

AJ This document and its information have been pulled and reformatted from Ghost Moth's internal game bible.

CHARACTER PROFILE

Age:	48 years old
Pronouns:	He/Him
Gender:	Cis-Male



Appearance:

AJ is a decidedly tall, muscular minotaur. Purple eyes, brown fur and dark brown hair. He wears a Roman-style pteruges and prefers an axe.

Likes:	Dislikes:
Tea	Stereotypes
Fables & Poetry	Being judged (stereotypically)
Cozy nights	The reality & perception of unfairness/ wrongdoing/evil
Intellectual conversations	False fables - stories based in truth that are incorrect.
Sanctity of nature and belief.	

Background: (spoilers)

AJ was born to a human father and a minotaur mother. His parents were the ruling monarchs of Aaramoor, the capital city of Ambrios. Primed to take his their place, he was raised in a learned and sophisticated way by his father, and taught the natural laws of nature and the benevolence of the Mother Goddess by his mother, a priestess. He was defeated and imprisoned beneath the city when the Forces of Light fell upon Aaramoor.

Personal relationships:

AJ's relationships within the dungeon are carefully curated or completely avoided. He allows those around him to believe he is as he appears, a big, strong brute, rather than the prince he was born to be, and he portrays this image like a shield. Despite this, his good and delicate nature makes itself known in his relationships with characters such as Philomela, Jett, Oren, and the player. He portrays a brute to the elders of the dungeon whilst taking on the role of the calm-loving-big-brother to the younger denizens, as denying his nature entirely would ultimately destroy him.

Personality:

A rough exterior with a heart of warmth and coziness. AJ's sturdy demeanour will soften as the player shows him kindness and trust as the walls begin to fall throughout the game.

AJ's importance in the story:

AJ is one of 9 romanceable characters the player can interact with in the game. In the overall storyline, AJ serves as a guardian of the labyrinth, one of the entrances to Torkadall and a second-in-command to Konstantina, the war general. Upon defeating the Forces of Light, AJ will return to Aaramoor to take up his late parents' responsibility in rebuilding the city and the continent.