classmates, their loss has not dominated your life.

When you discovered how many of your classmates were secretly working for Thevardra, you were appalled. As you had come to be the acting leader of the student body, it felt like a personal betrayal. If these people whom you had known so well could turn out to be Dark Wizards, then literally anyone might be. You felt you could never trust anyone again, and you swore that you would hunt down all of Thevardra's remaining followers and bring them to justice, making sure that none of them would be in a position to cause destruction ever again. You became an Auror shortly after graduation, and have predominantly been assigned to do field work ever since.

Your travels have taken you to a lot of strange places, where you have acquired a number of strange things, most of which are useful devices that you channel magic through, which helps you compensate for your lesser magical capabilities. You also have acquired a companion. While in an ancient and eldritch forest, you encountered the fairy La'ki, who has attached herself to you, unbidden, to your cause. the poor thing appears to be extremely simple, but she clearly means well. You are grateful for her magical aid, although you often find her conversation somewhat tedious. But it would be impossible for La'ki to be a Dark wizard, being not a wizard at all, and having one trustworthy ally has been comforting.

A curious thing happened a few years back. You and La'ki were tracking one of Thevardra's followers through a shifting desert, and on the steps of a long-forgotten temple, you paused, and saw a shining meteor streak from the sky. It flew into the uppermost chamber of the crumbling ruin, and you went to investigate. You battled your way through the forgotten horrors that dwelled within the temples, destroying dark idles and breaking many pots as you went. The uppermost chamber was home to a hideous bon sphinx that you had to defeat in a deadly game of riddles, but once it had been destroyed, you were surprised to find that the shining meteor was in fact the Paragon of Wisdom, which had chosen you as it's wielder. You are honored, of course - you had always tried to embody justice, balance, and clever thought, but you would have expected the honor of carrying this Paragon would go to a Lanayru.

La'ki told you, in he repetitive, but occasionally informative way, that finding one of the Paragons alone could only mean one thing: someone else, who did not have all three virtues in balance, must have found all three paragons in their hiding place, presumably meaning to use them to make a world-changing wish. Upon contact with such a person, the Paragons split. That person would be left with the shard that most aligned with them, while the other two would find new, suitable wielders. The news concerns you - who attempted to use the Paragons, and what did they hope to accomplish, and which virtue did they embody? There's a fifty-fifty chance that it was Power, after all, and you are all too aware that the previous wielder of the Paragon of Power was the Dark Lady herself. If Thevardra's forces are stirring yet again, then no one can be trusted. You have elected to keep your

new charge to yourself, for now.

Reinforcing your concern, two things have come down to you from the Auror's Office: first, someone stole a tome of necromancy - one of the Dark Arts - from a highly secured archive. You hate to think this, but back in the day, Morgiana was frighteningly good at getting in and out of places that one should have been able to access. Also, and much more worrisome, the Aurors recently received an anonymous tip that a shard of Thevardra's soul may still remain in the world. Not enough to cause the same horrors that Thevardra herself did, but still, enough to corrupt the unwary and drag them down a Dark path. You have been tasked with finding the shard and destroying it, and hopefully ridding the world of Thevardra forever. This is what brings you here tonight. You thought you'd managed to hunt down all of the Endless amongst your classmates, but you still have doubts about several of them - everyone knows that Thuban's parents were both Endless, and Marlin was actually convicted of being one of Thevardra's followers, although he was later let out of Lon-Lon on appeal, under somewhat dubious circumstances.

Goals

- Find and destroy the shard of Thevardra.
- Bring all Dark wizards to justice.
- Find the Wielders of Paragon of Power (296) and Paragon of Courage (262), and determine their intentions.

Notes

- You have a number of abilities that require certain items to perform. With the exception of [P5] Deku Stun, using the abilities does not consume the item.

