

# HERO BACKSTORIES

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- **Cringer's Backstory:** While the royal family (accompanied by Man-at-Arms and the royal bodyguards, of course) was having a picnic in the Evergreen Forest, a 6-year-old Adam was playing near the edge of the clearing when he heard a meow, and he curiously followed the sound. He slid right through the legs of an unsuspecting guard and dashed into the forest. Queen Marlena screamed out Adam's name and rushed after him with Randor and the others close behind. Adam ran after the meowing and was led to the base of a tree trunk and calmly pushed back the foliage to reveal the source of the sound; a baby green tiger hunkered in a groove between the roots of the tree. At the sight of Adam, the tiger meowed, and the royal family raced up behind the prince to witness what he had found. The cub flinched away in fear at the sight of the adults and Adam leaned forward and tenderly scooped up the tiger in his arms and turned around to eagerly ask his parents if he could keep him. Randor skeptically looked at Marlena, who returned the look with a light, reassuring smile. She turned back to her son and agreed to allow Adam to keep his new pet, whom he named Cringer after seeing the kitten continuously recoiling away from anyone who tried to pet it.



- **Teela Haldran's Backstory:** Teela Haldran is the daughter of Duncan Haldran, Eternos' Man-at-Arms, and Veena the Sorceress of Grayskull, who was conceived when the Sorceress was nursing an injured Duncan back to health and the two initiated a brief but passionate romance. Months later, the Sorceress would give birth to Teela, but believing that her duties as the Guardian of Grayskull prevented her from being a good mother, the Sorceress entrusted Duncan to raise their child. Teela had a happy and healthy childhood at the royal palace, where she became lifelong friends with Prince Adam. Teela never knew who her mother was and whenever she questioned her father about her, Duncan would refuse to talk about it. As she got older, Duncan trained his daughter rigorously as he molded her to be a proud warrior. Indeed, Teela proved to surpass the rest of the trainees and was awarded for her skills by being assigned to the royal guard by King Randor when she was only 19. The rest of the Eternian soldiers regard Teela with a respect that is born out of seeing the young girl in action, rather than her being the daughter of the Man-at-Arms. Like her father before her, Teela was enrolled into the Royal Academy of Science and Combat, where she was on special assignment and received a modified schedule since her duties as a royal guard required her to fulfill her mandatory watch hours. While a cadet, Teela joined the Academy's Skyball team as their Striker, where she exposed an infamous high profile scandal involving the Grav-Cheater League using black market tech modifications. Teela earned her position as Captain of the Royal Guard when she accompanied Queen Marlana on a diplomatic mission to Andreenos and their ship was damaged and crashed into the Mystic Mountains. Half of the queen's escort died in the wreckage and Teela showed initiative when she organized the survivors to complete the task and escort the queen to Andreenos safely. En route to the realm of the insectoids, the escort was waylaid by a swarm of hungry Arachna. By the time the Andreenids had arrived to rendezvous with Queen Marlana, only she and Teela were left standing. The rest of the bodyguards had either been killed or dragged away to the Arachna lair to be eaten. Once the queen's safety was ensured, Teela, even though she was wounded and tired, refused to leave the others to suffer their gruesome fate. The Andreenids insisted that Teela give up her quest since the chances of her allies being alive were very slim. Teela ignored their protests and satisfied her honor by tracking down the survivors and rescuing a handful of them before returning to Andreenos, where she collapsed from exhaustion and multiple wounds in the arms of her fellow soldiers. For her bravery and dedication, Queen Marlana promoted Teela to be the Captain of the Royal Guard. Because of her bravery during the Andreenos mission, the Academy awarded Teela with an honorary citation and allowed her to graduate early so that she could dedicate her time to her new station as Captain of the Royal Guard. Despite her excellent fighting skills and dedication, Teela had a reckless streak like that of a wild tomboy, a far cry from her mother's soft-spoken temperament. Due to their friendship and closeness in age, Duncan assigned Teela to see to Prince Adam's combat training. While she would friendly tease the prince on a day-to-day basis, she would become all business when it came to Adam's training, and she often reprimanded him for being lazy and for not paying attention. Teela admits to Adam that she would have preferred to choose her own path in life rather than have her father determine for her that she would serve in the king's military. Adam reassures

her that what she does helps keep the peace in Eternia and that her sacrifice ensures the safety and prosperity of thousands of civilians.



- **Duncan Haldran/Man-at-Arms' Backstory:** Duncan Haldran is the foster son of Dekker Haldran, younger brother of Frederick/Fisto, father of Teela and the current Man-at-Arms for the kingdom of Eternos. Both Duncan and Frederick were orphans who had been adopted by Eternos' Man-at-Arms Dekker Haldran, who – as a single father and military man – had no time to spend with them outside of his work. So, he often brought his sons with him to work, training them to become soldiers. Due to Dekker's reputation as a cunning tactician and war hero, his boys had big shoes to fill in. It was often a heated debate between the brothers over who had the heaviest burden from living in their father's shadows. Frederick believed much more was expected of him since he was Dekker's first born and he had to prove to the rest of Eternos' court that he was just as capable as his father and also provide an role model for his younger brother. Duncan on the other hand, felt that the weight on his shoulders was heavier due to him being the youngest of the two, he was automatically seen as inferior, and he had to work twice as hard to be recognized. Regardless of their reasons, the brothers fought with each other almost as much as they did with their enemies on the battlefield. While Dekker had been a remarkable strategist, there wasn't a technique in the world that he could come up with that would settle the tension between his sons. Despite this feud with his brother, Duncan was proud of his family and gleaned his father's sense of dignity and nobility, learning that strength meant protecting others, not dominating them. As Duncan got older, his mechanical aptitude was evident early on, crafting weapons and armor even as a boy. But it was his sharp mind combined with his moral center that caught the attention of King Miro, who saw in the young soldier not only a warrior, but a thinker. Duncan was enrolled into the Royal Academy of Science and Combat in Eternos, where he rose through the ranks swiftly, becoming both a brilliant inventor and a respected battlefield strategist. By the time he was 25, he had already helped design improvements to all of the military's war vehicles and had led several successful counteroffensives against rogue mercenary groups and crime syndicates threatening the kingdom. Meanwhile, his brother Frederick served as a heavy shock trooper until he lost right hand in battle. Dekker had fashioned a cybernetic prosthetic for his son, but Frederick took full advantage of cybernetics and requested his brother Duncan to augment and upgrade the robotic hand into becoming a heavy power gauntlet that turned his right hand into an unstoppable weapon on the battlefield. Since such a weapon didn't exist yet, Duncan decided to use parts from the Grayskull Forgeworks brand to construct a prototype model built just for his brother, called the G.F.01 – Power Fist. Which Frederick took to calling it, "Brothersteel". During the Great Unrest, Duncan was severely wounded defending a village from Keldor's raiders. His body broken; his spirit nearly extinguished. Rescued by Pelezzean villagers, Duncan was brought to their sanctuary to recover. There, he encountered Veena, the Sorceress of Grayskull, who had come to defend the village from annihilation. The two formed a brief but profound bond — warrior and guardian, soldier and mystic, both driven by duty yet burdened by isolation. In their quiet moments, they found solace in each other's company. Their time together was fleeting, but passionate. Neither truly expected to see the other again when Duncan returned to the war effort, unaware that Veena carried his child. Duncan's relationship with his brother Frederick (now called

