Beacons of Sunlight

- Darren Brawnbeard
- Sage Brightwood
- Cyrus Blackbrook
- Ariaseis
- Tarhun, Kedwyn
- Twilla Evengate
- Rodrick Algard
- Marceline Evengate
- Azarelle

Darren Brawnbeard

Species Dwarves
Year of Birth 714 AGW 337 Years old
Spouses Gwynris Brawnbeard (Wife)
Eyes Brown
Hair Brown Beard (bald)
Height 4'9"
Weight 160lbs

Sage Brightwood

Species Changeling
Year of Birth
816 AGW - 912 OGA (96 Years old)
Birthplace Ossetia
Parents Cladora Brightwood
Eyes Green-Brown
Hair Red
Height 5'10"
Weight 175lbs
Belief/Deity The Scholar
Aligned Organization Angels of Iron (former), Redfeathers

Cyrus Blackbrook

Year of Birth
816 AGW - 1031 OGA (215 Years old)
Birthplace Flatwall
Parents Ianstar Blackbrook
Eyes Golden Brown
Hair Light Brown with Purple Highlights
Height 5'
Weight 133lbs
Aligned Organizations The Columbidae Asset

Ariaseis

Species Human (Tiefling)
Year of Birth 816 AGW - 902 AGW (86 Years old)
Eyes Red
Hair White
Height 4'11"
Weight 110lbs

Tarhun, Kedwyn

Species Dragonborn
Year of Birth 809 AGW - 870 AGW (61 Years old)
Eyes Red
Hair Scales (red)
Height 7'2"
Weight 329lbs

For centuries the Tarhun dragonborn clan has served the League of the Eye. At an early age Kaedwyn had demonstrated a proficiency in combat. It was for these reasons Kaedwyn was selected to be trained as a Jager. Jagers are trained to be the enforces of the council. They are skilled warriors designed to hunt and kill rogue elements. Through rigorous combat and arcane abilities, they are equipped to face any magic user. Kaedwyn comes from a long line of Jagers and has served as one himself for decades. He has prove himself to be a devout and successful Jager. His target when he met with The Beacons of Sunlight was a rogue element called Roc: a man accused of betraying the League of the Eye and working with Lord Daemon.

The League of the Eye is a known but closed organization comprised of magic users. This secret organization is open only to magic users and few know what goes on within this organization. It's membership comprises some of the most powerful magic users
and holds influence with kings, military leaders, bankers and aristocrats. While the organization is not evil it is self serving and often acts in the interests of its members. It's stated goal is to keep and control the use of magic to prevent it from corrupting society. Not every magic wielder is part of the League of the Eye, but those of reputation typically are. Membership bounds you to the council and its decisions are binding. Should any member act counter to the orders of the council or leaves the council they are considered rogue elements.

Reports had began surfacing of a new magic entity appearing throughout Ovenica. This new power was reportedly exploring necromancy with ties to vampirism. Left unchecked this power could threaten The League of the Eye's hegemony of power. The Council had tasked one of it's members Sarvin Harsbin to investigate this disturbance. Unfortunately Sarvin was never able to complete his investigation as he was found murdered in his home a couple weeks into the investigation. According to his notes he had found that an artifact called: The Bleeding Heart (a red gem that pulses with the rhythm of an actual beating heart and is thought to be able to grant the user immortal life; among other things) was missing from the League's Vault. He had also discovered some communications between the chief archivist by the name of Roc and a Lord Daemon. His last note in his journal says he planned to confront and question Roc the next day.

Twilla Evengate

Species Firbolg (Aasimar)
Year of Birth
816 AGW - 841 AGW (24 Years old)
Eyes Icy Blue
Hair Purple-Grey
Height 5'6"
Weight 170lbs
Aligned Organizations Druids of the Circle of Twilight
One of the initial members of the Beacons of Sunlight, Twilla met her end at the hands of the Dracolich Abazu in a crypt beneath the town of Duskview while investigating one of her own order (Radulos Deathbloom) who appeared to have gone rogue.

Rodrick Algard

Year of Birth
811 AGW - 841 AGW (30 Years old)
Birthplace Kurleigh
Eyes Brown
Hair Black with some grey
Height 5'2"
Weight 133lbs

Growing up in the slums of Kurleigh Castle, Rodrick Algard has few opportunities given to him in life. As one of many children to a tavern wench, with his father being anyone of the many drunks, soldiers, or sailors who passed through the tavern doors, there were no titles, wealth, or status awaiting him. Growing up Rodric would spent what free time he had in the day roaming the streets with fellow lowlife children, while at night he would help serve at the tavern he grew up in: The Drunken Swan. The Drunken Swan was not known for it's warmth or hospitableness, and it's patrons, even less so. Any night the tavern would be filled with cut-throats, criminals, and gangsters. Despite his best efforts Rodric would often hear snippets of criminal endeavors, masterplans, and job offers as he served and waited tables.

