

Blood and Roses Outline/Content Needs

- Zone theme: Vampires vs Werewolves vs Humans
 - Amityvale is under the protection of the Rose and the town is larger, walled, and much safer than it used to be. In fact, it's been so peaceful inside the walls, for so long, that the townspeople are very alarmed by the renewed attacks against the town.
 - The moon has phases now, but the area is still under eternal twilight.
 - The influence of the Rose has started to have lasting effects as magic is being subdued and thus the Moon is no longer being eternally full.
 - The Darkness Guardian Tower is restored and Frydae rules over it and his vampire minions, chained werewolf servants, and guardian ghouls.
 - Active, crowded, trying too hard and boarding on tacky
 - Still east and slightly north of town
 - A dark palace/mansion is newly built into the [side of a mountain](#) and ruled over by Safiria and her vampire minions.
 - Simple, refined
 - Evidence of alchemy/chemistry
 - Northwest of town on the small mountain by the lake
 - Werewolf camps are hidden, dirty, and look like they're ready to move at a moment's notice.
 - Evidence of alchemy/chemistry but everything is cracked, mismatched, incomplete
 - South of town
- Zone Story
 - **War: Friday the 13th: Full Moon**
 - The werewolves are attacking Amityvale and they're after Thursday.
 - Player and Raven, Thursday's best friend and a member of the Rose, try to protect her.
 - Thursday's barrier is breached and Lon is trying to drag her away when player and Raven come to the rescue.
 - Chaney, in human form, declares they have to protect Thursday, then shifts into werewolf form.
 - Declares that the player doesn't know the danger Thursday is in.
 - The curse will find her too.
 - The townspeople are alarmed, they've started to enjoy the security provided by the Rose and don't want to lose it.
 - Several have suggested that Thursday be given to werewolves if that's all they want, but Neron refuses.
 - It's only the calm before the storm, as Neron suspects. The vampire camps have broken into two factions and both, as well as the werewolves, want to get their hands on Thursday.

- **Quest 1: *Swamp Lake***
 - Player looks for evidence of what happened to Lon and Chaney
 - Lake is overrun with were wolves
 - Chaney's shack is burnt down
 - "Boss" werewolf knows of Thursday
- Neron wants to answer some complex questions about the monsters that rule over Doomwood. The numbers of both werewolves and vampires seem to be growing.
 - Are vampirism and lycanthropy viral (natural) or cursed (magical)?
 - Are vampirism and lycanthropy related?
 - How does the sickness or curse spread exactly?
 - Does it have to be a bite?
 - Could they be cured or decursed?
 - Does it depend on length of the infection?
 - If magical, what happens as magic is drained away from the sample?
 - Is anyone immune?
- **Quests 2, 3: *Blood Patrol* (Vampires)(Werewolves)**
 - Neron sends player out on patrols and tasks them with collecting vampire and werewolf blood and hair/fur samples for him to study.
 - Boss monsters - former townspeople
- **Quest 4: *The Locket***
 - A gift arrives for Thursday, a new locket, reminiscent of the original necklace she lost years ago and that has, again, disappeared. Player suspects it was her ancient relative that sent it.
 - Neron also senses that the pendant has blood magic on it but Thursday refuses to give up the necklace. He warns player and Raven to keep an eye on Thursday.
 - Thursday becomes despondent over the magic being drained from Doomwood, over the moon changing phases, and over the poor werewolves.
 - Werewolves start to howl in the woods right outside of town and the townspeople grow increasingly nervous that another attack is pending. A fight breaks out in front of the town hall over whether or not to turn Thursday over.
 - Thursday disappears during the fight, her window is left open and the walls of her room are scrawled with white circles... full moons.
- **Quest 5: *The Dark Tower***
 - Player and Raven head out to the Darkness Tower in search of Frydae and Thursday. They encounter lots of werewolves in the woods outside the tower, many being commanded by Guardian Ghouls.
 - They discover it's been restored to its former glory and is now full of Guardian Ghouls, well dressed vampire minions (that have joined Frydae from outside sources), and werewolf servants.
 - They fight their way to a bored Frydae who's silhouetted and reading from a dusty (*cough* /ashcovered) book (you never see his face and he's wearing

gloves) but, when you accuse him of taking Thursday, he becomes incensed that she's gone and blames you for not keeping her out of danger.

- Frydae still hasn't turned anyone himself, he refuses to turn "peasants" and Thursday is the first of his lineage that he found worthy
- He wants to create an elite class of vampires that will rule over everyone else on Lore; humans, werewolves, "low class" vampires, everyone.
- There is no sign of Thursday at the Darkness Tower.
- **Quest 6: Bitten**
 - Player and Raven head out to confront the werewolves south of the town.
 - Player searches several camps but find no sign on Thursday.
 - Player finds Lon and Chaney at one of the larger camps, with Chaney in the midst of his own experiments on cracked and forged equipment.
 - Chaney isn't even sure if it's magical or natural... there seem to be aspects pointing to both.
 - Chaney is also upset that Thursday is missing.
 - He reveals that she is immune to lycanthropy... the only person known to be (due to one of her relatives having a magical background, but he doesn't know what type of magic - Fairy? Dragon? Elemental?).
 - Lon, while trapped by a hunter's snare, accidentally bit Thursday and she didn't turn.
 - He has more control over his form (werewolves up to this point have just been feral, unable to shift back to human form) due to having a small sample of her blood that he had been studying from when he bandaged her wound.
 - He thinks he has a cure but he has no one to test it on, so he inoculates himself with his attempt at a cure and then injects himself with Lon's blood.
 - The curse of vampirism will fundamentally change her blood and cause the cure for lycanthropy to be lost.
 - He reveals that there is now a second camp/nest of vampires who have also been after Thursday... led by Safiria.
 - One of the vampire nests burnt his cabin to the ground and he lost all the work he had done, which is why the werewolves went to attack Amityvale and try to "save" Thursday.
 - He stresses that they only want to protect Thursday and make sure the curse of vampirism doesn't take away their chance to regain their humanity.
 - Raven accuses them of wanting to use her friend, just in a different way than the vampires.