Fisto) tore and became estranged when Fisto was accused of deserting his comrades on the field. Although he insisted that he did not desert his post, Fisto had a gap in his memory from that time which he claims is the result of a head injury from battle and therefore has trouble remembering exactly what happened. Given that he was never able to prove his innocence, Fisto became a disgraced champion, and he left the king's service to become a sword for hire. While Dekker had held out and believed that his son had gone missing in action, Duncan was not so open-minded, and he harshly judged his elder sibling as a disloyal coward. Months later, when the Great Unrest had been won and Dekker retired from the military, Duncan was granted his father's ceremonial and functional title as Man-at-Arms. While many regarded the position as merely a military role, Duncan knew it was something more: a duty to guide the next generation and preserve the kingdom's values. He took that part seriously, especially when it came to the men under his command, tutoring them in both weaponry and integrity. It was around this time that the Sorceress summoned Duncan to Castle Grayskull — a place he had heard of only in whispers and legends. There, she revealed the infant Teela, their daughter. The Sorceress explained that her sacred role as Grayskull's guardian prevented her from raising the child herself. With great sorrow, she entrusted Teela into Duncan's care. Duncan, stunned and overwhelmed, accepted the charge not out of obligation, but out of love — for Veena, for Teela, and for Eternia. He brought the child to the palace, where she grew up as his ward, protected and nurtured by the palace staff but raised with Duncan's iron discipline. He never told her who her mother was, not out of shame, but because he believed the truth would place a burden on Teela she was not ready to bear. He feared that if Teela knew she was the daughter of the Sorceress, her life would no longer be her own — she would be shaped by destiny instead of choice. Still, Duncan loved his daughter deeply. He was often harsh in training, but only because he feared the threats that might one day rise again. He taught her to fight, to think critically, to serve with honor, ensuring that she attend the Royal Academy just as he did. When she was promoted to Captain of the Royal Guard, he allowed himself a rare moment of pride — but also guilt. He had forged her into a weapon of the kingdom... but had he given her the freedom to be a child?



- **Orko's Backstory:** Originally known as Orko the Great in his homeworld of Trolla, Orko was a skilled and confident sorcerer. However, after being accidentally pulled through a dimensional rift to Eternia during a magical experiment gone awry, Orko found that his powers became wildly unreliable due to the different magical laws of the planet. On Trolla, magic governed reality and logic often bent to whimsy. But Eternia was much more grounded than that, so Orko's spells frequently misfire on Eternia, much to his embarrassment, though on Trolla, the same spells would've worked just fine. When Orko first arrived in Eternia he saved Prince Adam and Cringer from drowning in the Tar Swamp after the prince had crashed his driftcart. The grateful royal family welcomed Orko into the palace, and he soon became the official Court Jester of Eternos since his spells often went hilariously wrong. Orko is curious, mischievous, and optimistic, with a childlike sense of wonder.



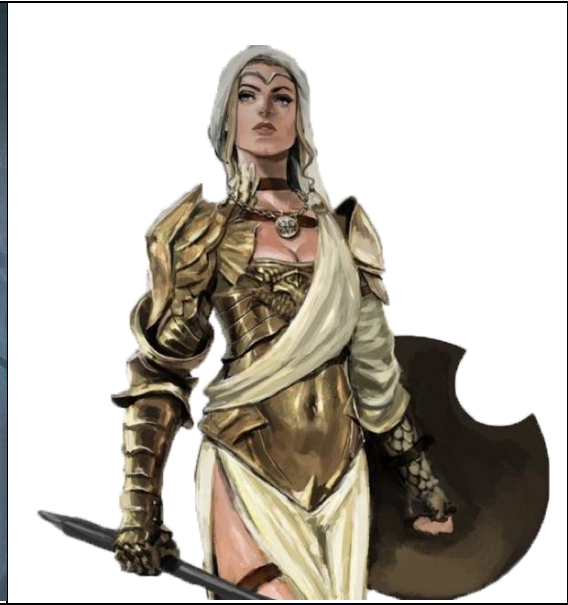
- **The Sorceress' Backstory:** Veena was once the daughter of a poor family of Eternian farmers from the agricultural village of Nowella in the Fields of Evermore. She was a young woman when the Great Wars began, and her home village was attacked and subsequently conquered by the Horde. With the aid of an old storyteller's rhyme, (*In barren places find ye hope, and where no water springs, no plants grows, no wind blows, find all you need*) Veena sought out the mystical Castle Grayskull, which she hoped would help her find a way to defeat her captors. Just as she was about to give up her search after hours of searching through the Evergreen Forest, the legendary fortress appeared before her eyes, and she was invited in by a mysterious voice. Once inside, Veena came across an old woman named Kuduk, her predecessor as the Sorceress. The old woman shared with Veena that there was one way she could help her people, and that was to take up the mantle of the Sorceress. After Kuduk explained the duties of being Castle Grayskull's protector, Veena accepted the offer and immersed herself in the Pool of Power. The Pool inundated her with the powers of Castle Grayskull and also granted her with the wisdom and memories of her predecessor, whose frail form passed away when her power was transferred into Veena. Once she had laid Kuduk to rest and taken her place as the guardian of Castle Grayskull, the new Sorceress returned to Nowella and overthrew the invaders before returning to her post within the abandoned castle. Since her duties lied within safeguarding the secrets of Castle Grayskull, the Sorceress' priority was always with the welfare of the castle. She hardly ever left her post unless the circumstances were dire and the balance of Eternia relied on her intervention. On two occasions would the Sorceress venture from her station; once to aid in the defense of the royal palace against Keldor's siege, and again to protect a helpless village filled with innocent Pelezzeans. Both took place during the Great Unrest. Without her involvement in these conflicts, the history of Eternia would've been drastically altered. The royal palace would have fallen and Keldor would have won the Great Unrest, and the endangered Pelezzeans would have become extinct, their tragic end leaving a void in the population of Eternia. When the Sorceress was in the Pelezzean village, the locals had one day brought an injured and amnesiac Duncan to their home for healing. While Duncan recovered both in body and mind, he and the Sorceress began to develop feelings for one another, which ultimately led to the Sorceress' impregnation. Duncan returned to the war effort while the Sorceress flew back to Castle Grayskull, unknowingly with child. Months later, the Sorceress would track down Duncan and summon him back to the castle and introduce him to their daughter, whom she named Teela. The Sorceress felt that her duties as a Guardian of Grayskull prevented her from being an attentive mother and believing that a life of solitude in an empty stronghold was no way to raise a child, she asked Duncan to take Teela back with him and raise her. Duncan did so, and the Sorceress watched with longing from her magic Mirror of Avatar as her daughter grew into a strong and brave woman. The Sorceress became something of a spiritual guide to the rest of Eternia's inhabitants who were good of heart. Whilst Kuduk isolated herself within Castle Grayskull and made the whole planet believe that she and the castle didn't exist, Veena couldn't bring herself to do the same. Her compassion and desire to help others compelled her to keep watch over Eternia with her magic mirror and using her newfound powers, the Sorceress indirectly provided assistance to hundreds of individuals throughout the realm. Many sorcerers and



