

Backstory

Slick is the half-elf offspring of a shoanti warrior and Ashril, a elven maiden he raped during a raid on a trading caravan returning to Kaer Maga. When Ashril refused to give up the pregnancy and her offspring turned out to be a half-breed boy with few traces of his elven heritage (and much of his shoanti father in him), her family cast her out rather than live with the shame. Ashril ended up in The Warrens eking out a meager living cleaning other people's houses while trying to raise her unruly son.

As a young half-elf, he was mercilessly picked on by the other children in the neighborhood and quickly learned how to defend himself so as to survive life on the mean streets of The Warrens. He grew quickly into a tall and imposingly muscular half-elf with a reputation for being short-tempered and extremely violent when provoked. His uncanny ability to emerge relatively unscathed from dangerous situations that would have finished off less fortunate men made him widely feared. Others soon learned to give him a wide berth if they valued their continued good health.

There was something about his very presence that people found intimidating and many a conflict was stopped in its tracks by one of his ominous glares and a well-timed shout. As feared as he was by the men, he was also quite popular with the ladies. Initially they would find his striking size and build appealing, but his surprising way with words would soon have them eating out of his hands. It was from them that he picked up the moniker of Silvertongue.

His fearsome reputation as a street fighter eventually brought him to the attention of Dilko, the head of one of the local crime syndicates. Dilko was a disillusioned and aging ex-Crimson Reclaimer who ended up in Kaer Maga after the fall of Lastwall. He saw much of himself in the boy and took him under his wing. After training him in the art of the sword and scouting, Slick became his trusted right hand and Dilko's main syndicate enforcer. Years later, the day came when the old knight, Dilko finally breathed his last. Slick had neither the temperament nor interest to lead the syndicate in his foster-father's stead and instead decided to venture out into the wider world to make his fortune. He claimed Dilko's old plate mail and greatsword for his own, and after kissing his mother goodbye for the last time, left Kaer Maga for good.

Over the years he wandered all over the Inner Sea region finding work as a mercenary, bodyguard, bouncer, and any job that appealed to his very particular set of skills. One day, he came across a highway robbery in progress, and when it looked like the bandits were planning to murder all the victims, he decided to intervene. He managed to kill many of the miscreants and chase off the rest, but for some reason his luck failed him and he was quite seriously injured. He would have certainly died had one of the passengers not healed him back to health. That passenger turned out to be Billy Bardy, and having saved each other from death that day, the two became inseparable. Their skills complemented each other wonderfully and together they became greater than their sum. For many years now, they've adventured together and watched each other's backs, honing their skills and equipment to a high level in the process.

One day, Slick and Billy answered a call for would-be heroes to gather in Roderic's Cove. Once there, they joined others and faced the threat of newly arisen Runelords and a Runeplague. The assembled heroes were barely able to defeat the Runeplague, but Slick, Billy, Dramiil, and Nubnonk were too wounded to continue and had to retreat. The remaining heroes continued on, to confront the Runelord Alaznist whom they managed to defeat. After the dust settled and everyone was healed, Slick and Billy, along with their new friends, Dramiil and Nubnonk, went south to Absalom where they set up a new base of operations.