

Thrush Daergel - Backstory

Growing up in the City of Coin as a Gnome was interesting.

Other than Halflings, we are not well accepted. Mom and Dad retired from adventuring. Mom still works for the Mercantile Guilds as a “security” consultant. Dad hires out as Guard when he gets bored. I spent more time with Dad. Story time was my favorite time every night.

For a long time, things went fairly well. A small home, 2 floors, a basement and yard. School for me every day, Mom and Dad hoped I would become a craftsman, or Scholar. Dad’s stories of the adventuring days ruined that. Dad taught me some weapon skills when I was old enough to hold a dagger.

Getting back and forth from school was always tough as a Gnome, but I had an advantage. Mom taught me to move in ways to not be noticed. I learned I can be VERY quiet when I want to be. I couldn’t talk my way out of a situation like my best friend Elmo, as a Halfling he could talk to anyone. I thrived on not being noticed.

One night it all changed. Mom was home, Dad was out guarding a warehouse. Mom woke me up and brought me into the basement. Opened a room I never knew about behind a wall I never noticed was false. She told me to stay in there and stay quiet. I could hear loud noises upstairs, a long struggle, and few thumps and then nothing. I stayed put, Mom never messed around.

I don’t know how long I stayed in there in the darkness, but after a while I heard a yell, some running and movement upstairs. A few minutes later, Dad opened the door. It was lighter in the basement. It was day time. Dad had blood on his boots and shirt.

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Days of chaos, Mom held off 7 “burglars” in the house. She killed them all but was badly injured and died. If only I had come out.....

Dad did not take the loss well. He went out a lot, revenge was in his heart. Weeks to find what he wanted.

One day my Aunt Mala showed up. My Dad went out that night and never came back. The Guard came to ask me questions in the morning. Dad went out in spectacular fashion. Apparently he found out who the “burglars” were and who they were associated with. From what I learned from Aunty that he fought his way into their base and managed to kill the person he was looking for.

He barricaded himself in the main room and burned the place down and three blocks surrounding it before disappearing. Two months later my Dad’s body was found in the sewers.

I was just old enough to inherit everything. Aunt Mala stayed around a few months to make sure everything was set up. Mom’s employers were very helpful for the work she did, odd for Merchants to be so giving, but who am I to complain?

It did not take long after Aunty left to find out what enemies Mom and Dad had made.

I was going through the house to see what is there. LOTS of hidden rooms and spaces. In the room I hid in was a chest, locked. This did not help me, so I asked Elmo for help. Elmo is apprenticing as a Locksmith. Elmo could not get the lock open, but he knew other ways to get into chests. He took it apart. Not fast or quiet, but it worked.

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Inside was a map of hidden areas of the house. From there it gave me ideas of where to look. It was amazing what I found. Money, Gems, Papers, Weapons, and a Backpack. The papers were the most interesting, the Backpack was the most cherished. Dad always included that backpack in his stories. He talked about how much it could carry. Its VERY well made, but carries only what you would expect.

The money paid off the house, the Gems were to keep me fed, clothed and a future. The weapons were nice, but nothing great. I kept what I liked, gave a short sword and dagger to Elmo for his defense as he had his girlfriend move in. Then there were the papers.....

Maps, names, and information about Mom and Dad's adventuring buddies. Then the local stuff. Mom worked for certain merchants to obtain information on people. It was all there.

At 28 I was not streetwise. I took the information to the merchants she worked for. They were very happy to get it, so happy they threw a private party for me. Fine foods and drink. Then hard times really hit.

I couldn't do business anywhere beyond local independent stores, which meant everything cost more. I swear I was constantly followed. Work dried up. I couldn't go more than 3 blocks before I got hassled by local games and constables.

Three years of this dried up my money, it just got so expensive. Elmo visited for our weekly game. He did not seem too happy. He was fidgety and kept glancing at the door. "OK man, whats up?" Elmo whispered, "I heard something you need to know." "I heard they are trying to destroy you here. They tipped off the

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people your dad killed on who you are.” “I think I was followed here.”

This clicked something in my mind about those papers. The information was about business and personal information on people being killed lately. All known criminals in the city. Guild leaders. Thieves guild leaders. I hate Politics.

I thanked Elmo and asked him to join me in the office. I wrote up a bill of sale for the house and all contents, I showed him the many Bonus features in the house, gathered what Dad taught me to always have ready and got ready to go.

Elmo told me he had a gift for me before I go and handed me a piece of paper. It was dusty in that house right then. I told Elmo the house was because he couldn't keep living with his Parents with a child on the way. Nice love nest for He and his wife. We played one final game of dice until nightfall. Elmo went home like usual to give the good news and make it look like just another game night. Elmos dad is a city official, that bill of sale should be valid before dawn. Within the hour I went out the basement sewer entrance, boy my parents were paranoid.....

I got lost. But I figured If I kept going in any general direction I could find an exit. I was right, except it was barred up. This lock was rusted and easy to break, although in 20' it opened to the harbor, and a 40' drop. I am no great shakes at climbing, but this rock wall was not built by great craftsmen. There was little water near the wall and I started walking. I was out of town by morning.

I had weapons, armor, general equipment and my dads backpack. I had food and wine, I had good boots and could go anywhere I want. I made my way to the first major road and waited a few miles from the gate. I did not take long at all before

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an independent merchant train came by. Merchant trains are always looking for guards. I hired at “upkeep” wages. At least I will be fed. I stayed on for about 4 weeks. Nothing major, I spent a lot of time scouting. Learned a lot.

Why I left when I did I do not know. An army was camped nearby and I figured that was a good place to get lost. I was put in as a recruit. After a few questions I was assigned to a Halfling named Buck. I was in the scouts.

After a few years in the scouts my term was up and I had a choice to make. I spent a lot of time learning, but little actual work, enough to get good experience. I was bored. Time to move on. The army had moved on. Merc companies don't stay in one country if there is no work. We were near a town called Willip, time to make my fate there.....