

EXPANDED STORY MAP - GREY HOLLOWS BANDITS

By

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Setting

The setting takes place at midnight, in the middle of the dusty bandit base known as Grey Hollows. The former middle-western town, now taken over, is on fire, buildings and vehicles destroyed and scattered across the stretch of the town's main road, alongside several dying bandits. The run down stores and storehouses of the bandits' takings are destroyed, a plethora of miscellaneous items thrown about the town. The fire lights up the night, a hue of orange lights blanketing the area and its people. The buildings high and low and shining with the flames.

It's an already warm summer night, with skies so clear the world above the disastrous scene displays a beautiful show of shooting stars and clear constellations, all accompanied by a full moon. A calm wind flows through the town, the scent in the air being that of burning woods and blood. This takes place eight years to the hour after the disappearance of El Dorado.

Characters

El Dorado, the former leader of the bandits and the one who disappeared eight years prior, stands at the scene as the one responsible for the carnage of his former family and home. He infiltrated the camp with the intention of wiping out the bandits, as over the years he no longer believes in the ideology of stealing or hurting the innocent. With his former disciple Jasper Django now leading the bandits, he feels it's his responsibility to personally cut down Jasper and the other bandits, then himself as to atone for the sins of the bandits. He possesses many special glowing tattoos, all with different powers. He's been careful not to show too many off to anybody.

Jasper Django, the current leader of the bandits, arrived at the scene once hearing about a lone man infiltrating and destroying the town. At the center of town, he finds El Dorado. With his mentor, whom he was searching for many years now standing there slaughtering all of those he was taught to protect and help prosper, he is left with the conflict of what he should do. Either slay his mentor, try to join him, or to just try and save the other bandits. His life goal was to find his mentor and with

that goal accomplished, he's filled with uncertainty. His only certainty is that he comes to find that his closest friend Koger is critically injured during an attempt to fight El Dorado, and with that comes an urge to fight and protect. Jasper possesses a single glowing tattoo, received from El Dorado. It's in the shape of a phoenix and allows him to summon a special, glowing whip that can blind anything it touches.

Koger was at the gate of town doing some repairs when El Dorado appeared, and although at first, he was ecstatic to see him, was quickly shocked when El Dorado struck him before rushing into town to destroy everything. Koger followed and engaged in a long battle before being cut down trying to protect a fellow bandit. Koger feels confused and betrayed, but still chose to follow El Dorado's teachings of treating the bandits like family and stuck to that until the end.

Plot/Problem:

A mysterious man infiltrates the bandit camp, then starts slaying the bandits and destroying the town. This man turns out to be the former bandit leader El Dorado. The current leader and former student of El Dorado, Jasper Django appears to intervene, after his closest friend Koger has been badly injured. El Dorado left several years prior once he learned that one of his previous (supposedly dead lovers) had survived, and quietly left to join her. Over time he came to learn to despise the bandit life, and with Jasper making the bandits as strong as they ever had been, he thought it necessary to wipe them all out himself, then as a form of repentance, to kill himself afterwards.

This is important to Jasper's development as his life goal was to find El Dorado after he disappeared, since his mentor was the only person to show him compassion growing up. Not only is El Dorado showing back up important in the matter that Jasper's life goal was achieved, but it was twisted as he was raised to treat the bandits like family and to live for the bandits by the same man who is now slaughtering them all. This will leave Jasper no choice but to grow, whether it be growing positively or negatively as his entire goals, motivations, and complete understanding of the world will change drastically after these

events. For the plot to continue for Jasper, El Dorado will need to either escape or die (which is El Dorado's end goal).

Events

Event 1 - El Dorado and Jasper stand at opposite sides of the road, with burning buildings on both sides of them. The town's exit is behind El Dorado. Jasper stares down El Dorado, with a look of sadness and shock on his face, an expression he's never shown to anyone. Jasper can't bring himself to speak any words, and the same goes for El Dorado as he stares ahead at Jasper with his own tired expression. El Dorado reveals one of his many glowing tattoos, and a glowing dagger appears in his hand. Jasper, without thinking, reveals his only glowing tattoo, and summons forth a glowing whip. From here on, the two will battle, using their environment to their advantage, with no words spoken, until one falls in battle.

Event 2 - Jasper defeats El Dorado in battle. It's at this moment all El Dorado's tattoos disappear and suddenly appear on Jasper's arm. Looking down at his dying mentor, Jasper confronts El Dorado about the incident where he reveals his intentions, why he disappeared and why he returned to attack. Jasper is stunned and confused, and slowly starts to hyperventilate as everything he's ever known, physically and mentally are being challenged. It's revealed that the tattoos belong to those who defeated other tattoo possessors. When asked why Jasper inherited the phoenix tattoo after defeating him years ago, it was because that tattoo is special - and is awarded to those who can defeat the previous holder through emotional resolve. Jasper years ago, had a resolve for the bandits' future that El Dorado didn't have, and thus El Dorado lost that battle - and his tattoo. El Dorado, proud of his disciple apologizes for not being there for him, and quietly dies, not having a clear answer for the path ahead. Surrounded by the fires of destruction, death, and disappointment, overcome with confusion, Jasper screams into the sky, having a complete mental breakdown for the first time in his life.

Event 3 - With the town destroyed, alongside most of the bandits' stolen goods, and a large majority of bandits killed (including Kojer being left with a severe limp), Jasper decides

that the remaining bandits need to relocate, and reflect on their lives and actions. With a dozen glowing tattoos on his arm, Jasper gains a plethora of new abilities and with very little left where he's at, the small crew of bandits march towards the sunset where they decide they need to all do some soul-searching.

Outcome

The player who controls Jasper now has access to a large new variety of abilities and items through the glowing tattoos. The cast changed drastically, leaving the player with a smaller, more concise crew to work with for the journey ahead. Jasper, and the rest of the bandits, came to a cruel realization through El Dorado's attack, with some thinking of how El Dorado must have felt. Some want to quit the bandit life altogether, and some want to continue to live their regular lives, and some want to do anything they can just to spite the man who was once their leader. Jasper, with his life goals and motivations completely challenged, must take time to decide on what he needs to do, and the player will be given the choice of whether Jasper will continue onwards as a bandit, or quit the bandit life in the search for something different.