

Introduction

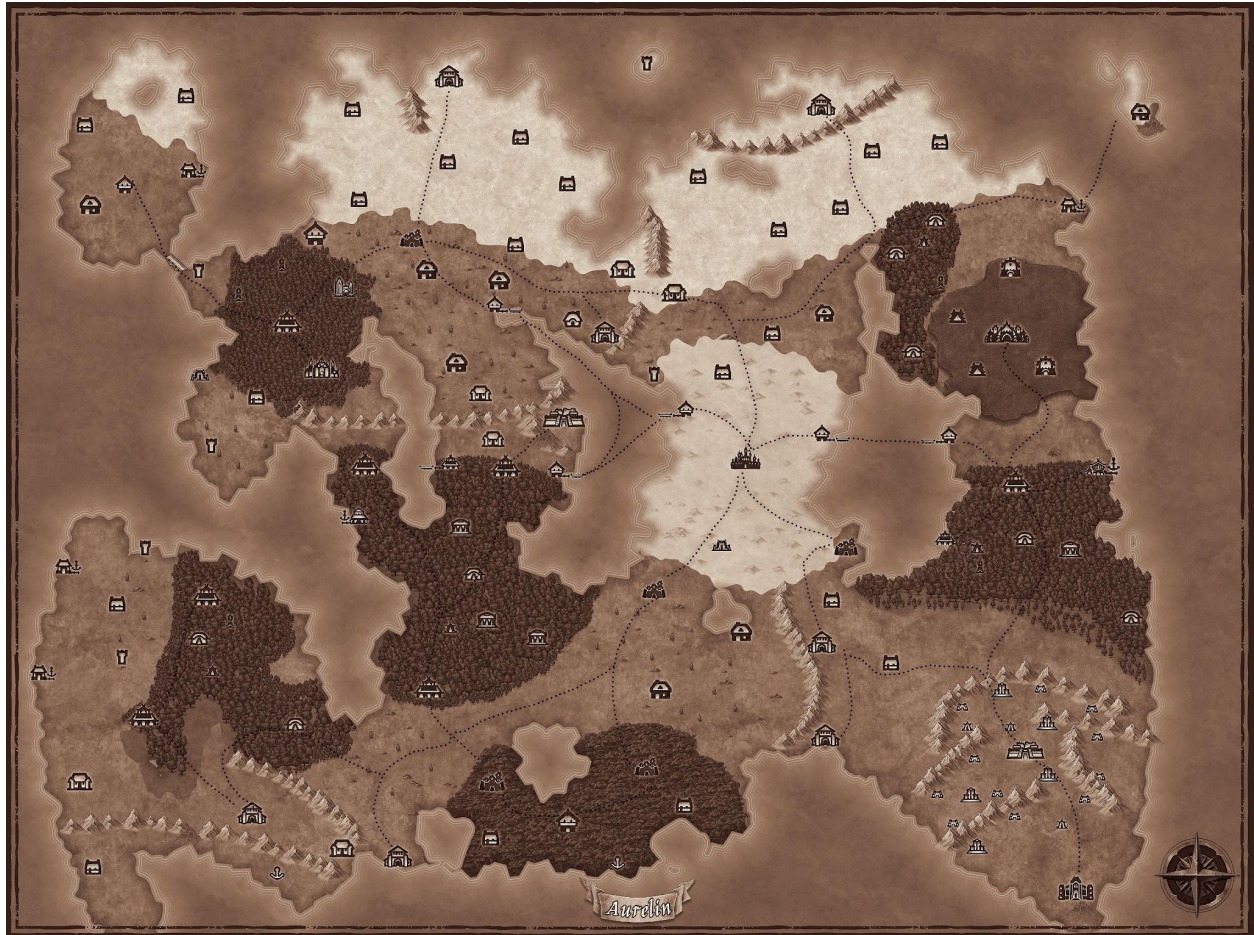
The Aurelin campaign setting is intended for use with the Dungeons and Dragons Fifth Edition ruleset. Although with minimal changes this can be adapted for any fantasy roleplay system.

Story World

Aurelin is an ancient world, filled with the rises and falls of countless empires, unimaginable technology buried just beneath the surface, and in the present day, one that is just recovering from the apocalypse. Life in Aurelin is not an easy one, unknown horrors lurk around every bend in the overgrown roads, remnants of a war long over still fight on, looking for a new enemy, and the gods are nowhere to be found, with only the faintest whisper of their power remaining.

History

Before the Seal



An ancient map that players might find of Aurelin before the Cataclysm

The Kingdom of Aurelin was once a mighty Empire stretching across the entire continent it sat on. Having subsumed the Elven states in the great forests, the Dwarven Empire on the Iron Coast, and the reptilian tribes in the southern swamp, and with a treaty with the Orcish war bands on the eastern Plateau, Aurelin had near total power of the land. At its center, in the middle of the Runescar desert, sat the Oasis, the capital city of Luryon. It was from here that the Royal family of the Veremark ruled. While the peace was not steady, with occasional rebellions popping up in different areas of the kingdom, they would always be ultimately squashed, and the general peace was long lasting. During this time great leaps

and bounds in discovery and expertise were made. From the technological advancements of Magitech made in the Dwarven Capital of Uthgar, to the improvements in architecture and enchantment in the North Eastern Elven State, to the discovery of a vast underground cave system running beneath the entire continent, dubbed the Underdark. Alongside these discoveries there was a team working on understanding better interplanar travel up in the frigid north of the Continent, after close to a century of work their labor would result in a large interplanar portal at the northeastern most point of mainland Aurelin.

