

Salazar Sinclair – Tiefling Artificer

Salazar's parents were killed at a young age by religious zealots who often persecuted tieflings and other unholy-looking folks who just want to get by. Either through pure luck or some divine power, he ran into a woman who gladly took him in. Augustina Sinclair adopted the scared tiefling and introduced him to her line of work: tinkering and building. She was a major part of a large guild of other tinkerers who acted as an extended family to Sal, as the gnomes began to call him. He picked up the craft quickly, much to the joy of Augustina and the others. Their work caught the attention of a local lord who requested something to improve the offensive capabilities of his troops. Salazar and Augustina spent many days and nights planning, building, testing, and redrawing plans for the Thunder Cannon (the name was chosen by Sal). One fateful morning, Salazar entered the lab for another day's work to find it oddly quiet. Closer investigation revealed that the Thunder Cannon the two had worked so hard on, and its plans, had also vanished. He searched high and low, throughout the building and the town, but he could not find any sign of his adopted mother. A thorough investigation of the lab revealed signs of struggle, which must have meant a kidnapping. Driven by his curiosity and anger, he redrew the schematics, rebuilt the gun, and set out to find out where Augustina had gone.

Varis Holimion – High Elf Bard

Varis Holimion was raised in a high-class family as the step-child to Theodemar Holimion. Theodemar was the founder and owner of a fast-growing banking company. As Varis grew up, he was taught the ways of money and persuasion, with some education in combat and magic. However, these teachings never really stuck except for the way of speaking. This education, on the other hand, stuck like glue with his step-sister, Tsara. He did not resent her for this, rather her tutoring ended up drawing them closer and Varis's way with words compensated for his sister's poor social skills. Varis developed his own way with magic which added his love for music. Eventually, their father recognized their abilities and found ways to use them. Varis became the company negotiator and his sister became the metaphorical muscle. This team began to be exposed to the darker workings of how they handle those who can't pay back the company. Varis, being more familiar with people, didn't feel right taking things from average people just because they can't pay. Tsara believed that what they were doing was for the company and, by extension, their family. Their new jobs slowly drew a rift between the siblings. The tensions

grew to a head when Varis found some highly incriminating letters coming from his father detailing plans that would hire people to expand their hold on people in other cities. Without really thinking, he stole the letters and left town, driving the final line between the two. After some wandering, Varis came across a ruined circus at the outskirts of a country town. Within the edge of the wreckage, he found a poster advertising “The Adris Circus of Curiosities – Starring Elias Adris”. Varis believed that if he was to do something with these letters, he would have to stay in hiding. So, Elias Adris continued his trek, letters in hand to figure out a plan to convict his father.