Hello there. My name is Nyx IV. Before I start my chronicle, I must point out that Morganti is permanent damage that can NEVER be healed in any way. (Well, I suppose maybe a god might be able to do something, but that has never happened and is EXTRAORDINARILY rare.) I descend from a long line of adventurers who have seen the unthinkable. My family has witnessed morganti sacrifices, a double-mouthed obsidian hydra near the ley line, and even the death of an elidhu. I wrote this chronicle to share with you my hopes and dreams for this year. We were sent here to help the Quest Knights with missions all across Falnorian. I hope to be a valued member of the Quest Knights and help everybody whenever I can. In order to do that, I need to train in classes, and the following are my ideas and my levels so far.

I currently have 12 levels in Priest and 1 level in Historian. For rank 1, I will and can train Diviner, and my tradecraft will be Priest. This will help me because I hope to be extremely divine, mystical, and magical.

For Rank 2, I would again go Diviner, but my tradecraft will be historian. This would be helpful for keeping my divinity and mysticality, but if I found something off, for instance, I might be able to get some information.

For Rank 3, I would go healer, and my tradecraft would be historian. The reason I chose healer is that if my party members were down, I could heal them and, with a diviner/healer sorcery, possibly get them back up and more! If I am fortunate to climb the ladder of adventuring and manage to get myself to rank 4, I would again go Healer, and my tradecraft would be historian so I could learn more about the area.

Thank you for reading, and a word of advice: Stay away from MORGANTI.

Best,

Nyx IV