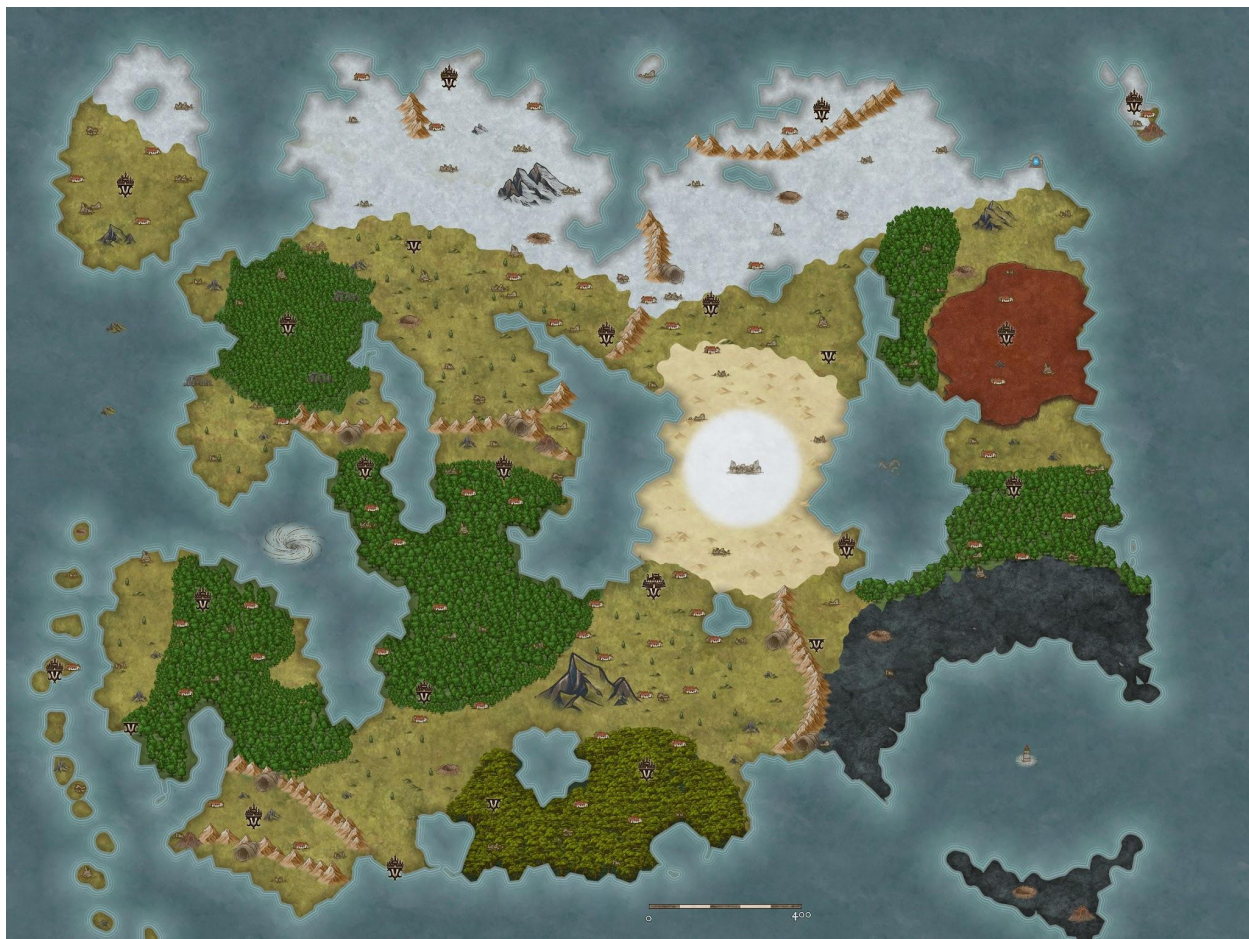
The Cataclysm

These centuries of peace were not to last however. On the fifth day of the seventh month of 84PR (as it is now known) the King of the Nine Hells, Asmodeus, enacted a plan centuries in the making. He completed a ritual around a small, unassuming golden sphere, and as the final words of the incantation were uttered, all at once, the gods of Aurelin disappeared. Their absence was not immediately felt, that is until a bright column of energy erupted into the sky, visible from everywhere on the continent, from Luryon. What explorers would later find was this beam of energy was so intense that it turned the very sand on which the capital sat, into glass (for more information see [Luryon](#)). From the time of that beam on, Clerics and Paladins would find their powers lost, their connection to their patrons severed. Druids and Rangers were left incredibly weakened, only able to draw on their power when meditating in heavily forested areas teeming with life. There was rampant speculation as to what had happened, many thought that the gods had abandoned the people of Aurelin, smiting their capital as they left; others thought that someone in Luryon had found some way to kill the gods and had sacrificed the entire city to do so. This mass confusion led to an immense increase in panic, riots, and various cults and belief systems springing up, many trying to find some way to appease the gods so they would return, others turning to darker powers. But those dark powers would soon answer their call, with exponentially more force than anyone could have imagined.