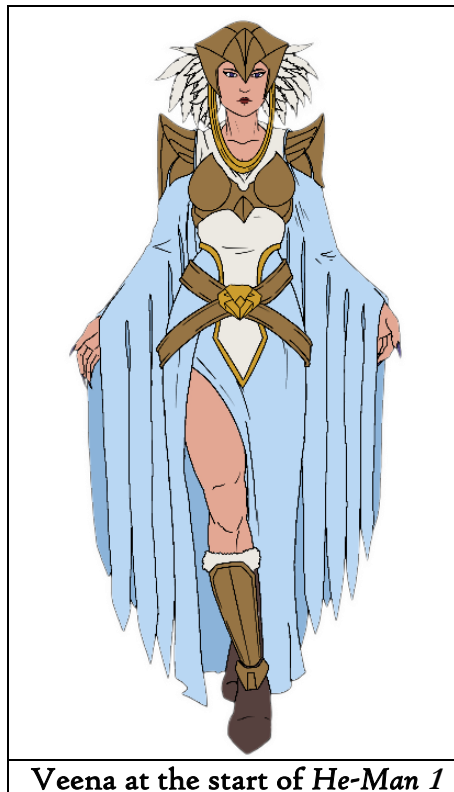
heroes became familiar with the mysterious entity known only as the Sorceress, but none knew her true purpose or of her connection with Castle Grayskull. To them, she was a benevolent spirit whose spectral form would respond to their pleas to the Goddess and answers their prayers for assistance. Many folks thought of her as a guardian angel to all of Eternia. Thus, the Sorceress was able to stay true to her duty of safekeeping Grayskull while also satisfying her yearning to help wherever she could.



**Kuduk the first Sorceress**



**Veena during the Great Unrest**



**Veena at the start of *He-Man 1***

- **Stratos' Backstory:** Stratos is the prince of Avion, who at one point served as king over his people but resigned the title to his younger sister Hawke so that he could fulfill his true calling as a knight errant. Stratos spent some time traveling around Eternia, looking for adventure and providing his aid to anyone in need that he came across. Unlike his fellow Avionians, Stratos was not inherently xenophobic or uptight towards the other races, partially due to his travels to foreign lands opening his mind. In his journeys, Stratos encountered a human woman named Delora and the two fell in love and were wed in Eternos, a place Stratos took to liking. Despite having given up the throne, Stratos remained a popular figure amongst the Avionians since they romanticized his lifestyle as a wandering warrior and loved him for his heroic demeanor. After graduating from the Royal Academy of Science and Combat thanks to Headmaster Belisor's efforts to allow Avionian cadets, Stratos broke new ground as the first Avionian ambassador in Eternos, establishing an alliance between the two nations that would've never been possible before. Thanks to this newfound alliance, Stratos introduced his favorite Avionian sport of Skyball into Eternos culture, convincing King Randor to officially start a league in the kingdom. Ambassador Stratos was later recruited by King Randor to join his elite task force known as the Defenders of Eternos. Stratos and Delora were given apartments in the royal palace and Stratos earned a reputation as a valued comrade to the kingdom. Stratos was one of the oldest members of the Defenders, and he became good friends with the young Ram Man, often being paired up with him on missions.



- **Ram Man's Backstory:** Krass was an 8-foot-tall half-giant half-man with a giant's strength that grew up in the Dark Hemisphere and lived as a loner on the Plains of Perpetua. It became clear when Krass reached adolescence that his strength and durability were beyond that of a normal human, and since Krass had not been enchanted or received any bionics, rumors began to spread that he had giant's blood in him. Krass isolated himself from society because of the continuous victimization he received for resembling a giant. At his core, Krass was a strong-hearted man with childlike sensitivity, evidenced by his fear of dark hallways and shadowy tunnels. He admits to being slow on the uptake but insists that he is not dumb or dim-witted. As a

child, Krass was never aggressive and despite his overbearing strength, he always tried to be gentle when playing with animals and other children. When Krass continued to cause accidental injuries to the other kids while participating in games, they refused to play with him altogether and they ostracized him. Gradually, Krass became the victim of bullying and that was when the rage inside of him was awoken. Refusing to allow himself to be tormented, Krass pummeled the bullies before fleeing into exile. Krass erected a poorly fashioned hut for himself on the Plains of Perpetua and would attack anyone who crossed his land, automatically anticipating the worst in others and believing that every intruder on his land was out to get him. Master-at-Arms Dekker was crossing through the Plains when he came upon the ramshackle hut and stopped to ask for water. Despite stating his peace, Krass disbelieved him and attacked. Left with no choice, Dekker stood his ground and quickly subdued the giant with strategic wrestling moves that allowed him to overpower the massive man. Humiliated, Krass stopped resisting against the stranger and was slow to trust him, but Dekker, impressed with Krass' size and strength, was able to befriend him and convince him to join the Defenders of Eternos. Krass found himself a home amongst King Miro's military, where the rest of the warriors admired his supernatural strength and welcomed him for his unique abilities, rather than segregate him out of fear. Krass became notorious for smashing things by charging straight into them and emerging unscathed due to his thick giant's skin, earning himself the nicknames "the Human Battering Ram" and "Ram Man". The other soldiers and even the officers tended to refer to Krass by his Ram Man moniker, and he grew fond of it as he fathomed that having a nickname made him a legend. Ram Man was known for being a mascot and a morale booster for the rest of Eternos military whenever he stepped foot onto the battlefield. Soldiers would chant his name and in return, Ram Man would bolster the army's spirits with war cries and impressive feats of strength. Ram Man became good friends with fellow Defender Stratos and the two became brothers-in-arms in the many missions they shared together.



