

Athelarian ("Aethel" for short) comes from a very long and traditional elven clan. His father Corinel'niar is the equivalent of a Baron, and has led a large settlement of Elves for centuries. Though his very long childhood, Aethel never really fit in with the family. Elves by their culture tend to encourage individuality and self-discovery. Aethel found he loved magic. The feel of controlling energy and shaping it gave him a thrill.

He tended to avoid politics, and did his own thing. Ignoring politics, however tends to turn you into a tool of politics. One of his several uncles, Loth'verin, used him in a bid to embarrass his father. It didn't quite work, but it did cause some strife, which eventually led to Aethel leaving the community he was raised in. He went to a older (much older) sister, Rinithia, and stayed with her for a time. She belonged to an order of Asthetics that lived stricter, more orderly lives. From her Aethel learned meditation, as well as ways to control his body in ways not normally possible. Aethel had difficulty with meditation until he found a trick that worked for him. If he was holding a Lightning spell, the energy gathered in his hands set his mind in the right frame, and allowed him to be successful. This odd means of meditation led a gnome named Yorwin to take an interest in Aethel. He spoke of another way of magic, "The Unbinding" where one learns the form of everything, and how to change it - how to become it. It did not take long for Aethel to seek him out and begin learning from him.

Master Yorwin was an interesting character. He was hard to find unless he wanted to be found. He regularly changed things. The door to his chambers would move. He would not always appear as the same person. Sometimes he would arrive to a meeting as a bird or some other animal. Eventually, Master Yorwin was convinced that Aethel was truly interested in the ways of the unbinding, and began to teach him in earnest. Aethel gained a much greater appreciation for the forms of all things - everything from rocks and plants to animals, birds, and finally people. Master Yorwin was in fact human, however, and as humans do, he passed on after a few decades. Aethel was left with the tools to continue his path of unbinding.

Recently, another of Aethel's uncles (Finthel'ari) called upon Aethel and Rinithia on his way to a great event in a relatively far off place known as "Riddleport". Having lost Master Yorwin, Aethel felt he needed to get out and see more of the world, find new and interesting places to see and creatures to befriend. Finthel'ari insisted that Aethel accompany him, and "help him get there", although Finthel'ari already had a reasonable-sized entourage.