

**Villain Bio****Hero:** Galagar (Gal)

Words: 3, 050

**Villain:** Vaelour (Vael)**Vael's sister:** Astral**Vael's Father:** Sir Celsus**Gal's Father:** Sir Elnore

In a world of swords, magic and bow, war was inevitable. Where only the strongest survived and banded together only to defend themselves from others. This chaos spread throughout all the land, but there were still hope. Large cities and villages were often governed by good groups, all individual and with their own laws and agenda's. However there was one group that over-saw the realm, to defend the helpless and weak from this chaos, known as The Shadow Council. They were comprised of the strongest, intent of one day bringing piece to the land. They possessed certain powers which gave them extraordinary expertise in protecting the realm. Most notable was their phasing ability, allowing them to instantly appear at any location at a cost of a small ritual. In combination to their detection of large energy releases, The Shadow Council could monitor any battles going on and assist the innocent parties. These powers were achieved by the teachings of the realms greatest sage Atticus. The Shadow Council did what it could to stop the spread of chaos, but it seemed that they were slowly loosing control, Until one day a great battle between the council and the evil which spread chaos occurred. Many perished in the battle, Atticus sacrificed himself to end it all, restoring a glimmer of hope and peace by ending the disaster and leaving The Shadow Council to foresee the realms time of peace.

The story starts in a small village of humans, devout on upholding honor within their community, defending the helpless and never attacking unarmed people. The men of the village were taught to fight from a young age, as they were given the duty of protecting and hunting for the village once grown up. When the men become too old to perform duties for the village, they join The Elder Ministry, a great honor amongst the village. The Elder Ministry are in charge of the laws and governing the village. The women looked after the village, cooking, cleaning and care for the men after a hard days work. During times of chaos the village was often raided by gangs of bandits, the main reason why the men in the village trained so hard. This pressure was lifted once balance was restored to the realm, providing the village with many years of peace. This is where the hero and villain of the game are born, best friends since birth.

Vaelour, our villain was born first; one week prior to Galagar's coming. Gal's mother unfortunately passed away as a result of his birth, leaving Vael's mother to look after them both. She was kind and gentle, a trait that seemed to only rub off onto Gal, as Vael always kept to himself and had his own agenda's. Vaels mother gave birth to another child three years later, a daughter this time, Astral. She was just like her mother gentle and kind. Vael didn't get on too well with Astral, since he was very self-absorbed, however Gal got along very well with her, those two were inseparable even at a young age. Vael saw this and had always been jealous and envious of their bond.

Once the boys turned five, their training in combat had begun, with various protectors and elders teaching the way of the village. Sir Celsus, Vael's father was an elder of the village, after a crippling injury rendered him useless in the battle field. Gal's father on the other hand was always busy, as one of the main protectors spending little time with his family. Vael has always been destined for greatness, as Celsus would convey to him and Gal. "Boys, you have great potential, when you grow up I'm certain you will become the greatest fighters amongst this village, even the realm. But it comes at a price of responsibility, and hard work is the key, but together you two can achieve it. Minstrels will sing songs of your deeds for centuries to come". With that Vael would spend hours honing his skills; even nights just to be better than everyone else. He did this not only for his father's expectations, but to fulfill that one desire to be something great in history. Gal on the other hand had all the talent, things came naturally to him and with a little practice he was just as good as Vael. Vael however did not mind, because he would always come out on top and have a decent sparring partner when ever he required. Gal had no such desires as Vael of becoming great, he was more than happy to live his life as all those guardians before him – just like his father.

When the boys were seven, fourteen years after the chaos had ended, a small party of bandits raided the village. Many of the protectors were out of town either on expedition or gathering food, leaving it close to defenseless. Gal, Vael and Astral were with Vael's mother at the time of the attack, being at a young age the boys were still inexperienced to deal with the bandits. Vael's mother defended the children to the best of her ability, but it turned into a simple mockery, which ended with one of the bandits delivering a fatal blow. With her last breaths she made Vael promise to take care of Astral, "I will take care of her", Vael ensured as she passed away. Gal also made this oath, but to Vael out of respect. Blinded by rage from the death of his mother Vael, lashed out against the Bandits, surprising them and quickly driving a dagger into ones throat without remorse. The others pull Vael off him and knocked him out cold, only to awaken several moments later to see the protectors take care of the rest of the bandits.

