

ANGEL'S SHADOW

The Sith Lord Behind the False God

Angel's Grand Deception + Xerathor's Descent

Prequel Game Trilogy • Lore Companion

From the light of hope to the silence of the dark side

A chronicle of betrayal, loss, and the birth of Xerathor

FOR THE PREQUEL TRILOGY PROJECT

THE FALSE RELIGION

Weapon of Division

The Scheme

- Angel, secretly a powerful Sith Lord, engineers an entire religion around the fabricated god Mathiosus.
- Purpose: To divide the galaxy — turn allies against each other, fracture the Jedi Order, and sow chaos under the guise of spiritual enlightenment.
- The religion demands absolute obedience to “divine will,” replacing critical thought and personal morals with dogma.

The Trap

- Many Jedi, including Xenadu's friends, are pulled into this movement, believing it represents a new golden age.
- What begins as hope becomes a weapon of control.
- Faith is twisted into a tool of division — the perfect Sith gambit.

THE DECEPTION OF PROTECTION

Manipulation of Love

The Emotional Trap

- Angel preys on Xenadu's deepest fear: losing Kortnei.
- He convinces Xenadu that only by embracing the "secrets" of the new path can he truly save and protect her.
- Xenadu, desperate and manipulated, pushes Kortnei away and commits increasingly immoral acts under the belief that it is necessary.
- Angel's lies exploit Xenadu's love, turning it into a chain of control.
- Love becomes the weapon. Protection becomes the cage.

THE REVELATION & EXECUTION

Fall of the Deceiver

The Truth Revealed

- Xenadu eventually uncovers Angel's true identity and ultimate plan.
- He realizes the religion, the betrayals, and every "necessary evil" were all part of Angel's scheme to fracture the galaxy.
- The final truth hits hardest: There was never a way to save Kortnei through Angel's methods — it was all manipulation.

The Price of Victory

- Consumed by rage and grief over what he was tricked into doing, Xenadu kills Angel in a furious confrontation.
- In victory, he claims Angel's primary saber along with the four sabers of his betrayed friends.
- The first steps into darkness are taken in the name of justice.

THE BETRAYAL TIMELINE

From Friends to Enemies

The Path of Fracture

- Xenadu questions the new religion □ Heated moral arguments with friends.
- Friends fully convert to Mathiosus worship and label him a traitor.
- Ambush at the landmark: "You are a traitor to Mathiosus."
- Xenadu barely escapes, then hunts them in revenge boss fights throughout Prequel Part 3.
- All roads lead back to Angel — the architect of division.
- The wound of brotherhood broken is the one that never fully heals.

THE WEIGHT OF LOSS

The Fall into Silence

Companions & Family

- Throughout his journey, Xenadu (the joyful, talkative Jedi) was never truly alone.
- Ryder, his Force-sensitive chimpowean companion, rode on his shoulder and back from the very beginning of the 1st Prequel through the entire 3rd Prequel — a loyal, mischievous source of light and comfort.
- After losing his father and mother, Xenadu was forced to send his

The Final Breaking

- Betrayed by his friends and forced into exile alongside Kortnei and Ryder, the weight of accumulated loss continued to mount.
- In the chapter immediately before the final one, Ryder is killed. The loss shatters what little remained of Xenadu's spirit.
- From that moment forward, Xerathor — the fallen Sith — becomes mute. No more words. Only breathing, presence, and action.

Design Note

- Creator's Intent: Ryder's death was deliberately written to make the audience feel profound loss — the same crushing emptiness Xenadu experiences. This loss becomes the final breaking point that silences Xerathor completely.

THE MUTE SOVEREIGN

Xerathor vs. Xenadu

Two Selves

- Xenadu (Jedi era): Full of joy, laughter, words, and a sense of fulfillment. A beacon of hope despite hardship.
- Xerathor (Sith era): The broken, silent antagonist shaped by relentless loss, betrayal, and manipulation.
- The death of Ryder becomes the final fracture — turning the once-vibrant Jedi into a void of silent brutality.

