



Raven Melindre

Being the youngest in a royal family of Sydnia comes with its perks—mainly that no one expects much of you. If I want to spend my days studying clouds and giving them names, that's perfectly fine. It's certainly better than drinking my days away, at least as far as Father is concerned.

But yesterday, Father's usual indifference was replaced with a look of sorrow as he told me there was still no word from my brother, the heir-apparent. My brother, ever the stubborn and reckless one, had ridden off in the dead of night to participate in that damned Lich's Contest, defying Father's wishes. He'd confided in me before he left, saying he didn't want to inherit the throne simply by outliving Father. No, he wanted to storm the gates of legend by conquering the fabled Viva La Dungeon. That was a month ago, and we've heard nothing since.

I'm no king, and I never wanted to be. But I love my brother. No one expected any heroics from me, least of all Father, so he didn't bother posting guards at my door. He never imagined I might sneak off in the night, following my brother's path. But here I am, not to win some cursed contest, but to bring my brother back—the true king-to-be. Damned if I'm going to take that job.

DIFFICULTY: MEDIUM

FEATURES:

Raven has a -1 to Brawn, which means you get a -1 to Melee Combat Checks and Damage rolls.

Raven also has a +1 to Intellect, which means you get a +1 to Perception rolls for Finding Loot and Moving around the Dungeon.



Raven Melindre

CHARACTER SHEET

SIDE QUEST:

Find your brother.



MAX

CURRENT



KAOS

CURRENT



DEFENSE

WEAPONS

Mystic Knife (2 dmg) Melee

(You never lose or drop your mystic weapon)



Melee : +Brawn to Combat Check AND Damage)



Ranged : +Quickness to Combat Check AND Damage)



BACKPACK

TURN TRACKER

1

2

3

4

5

6

7

8

9

ARMOR



PLOT TERMS & STORY ITEMS