Contacts

- Morgiana Aveil: Your good friend and partner in rallying the students that last year at Katmeers. she embodied Faron courage, and you admire her a lot. You haven't really spoken to her in years, though.
- Ariadne Croft: Your fellow Auror. She spends a lot of time off on special assignment, which makes sense, since her particular area of expertise is research.
- Thuban Batreux: Batreux picked on you mercilessly all throughout your time at Katmeers, which already disposes you ill towards him. Then he turned out to be allied with the Endless (no matter what the court decided), and probably also killed Headmaster Gaebora. One of your least favorite people.
- Marlin Murchison: Kind of an elitist snob. Also, Marlin was convicted of being Endless, and you find the circumstances of his subsequent appeal dubious. The Murchisons had a lot of wealth, and then shortly after Marlin was let out of Lon-Lon, it was discovered that all of it had mysteriously been spent. How could anything be more obvious?
- La'ki: Your fairy companion. she's a little clingy, but honestly, she's the only one you can trust.

Memory/Event Packets

- none

Bluesheets

- Fairies
- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

- See Ghosts
- Detect Lies
- [P1] Patronus
- [P3] Arrows
- [P5] Deku Stun
- [P6] Bombs
- [P8] Hookshot
- [P9] Spin Attack

Items

- Paragon of Wisdom (584)
- The Master Sword (305)
- Bombs (701)
- A Bow and Arrows (244)
- Hookshot (333)
- Lens of Truth (903)
- An Auror's Badge (115)
- Deku Nut (717)
- Deku Nut (717)
- Deku Nut (717)

Stats

- Hitpoints: 11

Marlin Murchison

You were once the beloved only son of the wealthiest and most influential family in the wizarding world. Your father was the Minister of Magic, your mother, a social force that everyone lived in awe and terror of. Everything you could ever desire was granted immediately by your doting parents. Like your parents before you, you were sorted into Eldin House. You had intended to be a leader of your House, but after the first few weeks, you could see how things were coalescing around Thuban, and rather than be outcast, you grudgingly pretended to be his friend. You mostly spent your time around others of your house, eschewing the peasants of Faron of Lanayru. You were condescendingly fond of Cawlin and Strich: although not great wizards, they had a certain low cunning that you could appreciate. You also, somewhat to your own surprise, were friends with Quinn, whose discretion and wisdom made him a perfect confidant.

You really didn't pay much attention to everything going on with Thevardra and her followers for most of your time at school. You were too busy plotting to overthrow Batreaux and take your rightful place at the top of Eldin's hierarchy. So it came as quite a shock when it was discovered that your parents had been Thevardra's puppets for years. You had no idea what to make of this. You didn't know what to do. Should you join Thevardra and the Endless, like so many of your house mates seemed to be doing? Or should you make the moral choice, and fight against her?

Well, you might be somewhat blinded by pride, but even you could see that if Thevardra succeeded in her quest for purity, it would destroy the wizarding world. You resolved to side against her. You were afraid to act against her directly, so you did what you could to quietly feed information to the resistance. Perhaps it wasn't much, but you hope that it made a difference. You didn't really fight in the final battle either - you were never much at combat. You regret that, sometimes.

After the battle, you fell into hell. Your parent's notorious crimes led the Aurors to suspect you of being allied with Thevardra as well, and you were arrested along with most of the rest of House Eldin. You were confident, however, that you would be acquitted when you went to trial. But then the unthinkable happened - the prosecution had hard evidence that all but proved your guilt. It must have been planted, but whoever did it knew what they were doing, and you were convicted and sentenced to life in Lon-Lon Prison.

You were there for three years before you finally won your appeal. Three years in that joyless, maddening place, surrounded by the most terrifying Dark wizards the world has ever seen. Your sanity was under constant assault, and the only thing that kept you from spiraling off into madness was your burning anger over your betrayal. You compiled a lengthy list of all the people that it could have been. You pored over the scraps of evidence again and again. You vowed revenge against whoever it was. It has become your most important mission to find your transgressor, and make them understand a fraction of what you endured.

Adding insult to injury, you are now broke. The Murchisons used to be extremely wealthy, but when you were finally released from Lon-Lon and went to withdraw some funds from the family vault at Gringotts, you discovered that the vault was all empty. It might have been theft, but the Ministry confiscated the assets of a lot of Dark wizards in the aftermath of the war, and you are worried that lodging a protest could end up stirring up bad blood and making you powerful enemies that you cannot afford to have.