- **Mekaneck's Backstory:** Sergeant Orius Mekan was once the best long-range recon scout in King Randor's Pathfinders, known for navigating cursed terrain and infiltrating enemy supply lines with stealth. He also has a son named Philip who kept up the family tradition of being proud military men, eventually rising through the ranks and earning a spot on the royal guard. During the Great Unrest, Orius was ambushed, and he saved Duncan from a Roton blast that was meant for the Man-at-Arms. But Orius' sacrifice cost him dearly as he was mortally wounded, the blast ruining most of his body below the neck and leaving him paralyzed. Barely alive, Duncan carried Orius to a Storm Chariot med bay and with the assistance of the Chariot's battle mage, Duncan performed an emergency surgery to save the brave sergeant. Since his injuries were so severe, it was only a matter of time before Orius would die. But Duncan refused to let this man die after he had just spared his own. So, he worked with the Chariot's battle mage to perform a desperate gambit, an untested and unorthodox technomagic surgery. With a combination of science and magic, Orius' body was completely rebuilt. Now, Orius was a cyborg. Except, he was more machine than man, as the only pieces of his original body left intact were his chest and head, resembling Alex Murphy from 2014's *RoboCop*. Thanks to Duncan's miracle surgery, Orius had become a living recon drone. He had a new neural-linked spine enhanced his skeletal and sensory systems, allowing him to hear at long distances, see infrared, thermal, and long-range optical feeds. His neck, arms and legs were able to extend thanks to the fact that they were replaced with bundles of cable muscles. Similar to Brainiac's tendrils or Spider-Man's arms on his Iron Spider suit, Orius' new limbs could grapple with both enemies and terrain, as well as interface with tech directly via embedded datalinks on his fingertips. His robotic hands could also transform into blades on command, allowing Orius to extend his arms like Mr. Fantastic and skewer enemies at a distance with his retractable limbs. His new legs had built-in kinetic dampeners (similar to the ones installed on the Sky Tyrants) so that Orius could leap from great heights. Not to mention, his new body came with camouflage plating for stealth ops. All of this made Orius the perfect scout still fit for duty, and while he is grateful for Duncan's efforts to save him, the experimental tech linked to Orius' mind is unstable. He wrestles with whether he's still human or just another tool in the royal arsenal. Orius feels disconnected from people, especially his son Philip, since his senses are now always stretching across miles – never present. Because his neck was able to extend, Sergeant Orius Mekan began to be referred to as "Mekaneck" by the other pathfinders and even the Defenders. Mekaneck is devoted to the royal house, especially Prince Adam – but distrusts his own body because he feels more machine than man. Because of this isolation and his unique skill set, Mekaneck found it difficult to fit in with the rest of the troops again. Seeing this lone wolf struggle, Duncan thought it best to give Mekaneck a community that would understand him and promoted him to the Defenders of Eternos so that the Man-at-Arms could serve alongside his brother-in-arms directly. Mekaneck has a stoic personality with a dry wit, being a sharp observer who is loyal to a fault. He has a soldier's discipline but a poet's soul – quietly haunted by what he's lost. He and Duncan share a deep, complex bond: Mekaneck is both grateful for his second chance and afraid of what it made him.



- **Man-E-Faces' Backstory:** A once-celebrated theatre actor and master of disguise, Alor was known across Eternia for his uncanny ability to lose himself in any role. As a renowned dramatist and method actor, he had even performed for King Randor and the court of Eternos. Eager to push himself and continue excelling at his craft, Alor sought out the lost yet legendary relic known as the Mask of Morphose, which was said to let actors “truly become their roles”. Alor successfully found the Mask and in a moment of hubris, he wore it...and it forever changed his life. Alor quickly discovered that the Mask was cursed as it bonded with his soul, fracturing his psyche into three archetypes: the Man, the Beast, and the Machine. Now, Alor has lost control of who he is – he’s a man constantly fighting to stay himself. He’s terrified of slipping into a face and not returning. His biggest fear is that one day, the Man won’t come back. Once a master of pretending, he must now literally become the personas he once played. At first, he was called the “Man With Many Faces”, but as time went on, it was shortened to “Man-E-Faces”. At first, Man-E-Faces was – under his own urging - kept in solitude by the local authorities, believing himself to be a liability. Duncan caught word of this interesting prisoner and visited the cursed actor himself, offering Alor the chance to get control over his condition by allowing Duncan to study him. In gratitude, Man-E-Faces pledged himself to Duncan’s service, promising to swear a life debt to the Man-at-Arms if he was able to successfully help Alor. As such, Man-E-Faces became a member of the Defenders of Eternos – where his Machine and Beast personas proved invaluable in both espionage and combat during the Great Unrest. Keldor and his Horde once tried to weaponize him, hoping to exploit the Machine persona’s logic and the Beast’s savagery. But through connection with Duncan and the other Defenders, Man-E-Faces began to gain a somewhat stable level of control over his personalities, asserting his Man persona as the dominant one...most of the



time. Unpredictable events like surprises or even loud noises would trigger Man-E-Faces and cause him to switch to his Beast or Machine personas in self-defense.



- **Frederick Haldran/Fisto's Backstory:** Frederick Haldran was the eldest son of renowned strategist and Man-at-Arms Dekker Haldran, as well as the older brother of Duncan. Both Frederick and Duncan were orphans who had been adopted by Dekker, who – as a single father and military man – had no time to spend with them outside of his work. So, he often brought his sons with him to work, training them to become soldiers. Due to Dekker's reputation as a cunning tactician and war hero, his boys had big shoes to fill in. It was often a heated debate between the brothers over who had the heaviest burden from living in their father's shadows. Frederick believed much more was expected of him since he was Dekker's first born and he had to prove to the rest of Eternos' court that he was just as capable as his father and also provide an role model for his younger brother. Duncan on the other hand, felt that the weight on his shoulders was heavier due to him being the youngest of the two, he was automatically seen as inferior, and he had to work twice as hard to be recognized. Regardless of their reasons, the brothers fought with each other almost as much as they did with their enemies on the battlefield. While Dekker had been a remarkable strategist, there wasn't a technique in the world that he could come up with that would settle the tension between his sons. Frederick grew to be a mighty champion. Quite literally. As he got older, Frederick served as a heavy shock trooper until he lost right hand in battle. His father had fashioned a cybernetic prosthetic for his son, but Frederick took full advantage of cybernetics and requested his brother Duncan to augment and upgrade the robotic hand into becoming a heavy power gauntlet that turned his right hand into an unstoppable weapon on the battlefield. Since such a weapon didn't exist

yet, Duncan decided to use parts from the Grayskull Forgeworks brand to construct a prototype model built just for his brother, called the G.F.01 – Power Fist. Which Frederick took to calling it, “Brothersteel”. Frederick’s new fist now swung with the force of a battering ram, shattering bone and breaking steel with each strike, earning him the nickname “Fisto”. Frederick, now known as “Fisto”, became a legend during the Great Unrest, his fiery temperament becoming just as iconic as his massive gauntlet. Fisto would often kiss the knuckles of Brothersteel before getting into a fight as a good luck charm. Fisto and Duncan’s relationship tore and became estranged when Fisto was accused of deserting his comrades on the field. Although he insisted that he did not desert his post, Fisto had a gap in his memory from that time which he claims is the result of a head injury from battle and therefore has trouble remembering exactly what happened. Given that he was never able to prove his innocence, Fisto became a disgraced champion, and he left the king’s service to become a sword for hire. While Dekker had held out and believed that his son had gone missing in action, Duncan was not so open-minded, and he harshly judged his elder sibling as a disloyal coward. Fisto has felt bitter and dishonored ever since the Great Unrest, spending most of his time in seedy bars where he frequently runs into fights with other patrons until someone hires him for a job.