Since before history or time itself, the Demons in the Abyss, and the Devils in the Nine Hells have been in conflict with one another, waging the Blood War for all of eternity.

These conflicts usually were resigned to taking place on the fields of Avernus, on the banks of the River Styx which connected the two realities together. The fighting would occasionally spill over into some other plane of existence, but never for long, and never on the material plane, for the agents of the divine, be it angels, divas, or even the gods themselves, would come down and obliterate any large fiendish presence on the plane. However, with the gods now being sealed away, there was nothing stopping them from marching onto the material plane to expand the theater of war. Fifty years after the sealing of the gods the armies of the Nine Hells, and the hordes of the Abyss burst into the material plane.

The destruction caused by this was immeasurable, most people were killed as their towns were caught in the middle of battles, or were raided for supplies or souls. Only a few walled cities were able to hold off singular attacks, and most fell after enough battery. A small sect of Dwarves, Elves and Gnomes secretly tunneled underground, escaping away into the Underdark. But for those who remained above ground survival was not guaranteed. That is until the Leidu were created. Green crystals that had the ability to defy gravity and make anything attached to it lighter than air. These Leidu were generated in the center of the few cities that still remained, and after 35 years of The Cataclysm the 23 cities that remained took to the skies, surrounded by arcane wards to keep a breathable atmosphere for the residents and to repel any flying attackers. It was there that the remnants of humanity sat for over 400 years.



A modern day map of Aurelin

The Crusade

500 years after the gods were sealed away a flaw in the binding magic arose, and a small crack formed in the golden sphere holding the pantheon, this allowed the will of the gods to once again enter the world. For the first time in centuries Paladins and Clerics are not just the stuff of legend, they are instead newly born heroes once more. When the God seal was cracked and divine magic reentered the world a few select people chosen from those who remained after the centuries of desolation formed to drive back the devils and demons to the outer planes under the name the Divine Forces. This Crusade lasted only a year, but was able to round up every major fiendish army and slowly push them up the continent, culminating in a battle at the massive planar gate at the North Eastern most point on mainland Aurelin. It was here that the divine forces would make their final stand, fighting

both demon and devil alike at once. The battle raged for a week, with countless dead on all sides. As the fiendish forces were pushed through the gate, the general of the divine forces, Maristan Elive, with his dying breaths, used his sword to seal the planar gates, permanently trapping the armies from the material plane, ending the Cataclysm. The battle ended up costing the lives of every hero of the Divine Forces, their names now living on as merely legends. Now, the Sealed Sword sits at the foot of the planar gate, remaining exactly where Maristan embedded it centuries ago. However, if something were to happen to the sword, then the planar gates would be unsealed, potentially leading to another disaster on the same level as the Cataclysm.

Rebuilding

Since the sealing of the planar gate people have slowly begun to leave the bastions. Slowly the message is getting out to the different surviving bastions that it is safe to return to the surface. With this the world that was once entirely conquered, is being rediscovered, towns that were rubble are being rebuilt, and few pockets of civilization that somehow managed to survive the centuries of war are being reconnected with. This is a time of growth, exploration, and discovery, and it is the time that many a new adventurer is coming into being.

Places of Interest

Luryon

Luryon was once the great capital of Aurelin, the shining jewel serving as an oasis in the Runescar Desert, now Luryon serves as a glass monument to what once was. When the gods were sealed away in 84PR, all the divine magic that they gave to their followers was left behind, an incomprehensible amount of pure possibility with nothing to control the flow. Unaware of this fact the world continued on, until less than an hour later, when a cleric in Luryon tapped into the well of divine magic to heal a commoner's broken arm. With this act of kindness, instead of the infinitesimal power the cleric had meant to draw from, every drop of power that the gods had kept, power that could smite down a paladin's

foes, turning them to ash, power that could shake the earth itself, power that could pull someone from beyond the veil of death, power that could rip open the very threads of existence and travel between planes, power that could do all this and more for thousands of wielders, millions of times over, flowed through the caster at once. The column of light that erupted from this cleric was seen across the entire continent. Every resident of Luryon was immediately vaporized, and most of the buildings, as well as the very desert sand for hundreds of miles around, was turned to glass from the energy.

Luryon now sits as a glass wasteland.

The Charred Coast

Formerly known as the Iron Coast, the South Western most point of Aurelin was once the heart of the former Dwarven Empire, with its capital city of Untherg, which was later subsumed as a glorified nation state of the Kingdom of Aurelin. Still, it sat as a major trade hub for the country, and was a source of many great leaps forward in technological advancements. However, 15 years into the Cataclysm, Untherg was the site of one of the largest battles of the blood war, a battle in which the Hordes of the Abyss, led by Baphomet and his bestial stampedes, clashed with the armies of the Nine Hells, commanded by Mammon's Bronze General, Bael. It was upon Uthgar that these two armies, led by legends, fell. The defenses of Uthgar held for as long as they could, but they eventually fell. As fiendish creatures rushed in from every side, fighting both the inhabitants of the city, as well as the opposing army, the magistrate knew that Uthgar was lost. In one last, desperate act to try and cause as much damage to the opposing armies as possible, the duke of Uthgar overloaded an experimental magitech energy generator that was being developed in the city. The intention was to blow up the city and both armies around it, taking the demon and devil lords with them. However, the yield of such an action was greatly underestimated, instead of demolishing the city, the generator exploded with such great power that every

last bit of matter within a 300 mile radius of the city was vaporized, scorching everything for another hundred miles.