The pursuit of justice is a slow endeavor, and you were not so obsessed that you didn't realize that you also needed to rebuild the shards of your life. It was a long, difficult process, since despite the overturning of your conviction, many people were still suspicious of you. And all the things that were supposed to skyrocket you to the pinnacle of the wizarding world - your parents, your friends in House Eldin - all of them counted against you now. But you persevered, and managed to worm your way into the Ministry, and then even managed to become the chief aid to Dirk, your former classmate and the current Minister of Magic. Dirk is a useless drunk these days, and you are the power behind the throne. The hardest part of your job is keeping the Minister from saying things that will sink his political career, since you have hitched yourself to it as your last hope. It stings your pride that you have to hide behind some uncouth Faron lout, but for now, it must do.

Unlike most everyone else here, you actually do want to attend this reunion. It's a great opportunity to network, and also, you are certain that your transgressor was one of your classmates. it's a good opportunity to get some detective work done.

Goals

- Find out who betrayed you, and get revenge.
- Keep Dirk out of trouble. Find a way to spin any indiscretions he might commit.
- Network with your former classmates and try to improve your relationships with them.

Notes

- You sort of picked up [P9] Avada Kedavra (Dark) in Lon-Lon.

Contacts

- Dirk Aveil: A worthless drunk, but his useful to you as a figurehead for now. You haven't ruled him out as a suspect though. The Aveils never had any money, and it's hard to get anywhere in politics without funding from somewhere, such as liberating it from the vault of a disgraced rival family.
- Lionel Manycattle: Lionel has grown deeply paranoid since discovering how many of his erstwhile followers were actually working for Thevardra. Paranoid enough to decide you were guilty and then fabricate the evidence to support it? You're not sure.
- Morgiana Aveil: Morgiana was rumored to be an accomplished thief, and again, the Aveils were never wealthy.
- Ariadne Croft: No one would suspect an Auror of such a thing, and that seems to you the perfect alibi for almost any crime. Ariadne just acts like she's got something to hide. And she never liked you.
- Iris Elmsley: Okay, it does seem unlikely that it was Iris. There isn't a devious bone in her.
- Quinn Trillian: in many ways Quinn was your only real friend, and the only one who cared about you as a person. He also never took much interest in worldly affairs - most of his time was spent tending to the ghosts. It doesn't seem very likely that it was him, either.
- Thuban Batreux: You had a long, quiet rivalry with Batreux, each of you trying to establish dominance over House Eldin, and by extension, Katmeers. He is your prime suspect, especially since those kind of underhanded tactics seem particularly favored by his family.
- Stanley Strich: Thuban's lackey, and occasionally yours as well. You wouldn't have thought him smart enough, but toward the end of your time at Katmeers, you started to realize that he was a lot more clever than he let on.

Memory/Event Packets

- none

Bluesheets

- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

- Soothe
- Rile
- Cover-Up
- [P1] Patronus
- [P2] Stab
- [P3] Water Whip
- [P6] Shards of Ice
- [P9] Avada Kedavra (Dark)

Items

- Dirk's Planner (962)
- Dagger (791)
- A Ruby Ring (541)

Stats

- Hitpoints: 10

Stanley Strich

From a young age, your parents used to tell you that you would never amount to anything. You were something of a lazy delinquent, and your parents didn't really care enough about you to push you to work hard. You were ambitious in your own way, but your strategy was always to attach yourself to someone who was going places, and ride their coattails all the way to success. It was this shared trait that brought you together with Cawlin, your associate since childhood, and when you arrived at Katmeers you both immediately identified Thuban as the perfect person to carry the two of you all the way to the top. He was cunning and vicious, but he needed some muscle to get his dirty work done, and that was where you came in. You were all sorted into Eldin, and you can't imagine it having gone down any other way.