# VILLAIN BACKSTORIES

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- **Keldor/Skeletor's Backstory:** Keldor was a half-Gar, half-human hybrid who was born to a Gar woman named Saryn, while his father was King Miro of Eternos. Keldor's fate as a bastard child was brought about by Saryn being a servant in the royal palace of Eternos, where she eventually engaged in an affair with the king and became pregnant with his progeny. To cover up the scandal, Saryn returned back to her homeland of Anwat-Gar, where she gave birth to her son Keldor and occasionally updated Miro on the health and welfare of his son. Saryn kept Keldor's heritage a secret from him for most of his life, his father's identity remained a mystery to him throughout his childhood. Keldor was raised on the island of Anwat-Gar, where he was surrounded by the noblest philosophers and most brilliant craftsmen his people had to offer. As a child, Keldor didn't play with other children much, and rather preferred to quietly read a book and study animals rather than socialize with other children his age. This reclusiveness may have been associated by Keldor's allergy to flowers. During his adolescent years, Keldor became innately intrigued with the arts of science, and he began teaching himself alchemy and mechanics. He studied the books that he found in the local library and conducted his own homemade experiments until he became an able practitioner in the scientific field. Despite these advances and successes, there was still one craft that Keldor had hoped to learn ever since he was a boy: magic. Although Keldor never knew his father, he was a devoted son to his mother Saryn, whom he spent most of his time with, even as an adult. It was because of her encouragement and support that Keldor found the motivation to pursue his true passions in magic. Saryn worked as a servant to the professors and scholars in the academy and she did her best to advocate for her son. She eventually convinced the professors to give Keldor a chance at applying, but after failing the entry test twice, Keldor's dreams of studying magic and becoming a master sorcerer were permanently crushed. Depressed, Keldor resumed to working at the same shop he had spent his teenage years, where he earned a meager living repairing damaged technology for the city folk. Keldor came to hate his job as he felt that he was trapped to be a simple tinker for the rest of his life. Soon after his rejection from the academy, Keldor's mother contracted a rare and relatively unknown disease. Due to the extreme infrequency of the disease, the Gar had never bothered to study it, little less conjure up a cure for it. Keldor convinced Saryn to undergo a radical treatment, but the physicians discovered that the illness had already spread throughout her whole body and Saryn's condition became fatal. Saryn's health rapidly declined and Keldor begged the physicians to continue trying new treatments while he tended to her day and night. When all of their experiments failed, Keldor resigned to his own devices, and he prepared to give his mother cybernetic implants in hopes that it would stall the disease. This was a risky move since Keldor couldn't afford to pay a registered surgeon to perform the surgery properly and he himself was too inexperienced in such an advanced form of engineering. Determined to save his mother, Keldor used whatever scrap pieces he could find from the shop to construct new prosthetic body



parts for his mother, and he began his desperate experiment. The surgery was incredibly painful for Saryn and even though Keldor tried his hardest, his efforts proved futile as Saryn died in the middle of the operation. The loss of his mother devastated Keldor, and he all but completely withdrew from society afterwards. For some years he lived a lonely and isolated life, continuing to do some work for the city here and there. Keldor began to slowly build up hate for the academy and its staff as he felt that if he had become a sorcerer, he would've been able to cure his mother with magic. His misery and bitterness seeped from his grief and the hatred he felt for the academy stretched out to the rest of the city. Keldor felt like he didn't have a friend in the world. When word reached Anwat-Gar that Eternia had been invaded by the Horde Empire, rumors began to spread of the powerful dark magician who led the enemy forces. Keldor sought out the Horde and requested an audience with their leader, Hordak. Keldor offered to aid Hordak in his conquest by letting his army slip past Anwat-Gar's defenses in exchange that Keldor be taken on as Hordak's apprentice. Hordak accepted the proposal and with Keldor's inside knowledge on the Gar defenses, the Horde was easily able to seize control of the entire island with little to no casualties. This was done on the condition that nobody who surrendered would be harmed. Anwat-Gar came under occupation from the Hordesmen and Keldor moved on with Hordak to join in his conquest of Eternia. Hordak kept his word to Keldor, and the young Gar soon found himself in a world of politics, magic and deceit as he became a member of Hordak's inner circle. After accepting some advice from Hordak's Left Hand Shadow Weaver, Keldor realized he would not survive the ruthless environment of Hordak's council without adapting to their playing field. Keldor evolved into a manipulative schemer by becoming a polite and suave spokesman. Keldor appeared as courteous and well-mannered to the rest of his colleagues, but when their guard was down, he would show no mercy in eliminating his competition. Through this façade, Keldor was able to maintain his position within the council as Hordak's apprentice, earning his master's approval. Through Hordak's resources, Keldor was able to learn rare and valuable knowledge – such as dark magic – that he would've never been able to access on Anwat-Gar. Keldor solemnly shared with his master that he wished he had his present power back when he was younger so that he could've saved his mother. With his skills in alchemy, mechanics, manipulation, and magic, Hordak saw much potential in Keldor and named him as his Right Hand of the Horde, being commander-in-chief over his military. In time, Hordak began to consider naming Keldor the heir to his empire. But in order to prove he was worthy of such a title, Keldor needed to pass another test. Ever since the Horde's arrival on Eternia, they had been competing against another force for control of the planet; King Miro of Eternos. Before Hordak could claim Eternia as his own, he needed to rid himself of his rival and to motivate Keldor even further, he revealed the truth of Keldor's true parentage. Fueled with rage at the circumstances surrounding his birth, Keldor took a small task force to assassinate his true father, King Miro. Keldor successfully infiltrated the enemy camp in the dead of night and slew his father in his sleep. But, Keldor was caught in the act by his half-brother and chosen heir to the throne of Eternos, Randor. Up until now, Keldor had never physically participated in the War of the Broken Crown. He had always remained on Hordak's flagship, the *Velvet Glove*, where he conducted his studies. So, needless to say, he was

