Ishaq, mockingly called “ibn al-khalid” (“son of the foreigner”) and more often known by his street name of “Squeak”, is a lifelong resident of Kishar- the farthest he had ever been from home (before joining the Adventurers Guild) was on a boat in the harbor (an experience he did not enjoy overmuch). His mother was a child of the streets herself, the product of a rough life, and even she has never been quite certain who Ishaq’s father was (though his ancestry is at least partially known- Ishaq carries a fairly obvious trace of Primal blood). He spent most of his childhood on the streets of the Hornet’s Nest, running all-but feral with the other children of the district.

 At his mother’s insistence, he learned a bit from the clergy-run charitable lessons given in the marketplace, and from time to time he even sought out instruction about ideas which interested him. From an early age, Ishaq learned a few tricks from some of the older thieves on the streets- and he had enough talent and dedication that he was able to learn more than many other children. When he was about twelve, his mother left the city to seek solace and isolation in a convent of Nivone- while he has not seen her since, they have exchanged letters now and then.

 By that age, Ishaq was well on his way to learning an actual trade- thief. He worked as an apprentice of sorts for several years, and showed a keen grasp of basic skills and extremely keen observational ability. His mentor, an experienced street runner known as ‘Fast Ali’ sponsored Ishaq for membership in the Thieves Guild- an unusual achievement for a relatively inexperienced young urchin. Unfortunately, Ali was executed in a brutal public ceremony shortly thereafter, before he could help Ishaq fully hone his talents. For a few years, Ishaq worked on his own, polishing his basic tradecraft and waiting for a good opportunity.

 More recently, the opening he was waiting for finally occurred- he has been sponsored into the Adventurers Guild by some ‘friends’ (actually members of the thieves guild). Licensed Adventurers tend to have particular freedoms and see or learn many useful things- and the guild likes to have access to that sort of thing, so they usually place a few people in each branch of the Adventurers Guild.