Tak was born into one of the Goblin Grotag tribes surrounding the city of Affa. His parents were Klek (Father) and Niarxee (Mother). The tribe of Flame Riders was approximately 50 members in size, and were led by their leader with Frugurx. Frugurx came to lead the tribe through the taming of a large Drake that had been a thorn in the side of the tribe for many years.

At a very young age, Tak and his tribe were forced to move to the city due to an unusual amount of volcanic activity in the area near his home. Most the tribe had issues with assimilating into the Affan culture, and thus were typically poor, forcing the to scavenge and steal food and resources. At the age of 6, Tak was caught stealing from one of the monasteries that populated the city. The human headmaster Somerville Derwood gave him the choice of being turned over to the local guards, or to join his order; The Order of the Grey Fist.

For the 5 years Tak lived with the Order of the Grey Fist, learning their ways. The order was primarily human, but had begun in recent years taking in members from other races, as more people were forced to move to Affa due to the neighbouring volcanic activity. Being one of the smallest members, Tak was picked on primarily due to his size, and thus developed a bit of a Napoleon Complex. Tak had to learn very quickly how to defend himself with only his body, drawing the attention of some of the higher-ranking members. Tak’s training was fast tracked, and at the age of 11 was given the choice of living the solitary life as a member of the order, or to leave the order. If he were to leave, it would be with the expectation that he would use his training to help the rest of Zendikar. Tak, not one to remain being cooped up, chose to leave the order, and begin the life as an adventurer.

Tak began his life as adventurer by travelling from city to city, earning money through typical adventuring activities as well as providing bar side entertainment. Tak would go to the local tavern, and offer to start a wager with the owner. Tak would fight the largest person in the bar in hand to hand combat, and if he won, he’d earn a few nights stay. However, on more than one occasion, Tak would strike a deal with the wrong group of people, and be run out of town. Tak also earned a living fighting in the fighting pits in some of the larger cities, as well as pulling the occasionally odd job for local merchants and mercenaries.

Tak eventually ended up in Seagate, looking for work on the local docks. After having one too many drinks at the local tavern, a fight broke out (totally not his fault…) and a tavern was burned to the ground. Tak was thrown in prison, and after a failed escape attempt, found himself locked in one of the higher security wings of the prison.

As an adventurer Tak hopes to accumulate enough fame and fortune that word of it will eventually reach back to Affa, where he can inspire his tribe mates to rise out of poverty, and become somewhat normal members of Affan society. As well he wishes one day to return to his order, and ascend the ranks of it. Tak also wishes to look more into the strange volcanic activity that surrounds his homeland, as it is eerily like that of some of the local legends. On his quarterstaff Tak has a metal cap on each end, one copper, one a blue steel. He one day hopes to meet a wizard powerful enough to enchant them.