unprepared for the ferocity of combat when Randor lunged at him with vengeful fury, and the Gar barely escaped with his life thanks to his magical abilities. When their airship had been too damaged to fly during the escape, Keldor and his men were forced to trek on foot until another ship could be deployed to pick them up. While traversing through the Vine Jungle, the Hordesmen encountered an injured Diylnx cub who was caught in the crossfire of their battle with the Snake Men. Not wishing to delay his master any longer, Keldor appeared ready to leave the feline behind, but at the last moment he decided to take the Diylnx with them when he couldn't bear to listen to the cat's whimpering. Although Keldor was annoyed by the large cub licking his face, he refused to let any of the other Hordesmen carry the creature. The Diylnx would later grow into an adult and serve as Keldor's pet familiar, whom he named Panthor. She served as Keldor's muscle where magic couldn't prevail to get Keldor out of a situation or when an extra dose of intimidation was needed when interrogating prisoners or threatening other rivals within Hordak's court. With his mission a success, Keldor was officially named heir to the Horde Empire. With King Miro removed, the Horde now turned their attention towards his successor, King Randor. In the final battle of the War of the Broken Crown, King Randor led his forces in an assault on Hordak's flagship – *The Velvet Glove* – yet their quick and easy victory was all too suspicious. Even though they seized the ship, there was no sign of Hordak, Shadow Weaver, Keldor, or any of the children from the Horde's orphanage. Instead, what they found was a recorded holographic message from Hordak aboard *The Glove's* bridge. In that message, Hordak coldly revealed that by the time his enemies viewed this message, it would have already been too late. Hordak states that King Randor can be allowed to temporarily keep Eternia for now. But Hordak is going to keep Randor's legacy in exchange. At that moment, Randor received a transmission from his wife Marlena, hysterically informing her husband that the palace had been invaded and their children stolen by Hordak and his officers. King Randor and his men immediately returned to the palace, where they apprehended Hordak's apprentice Keldor and interrogated him on the whereabouts of his master. It didn't take much for Keldor to betray his superiors, and he revealed the location of the magical gate known as the Shadow Nexus that Hordak was going to rendezvous at to teleport himself and his hostages to a secret world that the Horde used as a hideout. With the coordinates, Randor led an ambush on the Shadow Nexus, where a desperate battle broke out between the royal Defenders of Eternos and the Horde's remaining ground battalion. King Randor managed to rescue his son Adam, but his daughter Adora was spirited away through the Nexus by Hordak before he destroyed the portal behind him. The doorway between Eternia and Etheria was shut, and no matter how hard and long the Sorceress and the Defenders searched, they could not discern where Hordak had gone. He could have traveled to any planet, dimension, or universe for all they knew. Princess Adora was lost. The royal family held out hope for a while, but after a couple of years, they finally admitted that they would never see their daughter again and a funeral was held for the princess, as they presumed Adora to be dead. In his grief and bitterness, King Randor refused to let Keldor free and interrogated him on the whereabouts of all of Hordak's secret bases and safe havens. After having scoured the galaxy and searched every possible Horde outpost, the Eternians gave up the chase for Princess Adora since it appeared that the Horde

had vanished altogether. Keldor in the meantime was subjugated to the mines with the rest of the high-profile prisoners, condemned to serve hard labor as punishment for his crimes. For the rest of his days, all Keldor had to look forward to was drudgery mining for coridite crystals and metal that would be used by the Eternians as fuel for their tech. Eventually, Panthor (who had been released back into the wild by the Eternians after the Horde's defeat) came to rescue her master, sneaking into the mines at night and crashing through all of the soldiers until she caught Keldor's scent and freed him. With the alarm raised and the guards coming down upon them, Keldor liberated the rest of the prisoners to initiate a jailbreak that would help them secure their escape. Once Keldor and Panthor made it out of the mine, Keldor recruited the survivors from the prison riot to his side. Keldor and his small band took up residence in the empty fortress of Snake Mountain, where he began to evaluate his next step. Keldor decided to resume Hordak's work and fulfill his destiny as the conqueror of Eternia. He set about recruiting others from all over the planet to serve him in his cause. Some were criminals and outcasts from Eternos, most were raiders and tribal warbands from the Dark Hemisphere, particularly the Plains of Perpetua. Keldor's charisma earned him many dark allies, including a cabal of trusted lieutenants such as Tri-Klops, Kronis (later known as Trap Jaw), and a Beast-Man named Ra'qazz. Chief among these lieutenants was a rogue sorceress named Evelyn who fell in love with him and became his second-in-command. Once this chaotic collection of monsters and malcontents was amassed, Keldor dubbed them as his Dreadhost. He even stole the Havoc Staff from Lynn's father – the Faceless One. With an army and a base of operations at his disposal, Keldor set to work at dominating Eternos, initiating a new conflict that came to be known as the Great Unrest. The rivalry between Randor and Keldor peaked as the half-brothers fought for the right to rule Eternos. In the final battle of the war, Keldor and his Dreadhost besieged Virelia City. There, Randor and Keldor engaged in single combat within the royal palace until Randor bested his bastard brother and prepared to arrest him. Yet at the last second, Keldor flung a hidden vial of acid at the king that backfired, burning Keldor's face. Lynn and the rest of the Dreadhost fled back to Snake Mountain, where Lynn desperately began to operate on her beloved. Thrashing in unrelenting agony, Keldor begged for death. Lynn performed a dark and unholy spell in a risky gamble to save him, calling upon forbidden powers to salvage what was left of the Gar warlord. The ritual worked, saving Keldor's life but leaving him deformed as the skin on his face was completely stripped away, leaving only his bare skeleton visible. Only on the back of Keldor's head did skin and hair remain, giving the skeletal warlock a grisly visage. When Keldor looked upon his twisted and distorted new face, he experienced a complete mental meltdown and became both unhinged and disturbed as he erupted in maniacal laughter. Afterwards, he refused to go by the name "Keldor" and took up the new moniker of "Skeletor", his madness taking full rein as Skeletor and the rest of his Dreadhost found themselves trapped in the Dark Hemisphere thanks to the erection of the Mystic Wall by the Sorceress of Grayskull. For 18 years, Skeletor and his men remained in exile, warring with the locals of the Dark Hemisphere in the face of famine and mutiny, seeking to secure all of the region's resources for themselves. In all of that time, Skeletor bided his time, waiting for the perfect chance to strike back

as he continued to experiment new methods of escaping the Dark Hemisphere and resuming his campaign against his wretched brother Randor.