Now, the Charred Coast sits barren, the ground a mix of obsidian and charcoal, with very few things living on it. It borders the gap, a sea 600 miles across, in the middle of which sits a single tower, the tower that held the generator, suspended in time at the moment of detonation, forever.

Ashen Mountains

Dotted throughout Aurelin are structures referred to as the Ashen Mountains. These are giant chunks of stone that appeared seemingly out of nowhere in various places around the continent, the stone does not match with the earth around them, and there are no records of such structures existing before The Cataclysm. What these are are the remnants of one of Aurelin's moons. The planet that Aurelin is a part of used to be orbited by two separate lunar bodies, however during a battle in The Cataclysm, some great unknown magic obliterated one of the moons, using the raining meteors as a weapon against the wielders enemy. Now, the rubble that survived entering the atmosphere serve as mysteries to inhabitants around these mountains of gray rock.

Creating a Bastion

Bastions can serve many different purposes in a campaign. They could serve as a massive dungeon for players to explore, they could be major cities that a party stops at for rest from the wilderness, or they can be the location of entire storylines. Depending on the time that a campaign takes place a given Bastion could be in one of 3 stages

Status	Stage of life	How it supports itself	Story usage
Contained	This takes place before a bastion's residents leave. At this stage the bastion is	These bastions are self governed and are fully self sufficient.	These bastions are often used for a starting setting for a

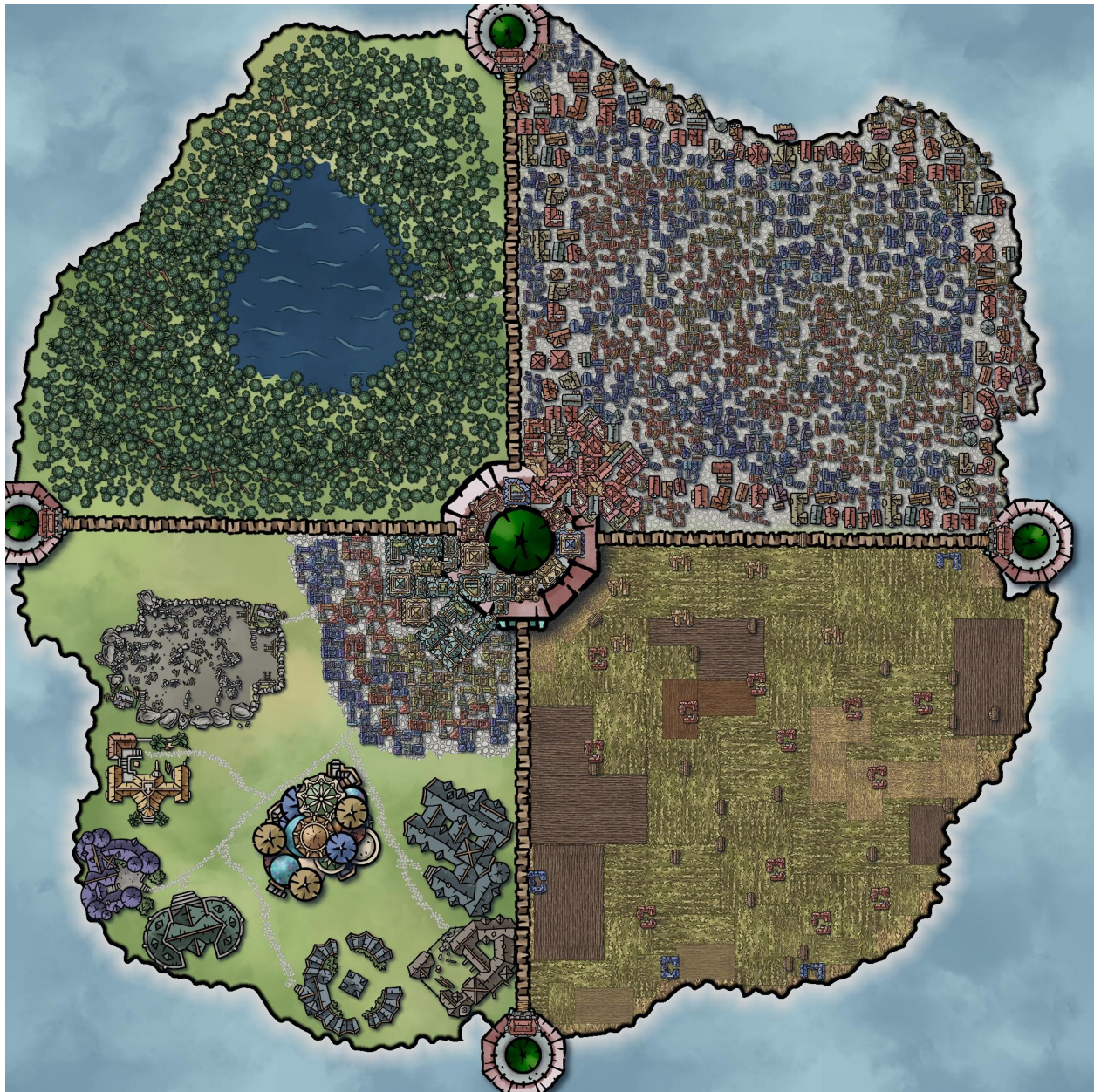
	<p>serving the purpose it was designed for, that being to protect its inhabitants from the horrors of the world below.</p>	<p>They do not get any materials or space from outside of what is contained within the confines of the city.</p>	<p>campaign or quest, with players being residents of the bastion and having to deal with problems that emerge on it. Alternatively the bastion could be something that the players are trying to join with the rest of the world.</p>
Spread	<p>This takes place once the residents of a bastion begin to leave its confines. The bastion still serves as a living space, but settlements may be built on the surface below the city.</p>	<p>These bastions may be connected with others, part of a growing network of civilization, or they may be self-sufficient, gathering resources from the areas around the bastion's footprint.</p>	<p>These bastions are often used as massive cities for players to stay in</p>
Destroyed	<p>These are bastions that have had a tragedy befall them, they may be floating tombs, abandoned by its</p>	<p>These bastions do not support natural life</p>	<p>This can serve as either a dungeon for players to navigate through, a mystery to</p>

