**WRITE HOWEVER YOU FEEL UPON THIS LIST, THIS IS JUST FOR REFERENCE**

* Born in Karamelle, a peaceful, however incredibly small gnomish-halfling village.
* The Tekarat, a centaur tribe, felt that this village was on their land, and burned it to the ground as an example to all others.
* Aethis was rescued by Gurin, a vedalken who had decided to stay in that village and live amongst the halflings and gnomes.
* Gurin fled all the way to Farhorn, where he raised an infant Aethis, and set up a small library.
* Years passed, and travelling visitors would leave or exchange books, and much knowledge was now harbored at Gurin’s bookstore, which he had named “Sight Reading.” Aethis was Gurin’s ‘helper’ in this store, and read during almost the entirety of his childhood
* Aethis became curious. Having read basically every book inside Sight Reading, and then some, he wanted to venture out, knowing there’s FAR MORE out there in the world to learn, and also wished to know what happened to his parents.
  + Gurin firstly trusted Aethis well, having raised him, and also loved his inquiry about learning all he could.
  + Gurin also wished he could tell Aethis the fate of his parents, but even he didn’t know.
* Gurin explained to Aethis that there was such a vast pool of knowledge out there that not even the greatest scholars or intelects could learn it all. However, the closest any group has ever gotten has been the Nimbari, an ancient civilization of scholars who worked under Frethos during her reign.
* Gurin, furthermore, expressed that the Nimbari were not just an ancient and dead civilization; istead, it was an active, and incredibly powerful, alive organization. The Nimbarians were far more advanced in technology than anyone else, and stayed away from world affairs. Instead, they focused their efforts on consuming and preserving knowledge, being the last bastion of hope in a one-day inevitable confrontation that would decide the fate of Vitia.
* Gurin exposes that he is a part of this civilization, and is in fact a recruiter. And he would like to recruit Aethis.
* He tells you to go to the temple of the Six, and absorb all of the knowledge he can there, learn magic, and an agent will meet you in due time.
* First, you travelled to Jonahtown to catch a ship to Hillendone, a port city in Zochiar.
* Jonah-town is a busy, vertically built city upon a cliffside, and there you were looking for a captain to traverse you across the sea. You searched for days, unable to find anyone, until you saw a lone fisherman standing on a fishing boat, who called himself **Finn O’Fry**.
* Finn was an old set of bones. A Firbolg, who felt more connected to the sea than he ever did the forest. He fished, and would often trade a gold coin into the sea as good spirits; a religious man who followed Vazra. He knew how to tread the sea well, and due to the changing of the seasons, was going to head to Hillendone anyhow and relocate for the winter. He invited you to join him, trusting you as an honorary citizen of the Timberlands.
* Sooner or later, you reached Hillendone, a MEGA-CITY of a trade port (large enough to be a capital of the country), and quickly left for the temple of the six.
* Over the course of several years, you study there, learning, reading, and you even begin practicing magic.
* **Hyron**, an elderly elf, walked the halls of the temples. He saw Aethis, a curious sight; why is a halfling all the way out here in Zochiar, let alone the temple? He began to question you, at first quite pretentiously; *“I refuse to believe that there is a halfling here who is smarter than he is tall.”* Over time, however, through conversation, his interest and devotion to Theslena opened him up, and you began to impress him with your knowledge and dialect. **Hyron**, as it would be, is the High-Priest of Theslena in the temple, and wished to teach you magic if your thirst for knowledge is so great.
* He taught you magic, and actually grew to be quite a close friend. It was from Hyron that you actually got your look inspired by; the long, frizzy beard comes to mind.
* One night, a masked figure was suddenly standing over your bed as you slept. You attempted to spell-sling it out of your room, but they counterspelled your every move.
* The masked figure calmed you, letting you know that they are an agent of Nimbari, and are in charge of your initiation into the organization. For confidentiality, and for the sake of secrecy, this masked figure never exposed their identity to you, but instead insisted that you call them **Agent**.
* Agent let you know that in order to prove yourself as a capable agent of Nimbari, you must prove you can practice magic and strengthen your mind outside the comfort of the temple. All Nimbari members are mobile, traverse the lands, and are oftentimes fighting off threats to the world, so this step would be necessary.
* Agent promises that he will check up on you, but your initiation begins **NOW**. Agent will be watching your every move.
* In your readings, you know that Herrica is a centrally located place of bounty hunters, fighters, and adventurers, so you head there, hoping that you might find one or two (or even three) adventurers willing to help you on this task. The task of proving you can go on an adventure.

**EXTRA**

* Anytime anything comes up in game regarding history, ask if you would know about it, and like 9/10 you will, you’ll just need to roll a history check.
* I’m tired and will continue this later.