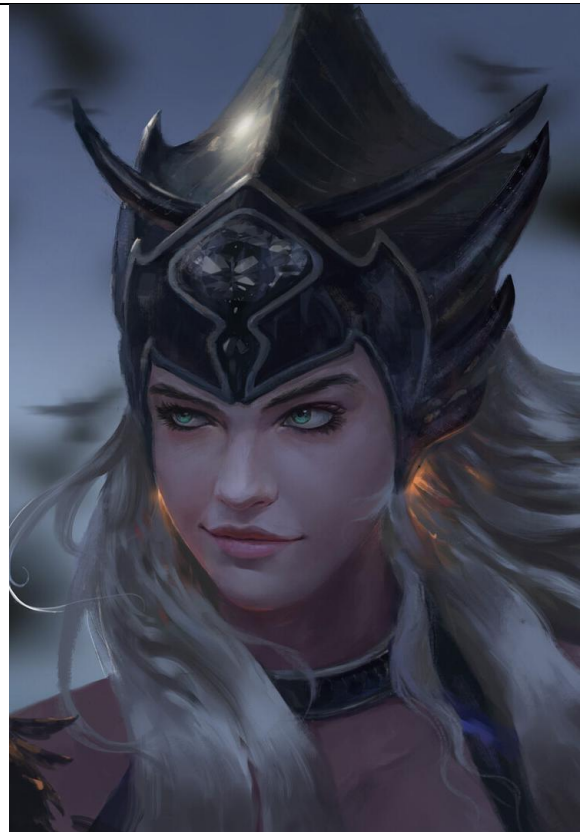


- **Evelyn “Lynn” Backstory:** Born as Evelyn, though known simply as Lynn to most, she was raised in the arid and arcane enclave of Zalesia, a hidden city of warlocks and dark sorcerers exiled long ago to the Sands of Time—a cursed wasteland far beyond the borders of Eternos. The Zalesians were outcasts, banished for their embrace of forbidden arts: blood magic, necromancy, and the invocation of elder forces best left untouched. Lynn was the daughter of Erevas, the solitary Keeper of Zalesia’s most dangerous relics—among them, the Ram Stone and the Havoc Staff. Her mother long gone, her father raised her alone, instilling in her both great power and great caution. Though stern, he loved her deeply. When Keldor, prince turned exile, came to Zalesia seeking recruits for his growing army—the Dreadhost—Lynn saw in him a kindred spirit: ambitious, brilliant, and unafraid of darkness. The two quickly became enamored, their union forged in equal parts admiration and ambition. But her father saw only ruin in Keldor’s eyes. He warned Lynn: "He is not your destiny. He is your undoing." That prophecy began to take shape when the ruling coven of Zalesia, in their hunger for power, unleashed a catastrophic curse upon themselves. In the chaos, Lynn’s father made the ultimate sacrifice—using the Ram Stone to seal the breach and buy time for the survivors. The cost was his humanity. Transformed and bound to the ruins, he became The Faceless One, an eternal guardian of a dead city. Keldor did

not hesitate to claim the Havoc Staff for himself in the midst of the chaos, his excuse to Lynn being that it would be injustice to let the Staff be consumed by the catastrophe. The surviving Zalesians fled into the depths of Subternia, establishing New Zalesia, a shadow of their former home. But Lynn—heartbroken, embittered, and burning with hunger for more—abandoned her people. She renounced her lineage, choosing instead to stand at Keldor’s side as his most trusted lieutenant and eventual lover. Thus was born Evil-Lyn, not merely a sorceress, but a queen of ambition—haunted by loss, driven by purpose, and loyal only to the promise of power.



Lynn as Keldor’s second-in-command



Lynn as a young Zalesian witch

- **Beast-Man’s Backstory:** Once the revered chieftain of the Zhul-Jai, a fierce tribe of Beast-Men hidden deep within the Vine Jungle, Ra'qazz earned his place by taming Vargor, a colossal six-eyed jungle predator feared even by his own kin. In the Zhul-Jai culture, mastery over the wild earns respect, and Ra'qazz stood above all—until his ambition and cruelty turned his tribe against him. Accused of driving sacred beasts to madness through forbidden rites of control, Ra'qazz was cast out, bound in ironwood chains, and left to die in the jungle he once ruled. But the jungle does not kill its own. He survived, wounded but unbroken, accompanied by a pack of feral warbeasts still loyal to him. Years later, prior to the chaos of the Great Unrest, he was found by Keldor, a charismatic warlord seeking to forge an army out of chaos. Keldor offered Ra'qazz what no one else could: vengeance and a new kingdom of beasts. In return for his loyalty and his monstrous companions, Keldor promised him dominion over the



Vine Jungle once Eternia was his. Now known only as "Beast-Man" to Skeletor's Dreadhost—mocked, misunderstood, and dehumanized—Ra'qazz remains a terrifying and loyal brute on the battlefield. But behind his snarls lies a mind of bitter cunning, biding his time until the promise is fulfilled... or betrayed.



