


SOREN

the sunkissed bard

OVERVIEW

Soren is a wandering demon bard from the Witherrealm, who charms audiences with his witty tales and fun melodies. He thrives on clever wordplay and finds delight in lighthearted, flowery conversations. Friendly and entertaining, Soren easily befriends those whom he encounters, overcoming prejudices against him and blending effortlessly into the surface world.



[\[Full picture here!\]](#) Content warning: arachnophobia, stylized giant spider legs]

STORY

Beneath Soren's playful charm, however, lies a soul haunted by his past servitude to a cruel demon king.

Starved for the surface world's delights of music, art, and laughter, he devours them with a hunger akin to desperation, chasing their fleeting beauty. But despite his longing, Soren struggles to truly savor these joys, for he believes that as a demon, he's incapable of feeling anything genuine—especially love.

As the player gets to know this newcomer to town, they will find that his flippant demeanor hides his fear of being dragged back to the Witherrealm, and a profound sadness that life's beauty might be forever out of his reach. Every note of a song, each shared smile, and even the warm sunlit dawn feels like a beauty he can't truly touch. But for now, he is content to play his part, longing for the connection he's terrified to embrace.

With the warmth of Sun Haven's community and the player's continual kindness, Soren's journey will take him from being a wistful observer, to a dreamer ready to fully step into the light of his own vulnerability.

PROFILE

PERSONALITY TRAITS

Silver-Tongued. Soren is articulate and thoughtful in his speech, effortlessly soothing, persuading, or entertaining as he chooses.

Diplomatic. Quick to diffuse tension, Soren plays off distrust of his demonic heritage with a dismissive wit, rarely taking offense and treating slights as harmless banter.

Restless. Driven by a thirst for the world's wonders, Soren pursues every new experience, eager to savor all the joys life once denied him.

IDEALS

Freedom. After years of servitude at the whim of a demon king, Soren now cherishes the chance to live on his own terms and make his own choices.

Carpe Diem. Soren delights in life's small, fleeting moments of happiness, knowing that joy is to be captured and relished before it slips away.

BONDS

Sun Haven. Though he's (initially) loath to admit it, Soren feels drawn to the kindness and community of Sun Haven, longing to belong.

Music. Performing is where Soren feels most alive, channeling emotions he can't otherwise express. When he plays for the surface folk, he sees how his songs spark joy and tears—a reminder that he can touch the hearts of others, even if he doubts having one himself.

Sweet Foods. Sweets are an indulgence that Soren never knew in the Witherrealm, and every bite is, to him, a taste of freedom.

FLAWS

Closed Off. After a life lived in the cutthroat Witherrealm, Soren is unused to genuine care. He rarely shares much about himself, finding it hard to trust that others truly want to know him beyond surface pleasantries.

Insincere. Soren hides his insecurities and emotions behind humor and flippancy, making it difficult for others to know when he's being sincere.

STRUCTURE

First Meeting

Note: Soren is an NPC the player should meet later in the game, after becoming familiar with Withergate and the demons—possibly during the height of the crisis with Dynus and the encroaching darkness. By this point, the player has been introduced to the tensions between demons and other races, and may even have developed empathy for the struggles of the demons in the surface world.

- ☀ Soren might make his entrance in the town square, performing for a captive audience gathered around him. He notices the player standing apart from the crowd and approaches them.
- ☀ Depending on the player's race, Soren might introduce himself differently
 - ✧ **Non-Demon:** Soren greets the player warmly, either poetically complimenting them or expressing curiosity about their origins.

- ✧ **Demon:** Soren's demeanor takes on a more knowing and personal tone, making a subtle reference to the shared peculiarity of a demon living in a human town. He takes note that the player is a humanoid, "surfaceborn" demon.
- ☀ Soren introduces himself as a wandering bard with a love for stories and invites the player into a playful conversation.

Strangers - 0-4

- ☀ Conversations remain light and entertaining. He speaks about life as a wandering bard, sharing surface-level thoughts on music, travel, and the beauty of Sun Haven. When the player asks about him directly, Soren deflects with humor, turning the focus back to the player.
- ☀ Soren hints at his fascination with the surface world's small joys, like a warm day or the music. Yet when asked about any feelings, he avoids the topic, hiding behind his playful facade. At this stage, he's testing the waters, unsure of how much he's willing to share.
- ☀ At the end of this cycle, the player might catch a fleeting moment where Soren seems wistful or pensive before he quickly laughs it off—a sign that there's more beneath the surface but not quite enough to reveal just yet.

