Project RPG   
Backstory + Highmountain Material

*This document is to aid the level designer in creating and designing the environment to tailor a certain theme. By including this backstory, it allows for more ideas to populate whilst still limiting the overall scope of the project.*

BASIC BACKSTORY

Before the character’s arrival on Palador, the planet faced the threat of the darkness. The monsters that emerged from the shadow threatened the balance and prosperity of the once peaceful planet, defeating the fractured Human resistance at every corner. However, a champion soon rose amidst the darkness to drive back the forces of evil, manipulating the power of the light and combining the fragmented rebellions and leaders of Palador. She, along with her guild of Crusaders, took the fight to the Darkness eventually pushing them back and saving Palador.

15 years have passed and the Darkness has returned. The character has emerged in the world of Palador as the Darkness has come back to take vengeance on its land and people. The once great champion is nowhere to be seen and the Human forces, under the banner of the Paladorian Empire, are struggling to combat the tides of doom that swallow their land inch by inch.

You, a hero from another lifetime, must fight against this rising tide and take back Palador with the help of its heroes.

Highmountain Backstory:

Considered impenetrable, the mighty Highmountain was one of the few bastions to successfully withstand the onslaught of the Darkness during what is now known as the Battle of the Black.

After this battle, Highmountain suffered from a famine provoking Lord Deleron of the Black Mountain to order its half of his people to replant wheat and cane to sustain the demand. Due to this, Highmountain is littered with small pockets of farmland and farmers are a common sight.

Its once towering stone walls are now replaced with huge spearing wooden palisades after being melted to ash by Demonfire and black magic. To make up for this loss, huge gates made by blessed steel stand guard on either side of the city, burning fiends of the Darkness at the touch.

Due to Highmountains resistance against the Darkness, the surrounding areas, whilst still visibly affected against the Darkness’s arrival, have since been populated with semi functional outposts and watchtowers to best predict if the forces of evil were to attack again.