	inhabitants, host to monsters that wiped out a city, or even crumbling ruins on the floor below, having crashed down with their Leidu failing.		figure out what happened, or the consequences of the players' actions.
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As a note, bastions, even if they are spread, still must have originally been able to maintain a population over hundreds of years in the sky, so consider how life may have been able to thrive on such a relatively small plot of land.

Example Bastion: Darelia

Below is an example bastion that you can use for inspiration for other bastions, or which you can use as a location in your own campaign set in Aurelin. Along with a description of the area and living conditions, there are also three Organizations and Persons of Interest that may serve as NPC's or plot hooks in your own home games.



The Eighth bastion of the mortal, Darelia is one of the floating cities and a contained bastion that players may come across or even live on. Ruled over by the royal family of the Hightells and overseen by the Council of Twelve, the city is comprised of 5 Sections.

No one has heard from Darelia in centuries, and likewise Darelia is unaware of the Crusade or the rebuilding. The reason for this silence is a secret that has been purposefully lost to history, records of which only existing in the notes of a single book deep within the royal library. Hundreds of years ago, the ward that allows the city to have an atmosphere

was altered by a wizard at the behest of the then king, to ensure that any developments by the other bastions would not take away his family's new found royalty.

Darelia's 5 sections are The Sprawl, The Field, The Complexes, The Forest, and the Center Spire.

The Sprawl

The slums that everyone not of noble birth resides in. Home to 500,000 people, living conditions are far from good. In the heart of the sprawl homes are haphazardly stacked 3-5 high, with dirt streets barely wide enough for two people to stand shoulder to shoulder. There are sections, mainly the shopping districts that have more typical layouts, with paved roads wide enough for carts to roll down, and single story buildings. Such areas are highly sought after by the lower class, as that is the best accommodations possible for them.

The Field

Miles and miles of nothing but farmland, dotted by the occasional farm house. Farmers are provided some of the best living conditions among anyone on Darelia, they are the only ones that have any space to themselves. This comes at the cost of extreme quotas to be filled, due to the sheer number of people that must be fed. A typical farm house is essentially a manor, with 3-6 families living in it. These families tend to the acres of land they are provided with, with the job of making near the maximum limit that they physically can. This is aided by druids who will come twice a month to magically energize the crop's growing process, meaning that harvests for a crop, instead of occurring once a year, occur 4 times a year. When harvests come a farmer will typically be working up to 16 hours a day harvesting food, as any bit that goes bad, or is not properly harvested could potentially mean they lose their farming license and must return to the sprawl.

The Forest

An Ancient grove containing the blessing of the Wildmother. The woods around the Forest can never be cleared, and are constantly filled with various creatures, from normal wildlife, to occasionally, monsters. In return however, the lake Savrah, the great lake at the

center of the forest will never run out of water, and will always be drinkable (131 square miles of water). There is a single road that runs from the northern section of the sprawl, through the forest, and to lake Savrah. This road is used by the businesses that transport water to citizens.

As one explores The Forest they are likely to find overgrown scraps of metal or hardened wood that is nothing like the trees around them. These are the fallen remains of the warforged. Back when Darelia was still a land-based city, the warforged were created to defend the inhabitants. On the day that Darelia rose into the air, it suffered a full-on assault by the forces of the abyss, trying to raze the city before it escaped their reach. On this day, every warforged gave their life to defend the citizens of Darelia, falling one by one in the forest, as that was the last battlefield. Now all that remains is the bits and pieces of the warforged, covered in various mosses, and grasses, or with trees grown into them.