Friends - 5-9

- ☀ The chats with Soren get a little deeper, with him unabashedly showing his enjoyment of the surface world's little delights. He shares anecdotes about experiencing his first spring breeze, marveling at the rain's gentleness, etc
- ☀ When the player shows genuine interest in Soren's well-being, he admits in a rare moment of vulnerability that he struggles to understand the surface world's emotions, feeling like a foreigner in his own skin.
- ☀ He hints at the isolation he felt in the Witherrealm, but laughs it off quickly, not ready to dive into that chapter of his life.

HANGOUT EVENT (9)

- ✧ Soren invites the player to the tavern or bakery to share sweets.
- ✧ The event is lighthearted, with Soren teasing the player about their taste preferences while subtly hinting at his joy in discovering the "simple pleasures" of life.
- ✧ There's an option for the player to pick a sweet treat for him, which he comments on.

- ☀ At the end of these cycles, Soren—in a rare moment of awkwardness—thanks the player, revealing he's not used to being genuinely cared for; hinting at his burgeoning affection for the player.

Quest

- ☀ Soren complains about the sun, noting that despite its beauty, it hurts his eyes due to his demonic disposition.
 - ✧ Though he does not directly ask for a favor, the player obtains the quest and can choose to obtain a shade for him (perhaps some **silk**, or **Umbrella Crab trinket**).
 - ✧ When presented with this unexpected act of kindness, Soren is visibly shaken and caught off guard. He tries to brush off his surprise with humor but struggles to hide his genuine appreciation, revealing a glimpse of vulnerability.

Dating - 10-14

DATE EVENT (11)

- ✧ Soren asks the player to join him by the docks under the moonlight, away from the usual cheer and bustle that seems to always surround him.
 - ✧ For the first time, Soren reveals a quieter, more vulnerable side, without the mask of playful charm. As he strums on his lute, the conversation drifts to deeper topics, with Soren admitting that he doesn't quite know what to do with the emotions he feels, unsure if he even has the capacity for true connection.
 - ✧ He admits to his past in the Witherrealm, though he does not dwell on it for long.
 - ✧ Finally, Soren admits his insecurity: if he doesn't have a heart capable of feeling as deeply as those born on the surface, isn't he just wasting the player's time?
 - ✧ In response, the player—when unable to assuage Soren's doubts—can offer to try anyway.
 - ✧ Depending on how the player responds, this conversation can lead to the beginning of a romance with Soren.
- ☀ As they move into dating, Soren starts to reveal more about his fears and dreams, but still with a layer of playful deflection.
 - ☀ He talks about why he loves music so much: it's the only way he knows to express himself without feeling exposed. The player sees the duality in his character—the joy he shows to the world, and the uncertainty that lies beneath.

- ☀ Right before the late-night event, Soren shares the lyrics to a particularly tender song that he composed just for the player and—half playful, half sincere—admits that he's starting to feel things he thought were impossible for a Witherborn demon to experience.

LATE-NIGHT EVENT

- ✧ Soren and the player take a late-night walk when they are suddenly confronted by a wild monster (potentially one of the darkness monsters, or something with ties to the Witherrealm, to represent Soren standing against the darkness of his past once and for all.)
- ✧ When it becomes clear that the player is in danger, he instinctively places himself between them and the threat, showing bravery and determination he didn't know he had.
- ✧ Afterward, shaken and a little bewildered, he grapples with what this action means—proving that, despite his doubts, he is capable of deep love and care. The player can point this out, share an intimate moment, and solidify their bond.

Marriage - 15-20

- ☀ Once the player and Soren are engaged, he finally talks about his past in more depth, explaining how his time under the rule of the demon king shaped his views on love, vulnerability, and freedom.
 - ✧ There is an element of fear in his confession, as he worries about losing the life he has now found. The player can comfort him in a variety of ways.
 - ☀ Soren's playful demeanor softens as he becomes more secure in his relationship with the player. With defenses lowered, he reveals an earnest desire to protect and cherish what they share, finding solace in their presence.
 - ☀ Conversations brim with warmth, wonder, and gratitude for the life they're building together. And, in every quiet moment, there's a newfound hope—a belief in love, laughter, and the joy of shared days, knowing that whatever comes, they'll face it side by side,
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SAMPLE DIALOGUE



Introduction

(The player steps into the bustling town square, drawn by the unfamiliar melody filling the air.