It was in this tavern, Rodrick slowly became familiar with the subtleties, nuance, and ways of the criminal underworld. As he became older he began getting offers to participate in these criminal dealings. The jobs started off small, be a lookout for a small robbery, trail a target to figure out where they live, but eventually got larger. Rodrick quickly saw that these criminal enterprises offered him more opportunity than The Drunken Swan ever could; and he found he was adept at it. He became familiar with robbery, smuggling, and grifting. Soon he began to establish a small name for himself among the local crime syndicates; though he never fully joined any of them. Eventually he even developed his own network of trusted colleagues that he would call on, and that would call on him for jobs.

"It's easy money, we get in, we get out" Cybrus had said. Cybrus had worked frequently with Rodrick on various jobs and had become a close and trusted friend. "Basum here has the means to get us in, and then the money is al ours". Basum worked for the local Baron Von Orin, a wealthy but not well liked noble in the city. As a trusted advisor to the Baron, Basum had access to the entirety of Von Orin's manor. He had approached Cybrus with an offer. If they could get into the manor themselves he would meet them at the Baron's vault and open if for them. After that they would all escape and share the wealth (Basum had planned to escape the servitude of the Baron and start a new life in the country with his share). Despite his unease about the job (Rodrick had never done a heist of this magnitude to someone as powerful as the Baron), he agreed.

The night of the heist, Cybrus and Rodrick met just outside of the estate. They managed to make their way into the main lobby. Cybrus has offered to stay in the entrance to keep a lookout for any guards while Rodrick met Basum in the vault. Rodrick had avoided any guards or sentries he saw, and quickly found Basum at the agreed upon location. He lead Rodrick to the vault. "Should take me no time to open it" Basum said and began working on the locks. Not long after, Basum opened

the vault door. However guards quickly swarmed the room from the way Rodrick had come. Startled, Rodrick began to try and fight his away to escape. However, was soon overwhelmed and was knocked out by one of the guards.

He awoke on the floor, with guards leaning on him. Standing over him and looking down was a well dressed man in dark clothing: Baron Von Orin. “What happened to the others” Rodrick said, careful to not divulge who or how many were with him. “That’s of no concern to you, your present predicament should be of more concern to you” the Baron replied. He then went on to admit that he may have an opportunity for a man of Rodrick’s skills. The baron was an enthusiast of the occult and dark forces. He used his wealth to scour the world for artifacts for his collection. He had heard rumours of dark and unearthly mysterious forces in the Province of Prathia. “What I want from you is to go to Prathia, and steal anything you might find related to the dark forces” the Baron said. “What does the job pay?” Rodrick replied. The Baron laughed; “a man in your predicament has little room to bargain. Either you can do this task, or I can report you to the city watch for thieving and murder." The Baron quickly took a small knife from within his clothing and slashed the neck of one of his guards and threw the dagger beside Rodrick. “The city watch does not take kindly to murderers”. Horrified by what he saw Rodrick reluctantly agreed to help the Baron. “Excellent, now before you go”, the Baron knelt down near Rodrick’s fact and held an open hand towards the side of Rodrick’s face. Suddenly an intense burning sensation occurred on the side of his face, and a dark tattoo emerged along the same side. “A mark for both yourself, and my men to know who you serve; and should you choose to deviate from our agreement”, the Baron made a quick motion with his hand and the intense burning resumed. “Do not underestimate both my power and reach” The baron said. With that the Baron left and the guards removed Rodrick from the estate.

Rodrick went back to his meager dwellings, packed his things and made his way towards Prathia with a head filled with questions: “what awaited in Prathia, what was the Baron looking for and why, and who (if anyone) had betrayed him to the baron?”

Rodrick perished with his questions unanswered at the hands of the Dracolich Abazu in a crypt beneath Duskview.

Marceline Evengate

Species Firbolg
Year of Birth
806 AGW (245 Years old)
Eyes Blue
Hair Grey
Height 7'
Weight 230lbs
Aligned Organizations Druids of the Circle of Twilight
Older sister to Twilla Evengate, Marceline briefly joined the Beacons of Sunlight after finding her sister dead at the hands of the Dracolich. However, it was not long before the loss began to effect her too much and she realized she had overstepped in her decision to join the party. She bowed out of the adventure and returned to her home with the druids, where she still resides.

Azarelle

Species Human (Aasimar)
Year of Birth
Unknown
Eyes Gold
Hair Blonde
Height 6'3"
Weight 200lbs
Aligned Organizations The Beacons of Sunlight, The Church of the Champion
Azarelle was once a holy warrior dedicated to the champion in the times before The Gods War. When she fell, she was granted a place at the Champion's side. She was given the highest honour a warrior of the Champion could be given, to be sent back to Ovus to guard individuals as personally charged by the Champion.