The Living Wound

- His right arm (severed by Kortnei on Darthmythios) remains unreplaced as eternal penance.
- He channels the pain into a summonable Force Ghost Arm (starfield energy laced with X-Sigil runes).
- Deeply conflicting emotions toward Kortnei persist: love for the light he failed, hatred for her abandonment.

- The silence is not emptiness of mind — it is the absence of hope that once gave voice to joy.

PARALLEL RISE & LEGACY

Xerathor & Xerathena

Two Paths of the Dark

- Both reborn as lone Sith after Darthmythios.
- Xerathena (Kortnei): Disciplined protector of the innocent, executioner of true evil.
- Xerathor: Seeks absolute freedom and delivers judgement on a galaxy that judged him.

Legacy Weapons

- In the Original Trilogy games:
 - Uses the betrayers' sabers against Straylus (2nd installment).
 - Faces consequences involving Xerathena (3rd installment).
- The missing right arm remains his living memorial to Kortnei — love and resentment forever intertwined.
- Force Ghost Arm summonable in moments of peak

Core Wound

- The betrayal by his closest friends — orchestrated through Angel's false god Mathiosus — was the wound that truly birthed Xerathor. The X-Sigil spins not only with grief for Kortnei, but with the rage of brothers who chose dogma over bond.

THE FINAL CHAPTER

Silent Killing Spree

The Mute Chapter

- The 3rd Prequel's final chapter belongs entirely to Xerathor the Mute.
- No dialogue. No monologues.
- Only heavy breathing, the hum of sabers, and raw, unrelenting action.
- A brutal, silent rampage driven by the accumulated emptiness — the loss of Ryder serving as the tragic capstone that empties him completely.

Gameplay Shift

- The final 4 boss fights are deliberately designed to feel silent and profoundly lonely.
- With Ryder gone and Xerathor fully fallen to the dark side, the combat system undergoes a complete transformation:
- From: Pacifist-leaning playstyle with co-op teamwork mechanics featuring Ryder.
- To: Pure lone silent brutal combat — aggressive, heavy, and merciless.

- Each of the final 4 bosses emphasizes solitude — vast empty arenas, no allies, and a focus on raw power and silent execution. Xerathor's moveset becomes significantly more aggressive: faster, stronger, and more vicious combos, enhanced by dark side fury.

PATH TO REVENGE

Prequel Trilogy – Part 3

The Hunt

- The betrayal becomes the central drive of the 3rd prequel installment.
- Xenadu hunts down his former friends in a series of intense revenge boss fights.
- He defeats them one by one, claiming their lightsabers as trophies and symbols of their fallen brotherhood.
- These sabers are later incorporated into Angel's multi-saber style (four friend sabers + Angel's own).
- After killing Angel, Xerathor claims the full set — using the corrupted sabers of his betrayers as his secondary weapons.
- Every claimed blade is a memory of what was lost — and a tool of what remains.

LEGACY OF THE BETRAYED SABERS

Original Trilogy Era

Echoes of Brotherhood

- In the Original Trilogy game releases:
- 2nd Installment: Xerathor wields the sabers of his fallen friends against Straylus.
- 3rd Installment: He uses them in combat involving Xerathena.
- The blades serve as constant reminders — glowing with corrupted energy, still bearing faint traces of their original owners' signatures.
- Every duel with these sabers deepens Xerathor's void: justice delivered, yet hollow.
- The weapons of brothers become the instruments of judgement.

PAUSE SCREEN DESIGN

After Ryder's Death + Angel Boss Fight

Primary Image

- Xenadu holding a dead Ryder in his arms, sobbing over him silently while holding him tightly.
- Dark clouds with red haze and red sky, with a red reflection over the waters.
- The pause screen symbolizes the grief that silenced Xerathor.

Alternating Views

- Pause screen changes moments randomly from him holding Ryder to him with his back turned, slouched down, standing on a dark lake.
- The dark red sky reflects off the water.
- Dark hazy clouds symbolize the dark thoughts that cloud his character and voice.

Emotional Core

- This visual language captures the exact moment the light dies — the silence begins, and Xerathor is born from the ashes of Xenadu.