A crowd has gathered around the fountain, where a demon bard stands perched on its edge, fingers dancing over lute strings with effortless finesse. As the player draws closer, they catch the closing verse of his song—a tale of heroes vanquishing monsters and triumphing over darkness.)



*But monsters fade when morning calls,
For in the sun, they find their fall;
And some things born in shadow's reign,
May never walk in light again. 🎵*



Ah, thank you, good folk of Sun Haven! Your warmth is a finer applause than any I've heard in my travels. I shall linger here a while longer—such a receptive audience deserves another tune or two!

The bard gives a cheerful bow, his smile wide and genuine, as the crowd murmurs enthusiastically. His gaze flits over the crowd, until he notices you standing off to the side. His eyes brighten with curiosity.





With a fluid grace, he weaves through the townsfolk, striding directly towards you.

	And what have we here? Another fresh face in this sunkissed town! Welcome, welcome. Soren, at your service—wandering bard, weaver of tales, and humble traveler of the realms. Pray tell, who do I have the pleasure of meeting?
Player:	I'm {PLAYER}, Sun Haven's farmer! It's a great place, and I'm just doing my part to make it better.
	Ah, the cheerful heart of this town! A farmer with a mission—I can see why the sun shines so brightly here.
Player:	{PLAYER}. Farmer... I guess. I spend more time hunting down lost items than actually planting anything.
	Ah, a farmer by name, but a seeker by trade! There's a certain poetry in that, isn't there? Every task you take on weaves a story as rich as your soil.
Player:	I'm {PLAYER}. Just a farmer, making sure Sun Haven stays fed and green.
	Ah, and what a noble task that is. A steady hand to nourish life, the earth answering your call to bloom... I admire that, deeply.
Player:	What can I say? Someone has to make sure you traveling types have food on your plates.
	The provider feeding the dreamers and wanderers. An unsung hero!
Player:	I like to think I'm helping this place grow in more ways than one.
	Cultivating more than crops—community, dreams, a future. A worthy endeavor, indeed!
Player:	Honestly, I'm still figuring it out myself. Every day feels like a new chapter here.



Discovering the tale yet untold, living day by day.
There's a beauty in that, to be certain!

The bard listens intently to your tales, his warm smile never faltering. He nods, taking in every word—but you suddenly realize you know nothing about this stranger, whose gaze seems to see right through you.

Player: So... who are you exactly? What brings you to Sun Haven?	
	The age-old question! What brings any bard anywhere, really? A tale to spin, an audience to delight... and sometimes, a sunlit town to leave behind old shadows, if only for a while.
Player: You seem like quite the character, with quite a few stories. Care to share?	
	Oh, plenty, my good farmer! I've more stories than there are shadows in the Wither, and I'm always looking for more. Another tale to spin, an audience to delight... and sometimes, a sunlit town to leave behind old shadows, if only for a while.
Player: You're a lot... flashier than our musician. Where are you from?	
	Ha! Flash and flair are a bard's companions, after all. A tale to spin, an audience to delight... and sometimes, a sunlit town to leave behind old shadows, if only for a while.
	Player: Well, sounds like you've got some interesting tales. If you ever feel like sharing more, I'd be happy to listen. [+1 ❤️]
	 You have the makings of a fine audience—someone who listens beyond the words. I would be happy to share a tale or two with you yet!
	Soren's smile widens, reaching his many eyes—for the briefest of moments. There's a lightness to his laugh, one that invites and soothes, before he takes a step back.
	Player: Leaving behind shadows? Sounds like a fancy way to say you're running from something. [-1 ❤️]



My friend, you're making me sound far more intriguing than I am!
A bard's life is a simple one, I assure you.

Soren laughs lightly, but his fingers fidget with the strings of his lute. A fleeting tension crosses his eyes, before he masks it with an easy grin and takes a step back.



Alas, I'd love to stay and chat, but a bard's work is never done. Songs to play, stories to hear! It's been a pleasure, truly, {PLAYER}. But rest assured, you'll see me around—this town has caught my interest.

The bard gives you a courteous and dramatic bow, before drifting back into the crowd, his lute slung over his shoulder.
