




Greigroth: Making Hell

Sources of Inspiration:

- 1) Hell will be a domain of dread. 
- 2) The Game Blasphemous 
- 3) Elden Ring 

The players need to explore the area for several levels 2-3 to be exact before they need to leave. To accomplish this, as well as to maintain a thematic consistency– I need to develop a world that is large enough to prompt sandbox exploration.

To accomplish this, I plan on hell being very grounded and down to earth in some aspects, but uncannily warped in others. This way, the world is loosely understandable for the PCs yet mysterious enough to justify exploration.

When I think of dread, the first thing I think of is Strahd. His castle in the lands of Barovia– the weird mist that controls everything, he himself that actually controls everything, the souls, the weird creatures, the identifiable yet unrelatable sites and people groups.

Some examples of what I am envisioning:

A large castle and city on an open grassy plain with little to no connecting settlements. This city/castle has a lower population for the size of the city. Perhaps there are vacant houses, or just singular houses per person.

Weather patterns that are more aligned to what we imagine hell to be. Rainfall and storm clouds of fire brimstone instead of rain and hail. Smoke filled horizons in the early mornings instead of fog, and the absence of seasonal cycles.

The people worship god(s) that are unfamiliar to the PCs. These beings and their worship only exist in this domain. Additionally, these god(s) act in very strange ways. Both in their response to prayer, and in their response to protest. Lastly, the god(s) are also worshiped in strange and unfamiliar ways.

The Geography of Hell:

~~There are 3 ideas I have in mind when it comes to the geography/verticality of Hell. I would like to include an area that is frozen, an area that is hot, and an area that most reflects the material plane.~~

~~[District A]: Material plane area.~~

~~[District B]: Frozen area~~

~~[District C]: 'Hellscape' area~~

~~Notes about the 3 major areas.~~

The Ruler of Hell

Babylon is the ruler of Hell. He is the first Daemon/Devil/Demon and he deals with pacts, oaths, and promises. The people that are sent to hell/this domain of dread are those who have broken their promise with the dark prince. For his devout followers, whenever they die, these people are kept by him in some way. Their souls are stored away until he wishes to summon them onto wherever he wishes.

Making Hell.

- Chains that go into the ground and sky. They are a part of Babylon's pact to sanction the souls of his dead followers?

a few questions:

- Why is there a village and how is it able to sustain itself
- How can there be infinite number of hells?
- What is hell physically?

Let us explore the concept of Hell as a cycle. It is a life death cycle. It is only disrupted when you break your pact? And when you break your pact, your soul becomes forfeit.

Aelarion has an infinite capacity for forgiveness. Babylon does not. So, Aelarion made a place for Babylon to punish those who deserve it. There are tenants that need to be broken for a soul to go to hell. But these tenants are undocumented in the modern day.

Tenants:

- Lies upon Aelarion
- Cruelty to the Innocent
- Blasphemous Creations (against natural order)
- Denial of Sin
- Self Exile

All but one at least. It is known that being an oathbreaker will cause your soul to be taken to hell. But it is not known that praying to Aelarion for forgiveness will fix that issue.

After god (or Auriel) tasked Babylon on this mission, he made Hell for Babylon to reside over; Ealdor.

This gives us an introduction to the domain.

So, what is it, what is it composed of?

The people of Ealdor are born in/apart of a large village or small town. While there, they slowly begin to deform/lose themselves. Residents begin to experience transformations in their

bodies from various ages. These physical features include things like scales, horns, fangs, claws, ect... People try to do whatever they can to stop this process, because at the end of it, they 'die' or so they understand it to be so.

Their attempts are not in vain though, as these transformations can be temporarily halted, postponed, or delayed. There is not such evidence that proves how though, the only thing they understand is penance SEEMS to do the trick. They repent in a number of ways to an angelic figure named The Penitent. There is a gargantuan corpse of an angel in the distance that has a sword or spear through its body.

Other Titles include:

- The Mercybringer
- Mercybringer
- The Unforgiven
- The Redeemer

It is said that a 'Maiden of Moon and light' will restore Auriel and free the people from this world.

Revered in the realm of Ealdor, she is believed to hold the key to restoring Auriel and freeing the people from their cursed transformations.

The Maiden of Moon and light is described as an ethereal being, radiant and graceful, with white hair that seems to reflect the glow of moonlight. She is often depicted wearing flowing robes adorned with celestial symbols, and her eyes are said to hold the wisdom of ages.

Important Detail

The Sun in Ealdor rises in the north and sets in the south. As if opening the world in front of you, and closing off any exit.

The people of Ealdor view the Maiden as a savior, a divine messenger sent to guide them towards redemption and freedom from their cursed existence. She is seen as the bridge between the mortal realm and the divine, capable of interceding on behalf of the afflicted souls.

The Maiden of Moon and Light has been to Ealdor before. Her grave marks a white tree with a silver radiant glow. Its light burns the skin of fiends who approach it. Because of this, the people of the town/village sometimes venture to the tree for greater insight at times of deep desperation.

Rituals

Worshippers of the Maiden engage in rituals that take place under moonlit shrines. These rituals often involve offerings of silver, crystals, and blood as symbolic representations of their transformative afflictions. Wooden stakes and prayerbeeds known for their connection to

penance, are commonly used in these ceremonies to repent. Blood is spilled into bowls of silver to inspect purity of the soul.

Devotees pray to the Maiden, seeking her guidance and mercy. The prayers often involve confessing sins, expressing remorse, and pleading for the strength to endure the trials of their cursed existence. Penance is a central aspect of their worship, with acts of self-sacrifice and service to others seen as a means of earning the Maiden's favor.

Despite this however, suicide is strictly forbidden in the worship of the Maiden of Moon and Light. Devotees are expected to serve the public and try to serve as a pillar of guidance for the lost and tainted.

Pilgrimages

Pilgrimages are made to the moonlit tree, where believers hope to feel the presence of the Maiden more strongly and washed away of sin. These pilgrimages involve long journeys to a mountaintop which often results in death.

Miscellaneous

Sunrise can sometimes be gone for many days. There needs to be some head church that has a coffin of some acolyte to the Maiden of Moon and Light that has this (check DM notes)

Prophecies and signs in the celestial bodies, such as sunrise and rare lunar events, are believed to be messages from the Maiden. Seers and oracles interpret these signs to guide the people in their pursuit of redemption.

Prophecies and Signs

The worship of the Maiden of Moon and light weave a tapestry of hope and spiritual fervor among the people of Ealdor, as they strive to follow her teachings in the quest for salvation and the restoration of their fallen angelic guardian, Aelarion.

Symbolism

Worshippers of the Maiden of Moon and Light often times wear veils. The act of veiling oneself signifies humility, a willingness to acknowledge their own tainted and stained soul. They wear it to mask their cursed transformation and bring hope to the people of the region. As, without a clear view, these symbols of hope reveal no such signs of transformations.