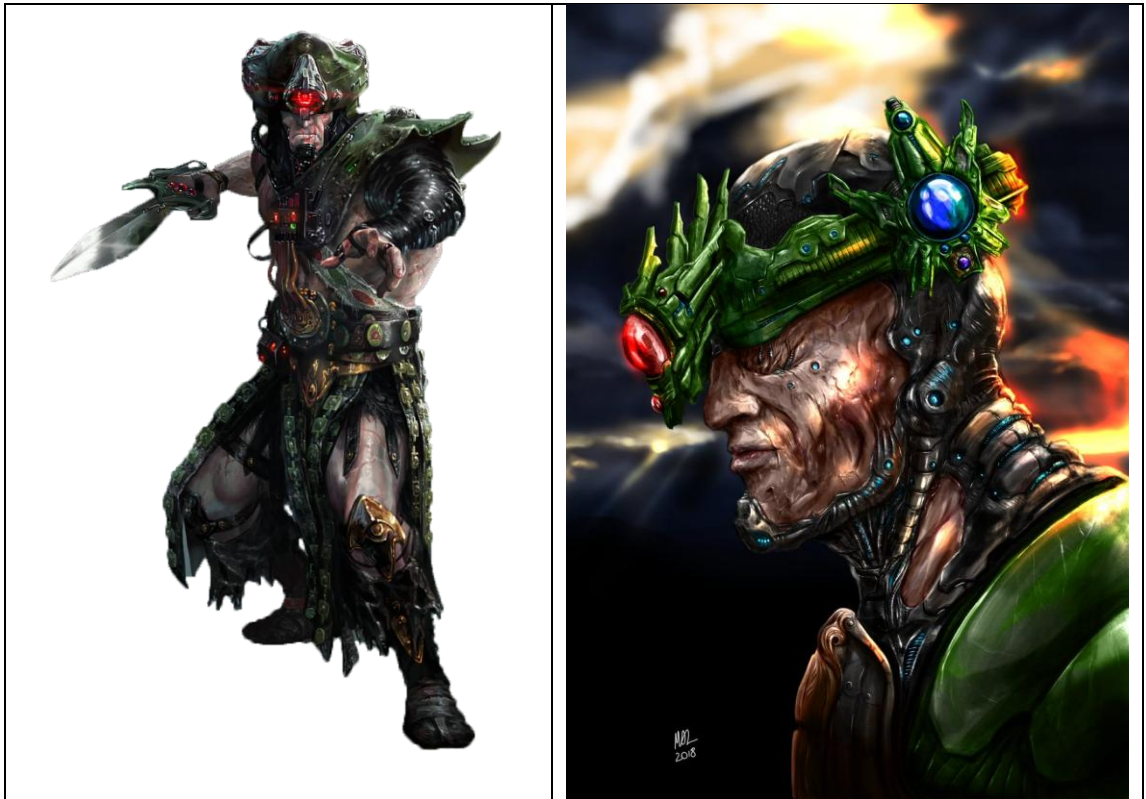
- **Tri-Klops' Backstory:** Before he was feared as the cunning bounty hunter Tri-Klops, Trydar Scope was born blind in one eye to a poor family in the slums of Drisdos City who couldn't afford any corrective surgeries to help their son. Surrounded by crime, bullies, and thugs, Trydar sought a way to ensure he could protect himself and ensure nobody ever pushed him around again, which unfortunately happened quite often due to his poor vision. Despite his poverty, Trydar had a mind as sharp as any blade, and he studied both magic and science carefully, becoming an autodidact on technomancy. By the time he was an adult, he fused salvaged scrolls on sorcery with scavenged science to create a genius prototype that would later become known as the legendary Tri-Optic Visor. He then fused the visor to only respond to his unique neural signature, ensuring nobody could ever steal his tech and use it for themselves. The visor had three lenses – one red, one green, and one blue – that each possessed both a passive function (vision/utility) and an active function (energy attack).
  - o The red lens was the Seeker Lens. It combined telescopic, night vision, and x-ray vision into a seamless mode that isolated life signs, heat signatures, magic auras, and even track through walls and dense terrain. He primarily used Seeker mode for tracking his prey and for scouting ahead through unknown or

hostile terrain. When the visor was set to Seeker mode, it also granted Tri-Klops with laser vision as a form of self-defense.

- The green lens on the visor – also known as his Disruptor mode – was powered by low-level A.I. and predicted enemy movements and weak points during battle, using real-time data to concoct an algorithm of the enemy's combat style, allowing Tri-Klops to win every duel or scrap he found himself in. It also allowed Tri-Klops to interface with Eternian weapons and tech wirelessly without him having to plug into any pieces of hardware like cyborgs or robots had to. As a form of self-defense, the Disruptor lens could emit an EMP shockwave that overloaded nearby machines.
- The blue lens – called the Foresight lens – used magic so that Tri-Klops could view brief glimpses into potential futures, filtered through predictive probability and arcane distortion. The effectiveness of this clairvoyance depended on Tri-Klops' mental clarity and the intensity of the situation he found himself in. If he used his Foresight lens too often, it would cause disorientation, seizures, or reality bleed where Tri-Klops was temporarily unable to discern the difference between reality and potential future. This ability of foresight was possible thanks to arcane symbols engraved on the interior rim of the visor. As a form of self-defense, when in Foresight mode, the visor could cause short-term feedback loops in tech as well as a spell that slowed down time by a few milliseconds within a small radius surrounding Tri-Klops. This was useful when Tri-Klops found himself surrounded by waves of enemies.

This mechanical marvel that was the Tri-Optic Visor earned Trydar the nickname “Tri-Klops” as he began using its advanced capabilities to make a name for himself in Eternia's underworld, eventually rising as a bounty hunter. Tri-Klops became a name whispered in bounty circles with equal parts awe and dread. Tri-Klops didn't believe in honor or mercy. He didn't need to. He hunted fugitives, warlords, and rebel mages across the planet's shadow corridors — and always got paid. The visor gave him an edge no one could match, and he trusted only in one thing: the contract. During the height of the Great Unrest, Tri-Klops accepted a high-priced commission from the government of Eternos itself: eliminate the insurgent tactician Keldor, accused of inciting rebellion and high treason. Tri-Klops spent weeks tracking the rogue Gar across Eternia, finally ambushing his caravan under a bloodstorm sky. But for once, the kill didn't go as planned. A rival bounty crew had followed Tri-Klops' trail, aiming to take both target and hunter for their own prize. Outnumbered and ambushed, Tri-Klops was gravely wounded — his visor damaged, his systems failing. When the dust settled, it wasn't a noble who spared him. It was Keldor. The rebel warlord had every reason to finish him off. Instead, Keldor offered Tri-Klops shelter, mended his wounds, and even helped repair his damaged visor using ancient Gar components. “You're a man of vision, Tri-Klops. But you've never looked past the next paycheck”, Keldor told him. Half-delirious, Tri-Klops activated his temporal lens to assess this strange mercy. In that fractured moment, he saw dozens of futures – most of them ending in death, rot, or irrelevance. But in one... he saw himself standing beside Keldor, not as prey, but as a builder. A warrior-technician. A legend. That single glimpse lodged in his mind like a nail. Tri-Klops never returned to the

bounty circuit. He swore loyalty to Keldor, not out of fealty or ideology — but because his life had been saved by someone who owed him nothing... and because he had seen a future where he meant something more than a hunter. He became Keldor's master of surveillance, counter-magic, and battlefield strategy. He designed droid scouts and mobile turret-eyes known as Doomseekers, reshaped Snake Mountain's defenses, and served as Skeletor's most calculating war asset once Keldor fell to corruption and rebirth. He is cold, yes. Efficient. But not ungrateful.



- **Trap Jaw's Backstory:** Kronis was originally a Gar and a cyborg thug who led a gang of cutthroats and thieves likewise augmented with choppy, harsh-looking cybernetics. These parts came as a courtesy from Drexson Builds, who provided the illegal modifications in exchange for all of the parts Kronis and his gang would “reclaim” for the company. Kronis and his crew were eventually caught and arrested by the local authorities and placed into hard labor where they slaved away in the mines as punishment. Once Keldor had broken free out of the Eternos dungeons, he set out about gaining allies and he started by liberating the prison mines, promising the inmates glory, revenge and treasure if they joined in his cause of overthrowing King Randor. Kronis fought for Keldor in the Great Unrest, where he suffered major injuries such as the entire lower half of his jaw. Thanks to Tri-Klops, Kronis survived and his jaw was rebuilt with mechanical parts. Kronis used his mechanized jaw to great use by breaking pistols and shattering blades with a single bite. His cohorts have referred to him as “Trap Jaw” ever since.