You guess most of your classmates think of your seventh and final year at Katmeers as a kind of special hell that they all went through, but not you. Batreaux was recruited into the Endless by his parents, and that dragged you and Cawlin along. But in Thevardra's company, you began to understand true power. Batreaux had never really treated you with respect, but Thevardra did. She would speak with you alone sometimes, about your potential for greatness, something you had never before believed you could possibly have. She granted you authority over the other students at Katmeers - a position of actual authority for the first time in your life. Suddenly you were no longer a lackey of a minion. You were somebody. your own ambition finally awakened, and it was dizzying.

You loved her. You loved her the way you never really loved your parents. And she loved you as if you were her son. Before the final battle, she told you that she doubted Thuban's loyalty, and that you were to stay with him, to keep him from becoming a traitor. You vigilantly watched him during the battle, but he did nothing to thwart the Dark lady. He stood on the balcony and watched everyone die, like the ice-cold badass that he was. But Cawlin! Cawlin attempted to interfere with the Dark Lady's rituals and you, horrified by the betrayal by someone so close to you, shattered the balcony underneath her, and she fell to her death. Sometimes, when you are alone at night, you feel guilty about this. but then you quell that. You don't need to have any guilt over rooting out and crushing treachery.

When Thevardra was annihilated, for the briefest instant she touched your mind. "Strich" she whispered, in a voice amazingly serene, "Strich, my chosen heir, I have left my power in the world for you. One of my followers has taken it somewhere safe. Follow him to the desert, claim your legacy, and finish my works as I could not." And then she was gone.

Claiming you were just following Batreaux's orders, you managed to avoid being thrown into Lon-Lon like so many of your housemates were. Doing so was very painful for your newfound pride, but you could hardly fill Thevardra's shoes while trapped in a high security prison. A free man, you turned your attention towards fulfilling the destiny that Thevardra had gifted you. Which turned out to be an extremely challenging task. You tracked the bearer of Thevardra's shard to an ancient shifting desert, but when you found the man, he was dead, and there was no sign of the shard anywhere.

You're not going to let that little set-back daunt you, though. If Thevardra believed you could do this, you can do this. You've assembled a little cabal of allies, most notably the Lanayru Quinn, who apparently decided after the final battle that Thevardra's return and ascendancy was inevitable and he wanted to be on the winning side. You will be the winning side, and though you intend to initially use the Paragons to gain omnipotence and immortality yourself, of course the next step would be to return your beloved Queen to the world again, and the reward all those who had been loyal to the Endless cause with the deathless state they had desired.

Quinn also brought along his best friend Morgiana who went quite, quite mad in the arcane backlash following Thevardra and Drew's demise. Quinn can talk to ghosts, and acts as a conduit by which Morgiana can talk to the ghost of Drew, her deceased boyfriend; you are aware that Quinn must be filtering what Drew says, since everything that Quinn relays is rather inconsequential. Morgiana is nonetheless, pathetically grateful for such scraps, and Morgiana is a very useful addition to your following. She is an extremely accomplished thief, and lured on by the prospect of more communication with her lost love,

she follows Quinn's - and by extension your - commands unquestioningly. You're enterprise is being funded with money that Morgiana recovered from the family vaults of families sent to Lon-Lon. There's poetry in that you think: Building your new empire out of the ashes of those who tried and failed before you.

You're here tonight because you heard a rumor that one of the Aurors had been seen in the desert shortly before you got there, and you suspect they may have killed the bearer of Thevardra's wrath. You have a handful of classmates who are Aurors, and you figure if wasn't one of them, then they probably know who it was, and then you can find that person and find out what became of your legacy. You suspect it was Lionel of Faron house, who has been particularly zealous about tracking own any remaining Endless. You should probably take him out, just so he doesn't get in your way once you make your move.

Quinn tells you that he can sense that the Paragons are all present at Katmeers tonight. This might even be a higher priority than the shard - how often are all the Paragons in one place? With the shard and the Paragons, you would literally be unstoppable. You've got your work cut out for you this evening.

Goals

- Recover the shard of Thevardra's wrath.
- Acquire the Paragons. Especially the Paragon of Power, which is yours by right.
- Use the Paragons to become immortal and omnipotent, and return Thevardra to the world.
- Get Lionel killed.