The Complexes

The south western quadrant of Darelia is where any major production is done, as well as the major establishments. In the northern section of the Complexes is the quarry that all of the stone is mined from, which leads into a mine system which spans throughout the entire underneath of the land that Darelia sits on. Other buildings among the complexes are the mass lumber yard which processes wood from the forest, the bardic colleges, the guild artisan's hall, the military training yards, and the arcane teachers.

The Grand Sept of Mordanye

The sprawling megastructure of various spires, steeples, and towers in which every place of worship resides in the city of Darelia. It is the second tallest structure in the entire city, the only higher one being the central spire.

The Center Spire

Twisting up along the sides of the center Leidue crystal is the royal palace. Home to the Hightell Royal family, as well as those who serve them. The base of the spire is a bustling marketplace 24/7, with the castle itself being built into the spire, many stories off

the ground. Halfway between the castle and the ground are the chambers where the Council of Twelve meet.

The Turrets

The centers for the city's military lie in each of the four turrets protecting the smaller Leidue and the anchoring chains. This is largely a ceremonial position, as there is nothing known that can break both the arcane enchantments and the metal that make up the chains connecting Darelia to the surface. Each chain is roughly 6 feet in girth, made out of solid steel, and covered in arcane wards that have been lost to time, nothing can get within a foot of the chain without being blasted away with extreme force.

Maslow's Hierarchy of Needs

The citizens who live on Darelia are subject to a living condition different from that of many other bastions, this is because Darelia continues to live sealed off from the rest of the world. This exploration of Maslow's Hierarchy of Needs can help shed some light on the unique troubles that citizens have to face.

Basic Needs: Physiological

Food

Food was once a major issue for those living on the bastion. For nearly one and a half thousand years there were constant bouts of famine as the very limited amount of farmland was not enough to feed the population when it got to higher counts. It was not until after the seal was broken that the food issue was solved. This is largely in part to druids, rangers, and bards regaining the ability to use their magic to cause plant growth at impossible rates, this has subsequently led to an incredible demand for anyone able to perform such magic. Nowadays food is not hard to come by, although prices are still slightly higher than they really should be.

Water

The average person does not struggle for water. That is because there are companies set up to get water from lake Savrah, the endless reservoir of water located in the forest.

However, the forest is full of monsters, and so these water companies will hire bodyguards to protect water caravans so that the people can have access to their water. Once water is acquired from Savrah it is either dumped into a sewer system that distributes it to various wells around the sprawl, or it is sold to the farmers in the fields that require it to grow food.

Transport

There are road systems set up throughout the island, mainly in the sprawl and Noble district, but there are also main roads set up from the center spire to each of the strongholds. However, aside from carts, used to transport goods into market, there are few modes of transportation rather than walking. That is due to the fact that in the sprawl there are many areas where people can barely pass by one another due to the narrowness of the roads. Because of this limitation most people are confined to their local area.

Reproduction

Reproduction is no different than it is in our world. However, having kids is societally somewhat looked down upon, this is due to the incredible overpopulation that has emerged after living on a space with limited room for thousands of years.

Basic Needs: Safety

Shelter

There are very few people who do not have a house to live in. However, while most everyone has a house, that does not mean that the living conditions are nice. In the most crowded sections of Darelia houses are incredibly small, barely enough room to live in, and houses are stacked on top of one another, built incredibly haphazardly out of wood and thatch. In the nicer areas of the sprawl houses are larger, with multiple rooms, and occasionally even multiple floors, these houses are generally made out of gray stone, and have space between each other. For those in the noble district a house is a large complex, reminiscent of a villa, and made out of red brick, these houses contain the entire extended family of the noble who owns it, as well as any servants that work for the family.

Clothing

Clothing is based off of typical D&D fantasy styles. The majority of people wear very simple clothes, often consisting of a shirt, pants, and shoes. These items are usually a single solid color, and made out of canvas. Those in the nicer areas of the sprawl wear softer clothes, as well as multiple layers, these are the stereotypical peasant style that comes to the mind of many who are used to such a setting. Residents of the noble district wear nicer clothes, however not to the level of typical nobility in such a setting, the main distinction between nobles and commoners being the presence of designs on the clothes of the higher ups. The royal family wears what is typically viewed as noble clothes, with various points of excess, however, not to the level that one may think of a king or queen usually wearing, rather to the level of a typical noble in a normal setting.

Offense

Most people will carry a knife on them for personal protection, with anything larger being worth a lot, and in the narrower sections of the sprawl, quite cumbersome to wield. Guards that patrol the city, as well as the occasional monster slayer will carry larger weapons, but that is not the norm.

Defense

The common person does not have much in terms of defense, aside from a weapon to ward off anyone meaning them harm. Many cannot afford the basics of leather armor, let alone a shield or anything stronger. Nobles will often wear magical items of protection, so as to keep themselves safe while putting out a casual appearance. Guards are dressed in plate armor, and it is a very rare sight for anyone other than those working for the military to be in possession of such strong armor.

Psychological Needs: Belongingness and Love

Religion/Beliefs

The people are widely split on religion, this is due to the fact that for centuries the gods were entirely absent while the world was being overrun by demons and devils. The gods have since returned, but their power is weak. Because of this there are many people who have entirely renounced the gods, and there are those who fervently worship them in

hopes that if enough people worship them again they will regain their power and fix the world.

