Dhalim.

Race: Half-elf.

Age: 19

Recommended classes: Merchant, ranger.



Alignment: Neutral good or chaotic good.

Description: Dhalim likes to wear loose, sand-colored clothing and often covers his entire head. He conceals as much as possible the scar on his neck and his ears, which are an unmistakable sign of his elven heritage. He has blue eyes, long, jet-black hair, and a youthful face with little facial hair. His voice, made gravelly by his scar, contrasts sharply with his overall appearance and often surprises people when they first meet him.

Personality traits:

- Ambitious, but suffers from an inferiority complex,
- Dreamy,
- Solitary.

Role-Playing Advice:

Easily impressed, Dhalim has many questions when he meets strangers, wondering how they perceive him. This is especially obvious when he is dealing with a human or an elf.

He envies elves for their freedom and carefree nature, and often feels restricted in his own actions and life when he compares himself to them. His decisions in managing the merchant house or the Unwanteds are indirectly influenced by his desire for adventure, discovery, and expansion—the very things he believes define elvenkind.

His view of humans is quite different. Only the most charismatic individuals unsettle him, because he inevitably associates them with his father. By contrast, he jumps to

conclusions about people who look like his brother, judging them before they have even opened their mouths.

Primary Objective: Dhalim holds on to the Unwanteds, following his father's principles as closely as possible. Yet his youth and enthusiasm drive him to take greater risks in pursuit of better results. He dreams of leading a complex organization spanning all of Athas, but the thought—and its implications—also frightens him.

Secondary Objective: Although Alek never revealed his mother's name, Agent Maluk told Dhalim that she belonged to the Clearwater tribe, which occasionally trades with House Red when its members pass through Red Obelisk.

Secretly, despite being frightened by the idea, Dhalim hopes that one day he will discover who his mother is and perhaps even get to know her.



Dhalim Before the Unwanteds.

Dhalim was born from a brief romance between Alek, the leader of a minor merchant house, and an elf from the Clearwater tribe.

He grew up within House Red, based at the Red Obelisk, shielded from the hardships of the outside world by an overprotective father.

As he grew older, contrary to his father's wishes, Dhalim developed a preference for solitude. Even today, he enjoys walking alone to reconnect with himself and sort through his thoughts and ideas.

From birth, Alek strongly influenced Dhalim's outlook, sharing his views on the world, people's cruelty, and the need to distrust those around him. Later, Magra proved Alek right and further shook the young half-elf.

When Alek died, Dhalim impulsively took over, continuing a project that had begun 19 years earlier.

He had never imagined he would have to shoulder the burden of managing the merchant house. He had always assumed his older brother would take on the role as the eldest son.

In recent years, Alek had sent him out on the road to conduct trade alongside his agents. This gave Dhalim a chance to learn the profession his father had chosen for him.

He was stunned when he realized his father's intentions for him, and even more deeply shaken when Magra committed that hellish act. The shock still haunts him today.

Dhalim Today

Despite his young age, Dhalim leads House Red. He suffers from a severe lack of self-confidence. He needs others' support, has trouble making decisions, and is often swayed by people who are older, more experienced, or more impulsive.

He relies heavily on Novohe and Maluk, his father's two trusted agents, for all matters related to running the business.

As for the Unwanteds, meetings and discussions with the members help him gain experience and reaffirm his commitment to his goals.

He can often be seen walking alone in the surrounding desert to clear his head or simply avoid making a difficult decision.