Notes

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Contacts

- Morgiana Aveil: A useful tool for your cause, whom Quinn handles for you. You try not to have much to do with her; Quinn tells you that she's not aware of his allegiances, and you don't want to risk her tattling to her Auror friends.
- Quinn Trillian: Your ally, although you've been lying to him a little bit. You're sure he will understand when he finds out, though.
- Thuban Batreux: Your former ringleader. You have no interest in following anyone else ever again, but you'd be happy to have such a ruthless and calculating man as a member of your cabal.

Memory/Event Packets

- none

Bluesheets

- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

- Inconsequential
- Thevardra's Heir
- [P1] Curse
- [P2] Stab
- [P4] Crucio
- [P9] Energy Bolt

Items

- Dagger (791)
- Key to Murchison Family Vault (516)

Stats

- Hitpoints: 12

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 or 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
- Katmeers Concordance
- The Katmeers System

Greensheets

- none

Abilities

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

Items

- Grimoire of Ghost Lore (469)
- A Necklace (287)
- Deku Nut (717)
- Deku Nut (717)

Stats

- Hitpoints: 10

Beedle Wimsey

You are the Boy Who Lived, the Hero Chosen by Fate, the one who was destined to defeat Thevardra Lefours and save the wizarding world from the terrible corruption that she represented. You were practically physically marked by this destiny; the scar from when the Queen of the Endless tried to kill you is vividly prominent on your forehead. You discovered you were a wizard at the age of 10 when you were chosen by the Paragon of Courage as it's Wielder - a heavy responsibility for any wizard, but most especially for an untried child. But somehow you defeated Thevardra, shattering her with the raw power of the Paragon which was wielding you far more than you were wielding it. And then you went to school.

Celebrity is practically as heavy a burden as the paragon itself, and you struggled a bit to find actual friends as opposed to groupies. But you eventually fell in with Dirk, a fellow Faron, and Ariadne, a clever Lanayru, and the three of you became inseparable companions. Which is a good thing, because you soon began to see portents, clues, and hints that while you had destroyed Thevardra's physical form, her spirit lived on, reconstructing her network of followers, seeking to reincarnate herself and carry on her dark work. Your friends eagerly volunteered to help you defeat her again, and for seven long years, the three of you and the Dark Lady played a deadly game of cat-and-mouse. The three of you all lived, but a lot of your fellow students were collateral damage - you were so often just barely too slow to save them. Along the way, too, you became close to Morgiana, Dirk's twin sister. The two of you dated for several years, and you had intended to marry her once everything was over.

Throughout your years at school, you and your friends entered into a bitter seven-years-long rivalry with Thuban, the scion of one of the most prominent wizarding families, and his lackeys. Thuban's family was rumored to be in league with the Dark Lady's Endless, and your conflicts with Thuban culminated in a duel during your sixth year, during which you nearly killed him. Later that year, when Headmaster Gaebora was killed by an Endless in order to claim the Paragon of Wisdom for Thevardra, everyone suspected Thuban to be the murderer, although it was never proven.

And then came the fateful Battle of Katmeers. You knew, going in, that you were likely to die, as Headmaster Gaebora - Wielder of the Paragon of Wisdom - had died before you. You even knew that it was likely that your actions would unleash a deadly arcane backlash on your classmates, but you couldn't warn them. Thevardra was a tactical master and surprise was your only hope; if there was any hint in your side's movements as to your plans, she would pick up on it and you would lose your chance of ever stopping her. You almost caved and warned Morgiana, but at the last minute you realized that you could not even do that, and you could only hope that she would be safe as you went to your final battle. You ran up to where Thevardra was just on the verge of completing her ritual, and the two of you duelled with your twin wands, locked in your own private world that gradually shrank down until all the intensity of your lifelong conflict existed in a singularity of wills at the point where the wands met. And drawing strength from the love of your friends and the memory of all who had died before, you pushed through. Everything snapped, the fabric of magic itself briefly tore, and wrapping your essence around Thevardra's writhing, wounded soul, you dragged her into the Shadow Realm, where the two of you were to be trapped amongst the dead souls for all eternity.

