Alezar was born to the wealthy Gaelenica family. The son of a powerful but notorious warlock, Alezar had a childhood of strict discipline and hard study. Despite this, he wasn’t deprived; in fact, his childhood was pretty standard affair for an aristocrat. Never having many friends, but having many connections and acquaintances, Alezar looked set for the road to warlock success.

As he reached his teens, however, he began to chafe under his father’s strict regime. Often stripped of his freewill to serve as a pawn in his father’s aristocratic machinations, he began to resent the lifestyle he and his family led. Arguments were common in the Gaelenica household, as were slammed doors and occasional beatings. Alezar would often sneak off into the city, where he became enamoured with the Wardens; the authority to stand up to evildoers like his Dad was very attractive to him. He told himself he would join up one day.

Several attempts by his father to marry him off to people he’d never met turned out to be the last straw for Alezar. He packed up a small bindle of things, and ran away for good. Dwelling in the wilderness for a spell, he picked up a very pragmatic outlook, one necessary for survival in harsh conditions, one he would carry forward into his Warden career.

After several months in the bush, Alezar was found by passing Wardens on mission. Being somewhat of a fanboy, he begged and pleaded for the Wardens to take him with them. The Wardens eventually relented, begrudgingly escorting him through the woods. When the band was attacked by bandits on the road however, Alezar proved himself no coward, and made an impressive display of helping the Wardens. Suitably awed by his skills, the Wardens took him to Sergeant Garrix. Garrix offered Alezar Warden training, which Alezar took on eagerly.

Now Alezar is a team leader of a Warden band, and views it his absolute duty to make the world better, by any means necessary.