

Backstory things

Name

Soldan, Sol to close friends like Twister, and only a small number of others like his friends from Lustre. He gets a little prickly if someone else he doesn't know calls him that.

Background before Haven

Sol was part of The Whispers Beneath, a faction of elite, highly trained Drow warriors and assassins, who were available to the highest bidders to provide basically any service. Assassinate a political rival, plant evidence against someone, protect an important shipment into/out of the city etc.

Sol was part of a new breed of warriors, who were essentially experiments by the faction. They would collect half-drow teenagers, not usually allowed into the faction (only full-drow were) but who were desperate to be allowed in. Then they would force them to 'sell their souls' to mysterious, little understood (by the teenagers or the faction elders) forces from the Shadowfell.

Having bound themselves in this way, and gained the associated powers, they would gradually rise up the ranks of the faction. Eventually the idea was for them to be sent in as kamikaze-esq fighters, for missions considered so dangerous that the full-drow elders would not think it was worth the reward to risk themselves. As some background, the original faction agents are pretty powerful, so they are capable to do these missions. But they've become complacent, and now they have these new fighters they considered disposable, so they send them instead.

Sol was a sickly child born to a retired faction agent mother, and a human father that he never knew. He was a sickly child, weak and un-athletic, but he always aspired to join the Whispers like his mother had. He was in the very first batch to sign up for the Hexblade Programme. As he completed his training and started going on missions, he realised he was very good at it, and quickly became one of the top warriors from the program. The problem with this was that he would be given the most dangerous missions, and he slowly saw his friends and comrades die in situations they were not fully prepared for and should not have been sent into.

This finally came to a head when the faction badly underestimated an opponent, and he and his closest friend Perron were sent in to infiltrate the keep of a powerful local lord, and assassinate him. Even for Sol, this turned out to be way beyond his abilities and both were captured. He just about managed

to escape, but had to leave Perron behind (presumably to be killed) and still feels a lot of guilt about that.

Having escaped from the lords keep, he didn't report back to the faction as ordered, but instead went into hiding. He realised that he'd basically been brainwashed into a cult, and that he and his program-mates were completely expendable. Having been exposed after the botched mission, he was now a loose end that the Whispers would eventually tie up if the lords guards didn't find him first, so he needed to get out of town. He snuck onto the first ship leaving, not knowing it was going to Haven or even what Haven was.

Unbeknownst to him, the lord was actually a pretty good guy, and took pity on Perron, helping him come to the same realisation that Sol had. He rehabilitated Perron, helping him continue his training away from the faction. Although he still had to constantly avoid the Whispers trying to track him down, Perron has been making a name for himself as an adventurer during the last 5/6 years Sol has been in Haven

Meeting Twister

Having realised where the boat was taking him, and what Haven was, Sol can't believe how lucky he's gotten. He's been pretty depressed about his whole life and mindset coming crashing down, but he cheers up for the first time in a while

When he meets Twister, he's able to see past the parts of their personality that sometimes drive people away. He empathises with the feeling of no longer fitting in and knowing what your purpose is, and at this point is still mourning (he thinks) for Perron and is very happy to make a new friend. and also realises that it's just in their nature to be the way they are, just like he is only just now trying to unlearn everything he's been trained for.

Haven

As they arrive in Haven, he realises he's totally unprepared for a life outside of the faction, and is very good at one specific thing but awful at everything else. He's very glad to have a friend he can live with, but needs to find some way of making a living. As a faction agent, his big thing was the use of light and dark (his innate drow magic gives him dancing lights and faerie fire, and he's learnt things like darkness and green flame blade).

After exploring the city a bit, he discovers what I guess would be the equivalent of a circus, and sees some people doing fire-dancing and things like that. After showing them his magical light show and more classic magicians trick of seeing through magical darkness (using Devil's sight, and invocation that I took) they let him join, and he eventually gets pretty close to some of them.

In particular there's Yosston, a young gnomish acrobat and just generally crazy dude, but also super friendly. He's the son of one of the scientists in Jura, and a pretty skilled rogue in his own right, but doesn't really have the motivation to change the comfortable life he's found himself in. He's been helping Sol learn to have fun again, having had his childhood basically skipped by becoming a faction agent.

There's also Alotel, a 300 year old elven fortune teller who claims to have been on the original boat to arrive but no-one really believes her. She tells a weird 50/50 mix of nonsense and actual fortunes (you can tie this into her making some prediction about the Wights which is or isn't true if you fancy). She's been helping Sol learn a bit more about what this pact he's made actually means.

Return to adventuring

Though he's enjoying his new life, the mysterious Shadowfell entity the Sol sold his soul to (I promise this isn't a deliberate pun) isn't finished with him yet.

(As an aside, Sol doesn't have a very personal connection to any particular patron. He was basically a kid when he made his pact so he doesn't really understand much about what it is apart from that the connection manifests it in the weapons he can summon out of nothing. To him it was pretty amazing thing, because it allowed him to do the thing he always wanted i.e. joining the faction. but it's mainly been a useful tool rather than something he thought about more deeply)

He starts to feel an itch that he can't scratch, and he finds himself unable to stop playing around summoning and unsummoning weapons (that's a thing his pact allows him to do). Twister helps him talk through it, and suggests that helping out with solving crimes around Haven can be a good way to satisfies his itch while also helping people rather than manipulating them.

Over the last few years this has lead to all the adventures that they've gotten up to, and Sol's learning to use his powers more positively. But every now and again his old training clicks back in again and the ruthless killing machine he was built to be threatens to come back out. He's realising now though that the power that he has means that he can and should be doing more to help people, and that he's going to need to harness that ruthless streak to do that.