Every faith in the city is centralized in the Grand Sept of Mordanye, a megastructure comprised of various

Community

While there are no clear dividing lines, residents of the sprawl have come up with and thus separated themselves into various districts of the city. There are slight rivalries between districts, but very rarely does an actual dispute break out, more so someone in a different district may be given a few side eyes by other residents. These rivalries are more present in districts that include hearts of the sprawl, and in more spread out areas there's almost no mention of districts.

Family

In general families are fairly similar to that found in real life. The main exception being among those who work as farmers. For them a family consists of 3-5 biological families, all living under the same roof, and all working with each other to maximize crop harvest, because if they fail to do so, then all of them will be out on the streets back in the sprawl. Because of this these individual biological families all mingle together like one large family, constantly helping and providing for one another.

Government

Theoretically the government is a monarchy run by the Hightell royal family, however, for multiple rulers now the King has been absent. In their place, the Council of Twelve, which was once simply a supplement to the monarchy, has become the de facto rulers of Darelia. The common people have little to no representation in government, outside of those members who came from nothing, and were then promoted to the council, of which only three members fit that description.

Psychological Needs: Esteem

Social Classes

Around 40% of the population are in the lowest class. These are the people who live in the various hearts of the sprawl, with dirt streets barely wide enough to pass by someone, and living in single room shacks, often built atop other houses. Often either unemployed, working low paying jobs, or part of the criminal underworld. Of the remaining population 90% are what could be considered middle class, these people are the farmers and those living in the nicer areas of the sprawl. These people are often working near constantly for the ability to afford living. The final group of people are the nobles, almost always earning their place purely through their position of birth. While the middle and lower classes can be moved into, the upper class is almost entirely stagnant.

Economics

There is little to note of economics, it is a fairly standard situation, something found in most dnd games.

Government Tiers

As stated above, the entire government currently sits with the Council of Twelve. They control the military, who make up the guards and police of the city.

Self-Fulfillment Needs: Arts + Cultures

Visual Arts, Language and Literature, & Music

Most art is made through the guild artisans. A child who shows any promise in the arts is immediately sent off by their family to the Guild Artisan's mansion in the Complex. This is done by low or middle class members because this will ensure their child has a higher quality of life than they do. Because of this, art is fairly homogenized. Additionally any art that criticizes the Grand Sept or the Council of Twelve will often be suppressed, as the Guild Artisans work hand in hand with both organizations for funding and jobs. Therefore any art that does such a thing that exists is usually made by anonymous artists among the common people.

Gameplay

Sports are not often played, mainly due to lack of space, instead many people gamble, or participate in fighting arenas for entertainment. Children play games of “slay the devil”, a holdover from the stresses of the cataclysm.

Self-Fulfillment Needs: Self-Actualization

Mastery

For most lower class people, the ideal life is making it to the edge of the sprawl, the nicest areas, with the most free air that someone can manage. It is also the wish of many that their children will possess some magical or artistic abilities so they can then be sent off to the Complexes, for a freer life.

Organizations

The Council of twelve

The de facto ruling body of Darelia. While technically subservient to the Hightell royal family, the monarch’s general absence has left the council as the ones in charge of the city.

The council consists of:

Name	Gender, Race, Class	Age	Notable aspects
Peletet Cloosas	male tabaxi wizard	92	The head of the council
Laucian Nailo	male half-elf sorcerer	72	
Lavinia Yew	female human	50	
Rohesia Berevan	female half-elf wizard	47	
Dazzazn Baharoosh	male dragonborn artificer	38	
Mammen Agil	male tiefling sorcerer	128	

Eloise Wharton	female human wizard	47	
Quilla Lingenhall	female gnome sorcerer	75	
Eofald Anders	male half-orc	44	A secret fiend warlock
Yebe Ironhide	female gnome artificer	96	
Aleda Fairtingle	female human paladin	41	The representative of the grand sept
Madal Salvore	male human sorcerer	32	

These members all serve on the council for life, and were either recommended for the position by a predecessor, or, like in the case of Madal Salvore, elected to the council after some great feat of heroism. The council makes laws, imposes taxes, handles the military, and sets yield levels for the farmers, among other things.

The Hightell family

The ruling family of Darelia. While they have complete power they are nowadays largely out of the spotlight, relying on the council of twelve to run the city. The current monarch, Jaren Hightell, is a well meaning ruler. However, he is largely unaware of the problems pervading the city due to many of those close to him being either yes men, or purposely keeping the truth from him. Jaren is in such a predicament because his father, Manfred Hightell, purposefully was ignorant to the wants of the city, and after his death he left Jaren with little practical knowledge, a series of advisors who knew only how to obfuscate the monarch from negatives.

The Grand Sept of Mordanye

There are various tiers of those who work in the Grand Sept. At the bottom are average priests and clerics, those who run usual services to their worshiped god. However, many ranks above, is an inner circle of devotees, the Upper Ring. Few know about the existence of

the Ring, none outside of the Grand Sept. The Ring is composed of various high priests and priestesses of the different faiths worshiped in the Sept. The Upper Ring is slowly working to instill a political takeover, overthrowing the Hightell family, and sitting a new monarch on the throne, one that is fully loyal to the Church.