Since that incident Vael and Gal had never been the same, Vael kept to himself even more so, only speaking when needed and always wore one sleeved cloths. Even in extreme weather or when armour was worn the right arm was always exposed, giving him what appeared to be more mobility and skill; however that was more a matter of his determination. Everyone believed it was simply a phase in which Vael would soon grow out of, however this was not the case, and Gal became suspicious of what it meant. Gal on the other hand bloomed, extending his helping hand where possible and spending the majority of his time taking care of Astral. Astral was forced to carry on her mothers duties after her death; as a result she matured very quickly. Vael insisted she spend all her time learning the duties of the women of the village, and fulfilling them to the best of her ability. The only time Astral allowed herself to relax was when Gal assisted her with the duties, while Vael was off training on his own.

Vael had always been competitive, striving for the best. Even during training sessions he treated every strike as if he held nothing back, always giving it his all. Everyone was afraid of training with him, his aggression in combat often got people hurt, but he had no sympathy, if they can't handle their own they were not worth of his respect. Gal was the only one to stand up to Vael's strength and skill, their bouts usually ended in a draw or a narrow win by Vael. As soon as he was old enough to hunt with the rest of the protectors,

every time they encountered a bandit Vael would not care for their well being, it's either him or them, unlike the villages laws where disarming a man is more than enough. But he still respected the other protectors he hunted with, so when it came to killing bandits he held back at the wishes of the group.

Vael and Gal were always at the top of their class, excelling in ways even their mentors were amazed with. It wasn't long before they were even as strong as the protectors of the village, at the age of 16 they both were honored with the responsibility of defending and hunting with the rest of the village's protectors. Gal and Vael also were asked to take classes of their own once graduating, to teach the youth their awesome fighting abilities. Gal accepted this privilege taking great pride in each student that he had taught, treating them all the same. Vael however declined the teaching of a class and spent his time training, trying to learn new technique and improving on older ones. His training would usually be very secretive, never demonstrating the awesome power he had obtained. Every so often he would sit in a class of Gal's to see the upcoming talent from the village, yet nothing ever reached his expectations.

Celsus always pleaded with the Elder Ministry to have frequent visits to neighboring villages in order to learn new fighting techniques and improve the quality of life within the village. However the ministry rarely approved of such expeditions, as they wished to keep their location private where possible and to lay low as to not attract any attention. Celsus did not agree with this policy of the ministry, they did not need to lay low, they should have made their presence aware to all and form alliances with other villages. However when an expedition was approved the only goal was to improve living conditions, such as medicine and harvesting capabilities. The Elder Council requested while on expedition the location of their village never be revealed. During time of chaos these expeditions usually ended badly with some villagers getting hurt and even killed due to the spread of evil desires. As a result the expeditions were always deemed as dangerous by the Elder Council, even after peaceful time. However they could not be more wrong, in Celsus's experience the expeditions showed that they were just as safe as the daily hunts.

On one of these expeditions Vael and Gal were allowed to join the expeditions. This one was to a major city, in order to obtain new weapons and blacksmith plans, due to their own blacksmith growing old and not capable of performing duties required of him. During this expedition Gal stuck closely with the group, while Vael insisted on venturing on his own. Vael was fascinated by the level of technology that the city contained, the improvement in weaponry and magic was something he was intent on learning. His curiosity got the better of him, as he entered a local fighting tournament to test his skill, also convincing Gal to come check out the other fighters. Vael cleared the preliminaries with ease, and during the final battle assuming his competitor was really tough he held nothing back, and in the process hurting the challenger severely. This landed Vael into trouble with the city law being arrested, the purpose of the tournament was to show off new techniques and fighting capabilities, not the endangerment of lives. Vael was greatly disappointed, his expectations of fighters from the main city was a lot greater. Elnore was able to convince the city to let Vael go, with only minor records of dangerous fighting; they agreed not to tell the Elder Ministry of the occurrence within the city. One good thing came out of the event; an audience member from the tournament was greatly impressed by Vael, and once released from prison offered Vael a position in a great guild.

Vael respectfully declined, his oath was to his village, but was able to build relations with them to the point of obtaining some incredible weapons and blacksmith plans. The expedition turned out a success, even more than had expected due to Vael's contribution.