Except that Thevardra was all too wily for you, again. Somehow as you dragged her to the Shadow, she managed to shed all of her ambition, and greed and anger from herself, leaving it behind her in the world. And most of her ample hatred as well, although she saved a little of it to torment you in the void. She's nothing if not vindictive. For the first many millennia you spent in the strange timelessness of the realms beyond, Thevardra would stop by regularly to taunt you about what you had let her leave behind, and what terrible evil it could continue to spread, even though the reign of the Endless Lady was now, effectively, ended. She told you it could make another as powerful as she had been, and in a much shorter time. In the end, all you had done was trade a Dark Lady for a probable Dark Lord. It was this more than anything else about the chaotic Shadow Realm that made it your own personal hell - knowing that somehow, you had failed yet again, and that even the sacrifice of your own life was not enough to save the world after all. Maybe Fate had made a mistake when it chose you.

It was almost cruel that you were offered another chance, and the means by which you were offered it were horrifying.

Ariadne – sweet Ariadne, your heroic best friend – apparently was so lost without you that she turned to the near-forgotten Dark Art of Necromancy in order to drag your soul back to the realms of the living. But worse of all, although you live again, you can no longer do magic. Your ability to cast spells was apparently burnt out by the final confrontation with Thevardra during the Battle of Katmeers. You have a terrible failure to atone for, and you literally have no tools to begin to solve the problem. And you can't ask for help either, because if it is found out that you are alive again, people will find out about Ariadne's crime and there will literally be a witch hunt. Life in Lon-Lon is the best outcome for her from such an event, and you don't like to think of the worst. Even if you are a little afraid of how intense and reckless she's become, you can't let that happen.

Feeling hopeless, you became consumed with depression, and avoided the wizarding world as much as you could. When you had to leave the house, you donned a ring of polymorph (your "wedding" ring) and posed as Ariadne's Muggle husband, "Beedle Wimsey" but you did this as little as possible. You tend to spend a lot of time sitting around, drinking beer and trying to come up with some way to find and destroy the remnants of Thevardra without magic. When Ariadne's 10-year reunion invitation came, you realized that this was a golden opportunity. One of your surviving classmates might have some leads on what became of the shard of Thevardra's Wrath. And it would not be too strange for Ariadne to bring her husband with her, surely. You've managed to convince Ariadne to let you come, although she is not keen on the idea. Perhaps truly at last you will be able to fulfill your purpose and purify the whole wizarding world.

Goals

- Find and destroy the shard of Thevardra.
- Protect Ariadne's secret.
- Try to help your classmates rebuild their lives.

Notes

- The polymorph cast by your ring will fade within one minute if you remove it.

Contacts

- Dirk Aveil: One of your best friends. Ariadne sometimes calls him a useless drunk, but you have a hard time imagining staunch, steadfast Dirk that way.
- Morgiana Aveil: Your girlfriend, before your death. You feel like you betrayed her when you didn't warn her about the backlash, and don't know how to begin to atone.
- Ariadne Croft: Your other best friend, now a necromancer. You often wish that she had left well enough alone, but there is nothing to be done about that now. The terrible secret inevitably means that Ariadne is the only one you can fully trust, and vice versa.
- Thuban Batreux: Man, you hate that guy. He was a prick to you for years for no good reason, and then threw his lot in with the Endless. Also, you now know perfectly well that he killed Headmaster Gaebora. Thevardra gloated about it for a few centuries before she got bored and moved on to other topics.

Memory/Event Packets

- none

Bluesheets

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|----------------|------------------------|
| - The Paragons | - Katmeers Concordance |
| - Ghosts | - The Katmeers System |

Greensheets

- none

Abilities

- See Ghosts
- Just a Muggle
- Hide
- [P1] Heroic Smack
- [P5] Kick

Items

- A Wedding Ring (766)
- Muggle Wallet (518)
- 5 Rupees (574)
- 5 Rupees (574)
- 5 Rupees (574)
- Cell Phone (505)

Stats

- Hitpoints: 12

