

Tharra Backstory:

Tharra was a relatively normal Shadar Kai, living in a small village in the Shadowfell. She had always been curious about the world beyond her village and longed for adventure. One day, while out exploring the wilderness, Tharra stumbled upon a mysterious cave. Intrigued, she ventured inside and soon found herself lost in the dark, winding passages.

As she wandered deeper into the cave, Tharra began to hear strange whispers in the darkness. She felt a chill run down her spine, and she knew that she was not alone. Suddenly, she found herself face to face with a powerful genie named Zephyr. Tharra was shocked and frightened, not sure what to do.

Zephyr sensed Tharra's fear and offered her a deal: in exchange for her service, he would grant her great power and magical abilities. At first, Tharra was reluctant. She had always been a simple village girl and had never thought about wielding great power. But Zephyr was persuasive, and he promised her that with his power, she could become a powerful force in the Shadowfell, a hero who could make a difference in the lives of her people.

Tharra ultimately accepted Zephyr's offer and became his warlock. Zephyr granted her magical powers, including an affinity for thunder, lightning, and wind magic. Tharra was amazed at the power she wielded and the feats she could accomplish. But she was also wary of the cost of her pact with Zephyr.

As she grew more powerful, Tharra became increasingly isolated from those around her. Her friends and family could not understand the changes that had come over her, and she struggled to connect with them as she once had. She also began to see the dark side of the

power she had been granted. The magic was intoxicating, and Tharra found herself wanting more and more, even at the cost of her own soul.

As Tharra embraced the full extent of her powers, her arrogance grew with it. She saw her powers as a means to an end, a way to gain wealth and power beyond her wildest dreams. With the assistance of Zephyr, she undermined kingdoms and amassed great fortunes, all while keeping Zephyr's true identity a secret.

But her insatiable greed knew no bounds. As she continued to seek more and more power, she became reckless and careless. One day while protecting her home village, Tharra went into a fit of rage, accidentally unleashing a devastating spell that destroyed her entire village, including her beloved 12 year old little brother, Kael.

The shock of the tragedy shattered Tharra's illusion of control. She realized that the seductive powers of her pact with the genie were not something she could wield without consequence. The weight of her guilt was crushing, and the realization that her actions had led to the deaths of so many innocents was unbearable.

Tharra retreated into herself, consumed by grief and despair. She no longer saw her powers as a means to an end, but as a curse that had brought her nothing but pain and destruction. Zephyr remained by her side, but Tharra no longer saw him as an ally. Instead, she saw him as a prison warden, a reminder of the dark path she had chosen.

In the aftermath of the tragedy, Tharra began to slowly understand the true nature of her powers. She could feel the insidious whispers of Zephyr, tempting her with promises of even greater power and wealth. But now, she was aware of the cost. She knew that any pact

she made would have consequences, and that the true price of power was often too high to pay.

Tharra continued to journey across the land, but now with a different purpose. She sought redemption, a way to atone for the destruction she had wrought. She knew that she could never undo what she had done, but she could strive to make the world a better place, one small step at a time.

And so, Tharra became a wanderer. During her travels, she stumbled upon a small Eladrin boy named Stinkbug, a wandering Cleric that worshiped Sune. Despite Tharra's initial reluctance to help him, Stinkbug's relentless optimism and wide-eyed innocence slowly began to chip away at her hardened exterior.

Over the next few weeks, Tharra and Stinkbug traveled together, with Stinkbug constantly pestering Tharra with questions about her life and experiences, to which Tharra consistently denied indulging him. Although Tharra found his constant chatter to be grating at times, she couldn't deny that Stinkbug's presence had a profound effect on her. Though she never conveyed this to him, Stinkbug reminded her of her little brother Kael, who had been so full of life and joy before his tragic death.

Although Stinkbug was capable of protecting himself, Tharra couldn't shake the feeling that she needed to do something to help him, the feeling that if she didn't do something, Stinkbug would meet the same fate as Kael. When the time came for them to part ways, Tharra hesitated for a moment before reluctantly giving Stinkbug a way to contact her in the future. As she watched him scamper off into the distance, Tharra knew that she had found something that she had been missing since Kael's death: a purpose.

A few short months later, Tharra received a letter from Stinkbug, inviting her to join him and a few others in an adventure through the Undermountain, a famous dungeon known across the planes of existence, created by the Mad Mage Halister himself. Tharra thought this was a bad idea. She had just begun to learn to control her curse of greed, but was now faced with an opportunity for fame, glory, and riches. She heard Zephyr's whispers in her soul, egging her on, but miraculously, it was not his words that convinced her, it was her reluctant sense of responsibility over Stinkbug. She thought to herself, "If I don't go, and he gets hurt, or worse, it will be my fault." So she began to travel to Waterdeep to meet Stinkbug in the Yawning Portal, and to delve into the Undermountain, where her resistance to her curse will be put to the ultimate test.