Persons of interest

Jaren Hightell

The absent king of Darelia.

Background

From birth Jaren has been raised unaware of the struggles of the city. His father, Manfred Hightell, taught him that a king should be distant from their people, almost as more of a ceremonial position. Manfred did this because he himself had a disdain for his responsibilities, and so hid away from the people of the city, and in order to not be viewed negatively by his own son imparted these beliefs on him.. Because of this Jaren never leaves the royal palace, and seldomly meets with anyone other than his advisors, who are happy to allow him to remain reclusive as that means less work for them. Jaren is fed the lie that his subjects are happy, and that the council of twelve has everything under control.

Personality

Jaren is a well meaning and kind hearted person. He does not have a problem with someone speaking their mind, even though he never experiences it.

Desires

The best for his subjects, even though he does not know what that is.

Abilities

No inherent abilities, instead his power comes from his position as the king of the city.

Weaknesses

Easily manipulated, and he's been being manipulated his entire life by everyone around him. From his father, to his current advisors.

Arc

If the players are able to get past the manipulation of his advisors then Jaren can become a great ruler for the city, enacting change, and being a source of aid for the players.

Madal Salvore

A member of the Council of Twelve, Madal Salvore is a human sorcerer. His body is covered in various tattoos of arcane patterns through which he channels his powers to cast spells. Madal is very interested in any investigations into recent demonic activity and will aid anyone who is researching such things. He does this to throw people off the scent of the fact that he is plotting to overthrow the bastion and bring it crashing down to the ground as he has been infected with a shard of a Demon Lord which has slowly corrupted him

Background

Madal Salvore was a talented sorcerer from birth. Raised by the scholars in the arcane temples in the Complexes, Madal's power only grew. However few knew of him until the demonic invasion of Darelia, where he fought off hundreds of demons single handedly, saving untold numbers of lives. It was him that located the alkilith that was the source of the planar breach. For his efforts in the protection of Darelia Madal was named as the successor to a member of the Council of twelve who had perished in the attack. However, unbeknownst to everyone, even him, Madal had not escaped the invasion unscathed, as a shard of the Demon Lord, Fraz Urb'luu, had been lodged in the side of his neck, just behind his jaw. For years now it has whispered to him, plaguing his dreams every night, slowly corrupting him, turning him from a hero into the doom of Darelia.

Personality

A genius tactician who puts on the appearance of a common person.

Desires

The downfall of the bastion, he has been made into someone who views the bastions as a weakness of humanity, something that makes people weak. So he now strives to destroy Darelia so that its citizens can no longer hide in its safety.

Abilities

10th level Sorcerer

Ability to summon and control demons

Weaknesses

Not physically strong, and if you can find a way to dampen his powers he cannot do much.

Arc

Madal is a very static character, what his arc entails is the players' perception of him. Throughout most of the simple-story Madal will be seen as an ally to the party, and will be someone who they look to for guidance, and who will be providing quests to the players. However as the story progresses more and more doubt will be placed on the character, eventually concluding in his revealing to be the source of the demons.

Darvin Melvoe

The crime kingpin of Darelia.

Background

Born into the center of a sprawl-heart, Darvin Melvoe grew up in absolute squalor. With an absent father and a mother who could barely afford to feed the two of them, Darvin quickly grew jaded to the life that being born so low provides someone. From a young age Darvin joined the local district gang and did basic dirty work. Over the years however he worked his way up to be the head of the gang, and then slowly taking over every gang he could until he sat as the de facto head of crime in the Sprawl.

Personality

Darvin is outwardly a very flamboyant, extravagant individual, exuding a charming aura that many cannot help but let their guard down when around. As it turns out, this is just an

Darvin puts on to lull people into a false sense of security, because he has learned that if someone thinks you are their friend then they are far more loose lipped. Deep down Darwin can be an incredibly cruel individual if the situation calls for it, he does not enjoy doing such dirty work, but when push comes to shove he will commit atrocious acts if it means he will come out on top.

Desires

Darvin wishes for two things that are sometimes at odds and sometimes work in conjunction with one another. He wants to spread his influence into every corner of the various businesses located around Darelia. He also wants for the sprawl to no longer be ignored by the royal family, and for serious change to be brought to it so those he views as "his people" won't have to live in crowded sprawl hearts.

Abilities

Darvin does not have any special abilities or supernatural powers, what he does have is a silver tongue, an inherent charm, and a large criminal network at his beck and call.

Weaknesses

When everything is said and done Darwin is just a person, and a blade will cut his throat as easily as it will a commoner. Because of this Darwin is a very paranoid individual, who will not meet with anyone unless surrounded by people who work for him.

Arc

Darvin is not so much an enemy to be overcome as he is a persistent roadblock that the players will occasionally encounter and have to either work with, bargain against, or avoid, depending on the scenario. He is a fairly static character, but the players will slowly come to learn that although he works against the law he cares for the sprawl and its various inhabitants, although it depends on if his heart or his greed will win out in any given scenario.