Due to the success of the expedition it wasn't long after that the Elder Council approved of the next expedition, again letting Vael and Gal accompany them. The purpose this time was to find a better magical power source to power the crop growing. Since the power source had to be natural earth magic, an expedition to a major city would have been pointless, but instead traveled towards the forest. There they found a mighty community of fighter women, Amazons. At first they were hostile, especially towards a group of fighters who live in a male dominant community. Soon a fight broke out, Vael didn't take it seriously, and he really couldn't believe that women could be decent fighters, while Gal took it easy on them due to his respect for women. The two groups were going even, till Vael really no longer cared and started to fight seriously. He quickly managed to disarm two of them and knocked out one of their strongest with little difficulty. "STOP! Enough, this fight is pointless", a booming female voice surged throughout the battlefield. As all of them stopped fighting to look up, they saw only what could be described as a sage; a powerful old magic user that is devout of using Mother Nature. The sage quickly explained the situation to Elnore as leader of the expedition; the Amazons were hostile due to the bad history of bandits often raiding their village. Elnore too explained his situation, the sage agreed to help on one condition, that the strongest of their village can defeat the mightiest of the Amazons. Elnore and the other defenders quickly learnt to respect the Amazons for their honor, courage and fighting capability, however Vael could not care less and was not impressed by their fighting capabilities. Elnore asked Vael to fight on their behalf, yet he refused, leaving only Gal to fight. The challenge was not easy for Gal, the fighter the Amazons had trained was truly a master of combat, and this experience was very valuable for Gal teaching him a lot about different opponents. The sage managed to create an earth staff, one which revitalizes the ground around it when lodged into the ground.

*These 'memories' will be displayed in game while players sleeps as dreams (it is essential in a D&D type game that players sleep, as fatigue sets in), this delivery device will introduce players to the background of not only the hero but to the villain as well. All players will get to feel sympathetic with the villain and hero as the game progresses. With every memory, players unlock new abilities.*

*As the game begins Gal (hero/protagonist) is in the village as a tutorial training and learning everything from Vael. During one spring Celsus (Vael's father) falls ill, and it is the duty of Vael to go seek aid and possibly a cure. He sets off by himself, as you (as Gal) stay behind and take care of the village. While coming back from the daily hunt you notice smoke coming from the village. You run to discover the village is under attack by bandits, you hurry to the aid of Astral who is taking care of the ill Celsus. But as you get there you are too late, they are already dead. You are required to uphold the village's law and simply disarm the bandits, a law you clearly dislike but still respect. The following day Vael comes back, and finds out what has occurred. With anger surging through him, he blames Gal for the death of his only family, and despite the wishes of the ministry of the village he goes off to find revenge for the raid.*

When Vael comes back he is bloodied, and somewhat changed to the friend you have known your entire life. The council convened to exile Vael for his actions, and going against their wishes. All they requested was a meaningful apology and explanation, but Vael could not provide either, and was therefore banished from the village. Gal could not understand why Vael would commit such actions; he was determined to get to the bottom of it. Gal would not let it go, and with the banishment of Vael he convinced his father (Elnore) to go with him to talk some sense into Vael.

Throughout the exploration of the world, you encounter the camp of bandits that raided their village, although they are all dead and slaughtered. Amongst further exception, you discover the bandits had no chance of defending their camp, half of them were even unarmed, all slaughtered like rats. Even the prisoners and slaves within the camp were murdered, all done by the same person, Vael we presume. The only logical conclusion to why he could have done such a thing was the anger blinding his moral judgment. But through a vision of your dreams, you see that Vael murdered the slaves because they did nothing to prevent the raid on his village, they could have resisted and died with honor.

As the player progresses through the game, he only knows of Vael's actions, always one step behind him. Vael had become the champion of every village he had encounter, either by defeating their previous champion or by solving a great conflict in a village, usually by unconventional means. Vael had gathered the realms strongest fighters for his cause, which you still don't know of. Once you catch up to him at the end of the game, he reveals his plans of overthrowing the Shadow Council, for the lack of protection that they have provided. He wishes to create a new council that could defend everyone, so what happened to his family will happen to no one else. His intentions are good, but through evil means. You try to convince him to stop, but there is talking him out of it, as he thinks of you as he does the Shadow Council, standing for good but not doing any actions to uphold it. The final fight of the game is you and the Shadow Council against Vael and his team of the realms strongest fighters. Amongst Vaels group of fighters there was a women, which surprises Gal considering the incident that occurred with Amazons. Gal concludes that Vael had much progression in respect for others, however this simply turns out that the women fighter is only within the group for her fighting ability.