- Neron doesn't have the lenses or power to magnify the samples and really see the individual cells.
 - Use Penguin Shrink Ray to shrink down to cell size in order to get a closer look.
 - Fight viral dark and light monsters, combined/infected cells, and white blood cells.
 - Neron can't find any way of reversing the change and has determined that, once the cell has been consumed by darkness or light infection, the elemental portion becomes an integral part of the cell and can't be fully purged with magic or medicine without killing it.
 - There does seem to be a little promise with slowly draining the magic from the sample but the process is unpredictable and can result in either sickly cells where the amount of the infection is at least reduced, dead cells, or the elemental portion fully taking over the sample.
 - Neron is fascinated with what you learnt from Chaney. He knows that Chaney won't be welcome in town, so copies some of his notes for you to take to Chaney to give him in exchange for stopping the werewolf attacks on townspeople and travelers. They might be able to work together, even if it has to be in secret, to try and find some solution to the infection.
- Chaney is hesitant to accept the notes. He wants the Rose to stop attacking werewolves and wants you to recover his research that one of the vampire nests stole. He describes the book... which you remember in the hands of Frydae.
- You, Raven, and the werewolves are planning out an attack on the Darkness Tower when an emissary of Safiria comes to summon you, Raven, and Chaney to her castle.
 - You meet on the shore of the lake by the castle with the almost full moon rising in the night sky.
 - Safiria, long ago, made a deal with the Moon to ensure the darkness in Doomwood and has now revealed to Thursday who her mother is (but not who Frydae is) and what that could mean to werewolves.
 - Safiria gives Thursday her mother's diary, which she found in/on her tomb/the castle.
 - Thursdays insisted that player, Raven, and the werewolves were told right away, which is why you were summoned.
- **Quest 9: Castle Crashers**
 - Frydae and his minions attack Safiria's castle to kidnap Thursday.
 - You see young, dynamic Frydae overlooking things (or posing on top of stuff) while the battle rages below.
 - His dream sequence is interspersed with scenes from the battle.
 - Dream of himself as young is interrupted by Thursday being brought in.
 - Safiria is slightly injured during the fight (face scratched) and her hair is cut.

- Frydae is now definitely on her shit list.
 - An uneasy truce is formed to rescue Thursday from Frydae's clutches.
- **Quest 10: Blood Feud**
 - Fighting throughout the Darkness Tower to recover Thursday, who is at the top with Frydae.
 - Frydae has told Thursday who he is and ~~is now attempting to turn her~~ he is now trying to totally drain her while she's trying to fight back and stop him.
 - He hasn't fed for years since no one is worthy for him to feed on.
 - Vampires don't feed on other vampires.
 - He refuses to eat lesser species - i.e. animals.
 - He refuses to feed on peasants.
 - With the first of the blood he drinks of Thursday, his face immediately gets younger.
 - Frydae is dragged before Safiria, along with whatever spies he had placed in her castle.
 - Safiria condemns them to wander alone from now on, no longer allowed to be part of any vampire nest (some kind of mark?).
 - When the Darkness Tower was being built, battles were fought over the land and blood, both human and vampire, was shed on the mortar and bricks. In one final display of power, Safiria causes the blood to erupt and the Darkness Tower to crumble.
- **Quest 11: Blood and Roses**
- In a final confrontation, Safiria wants Thursday back at her castle to keep her safe and she wants the Rose out the Doomwood so that magic can return and the permanent night will be safe.
 - Thursday refuses to leave Amityvale and her friend, which means Safiria can't attack the town to force the Rose to leave.
- Neron discusses the Rose, and what he feels their mission is, and the leadership, in more depth with the player.
 - As far as he knows, Akanthus grew up on the southern continent.
 - Was sent as an emissary after the "Day of Darkness" where Fluffy ate the Sun.
 - Told stories of giants who demanded tribute, elemental titans wreaking havoc, and battles between dragons tearing apart the countryside.
- Chaney doesn't want the Rose to leave since the Moon phases means that he, and eventually the "cured" werewolves, can spend more time in human form until a real cure is found, which put him at odds with Safiria.
 - Working in secret with Neron and Thursday, Chaney is able to restore some humanity to the werewolves.

- Raven becomes Neron's emissary to the werewolves and splits her time between Amityvale and the werewolf camps, depending on if she's shifted or not.
- The werewolves crown Chaney as their King.
 - One of the other werewolves, Constantin, doesn't want a king.
- **Side Quest: Missed Raven**
 - Raven remembers how the Doomwood became her home.
 - Just after the player was frozen was a dark time, since their absence left a void in the hero department.
 - Travelling through the Doomwood was extremely dangerous as werewolves and vampires multiplied and constantly attacked the roads and Amityvale itself.
 - Her family was originally from the western continent, Azaveyr, where magic users are revered and those without magic are looked down upon.
 - Her father was a scholar and lived in the capitol.
 - Mistraven logo is embroidered discretely on their clothes. Or Tattoo?
 - Mother was a thief?
 - Looking for a better life for themselves and their daughter they left to explore the east but became lost in the Doomwood.
 - Raven started to be able to use magic and magic users wanted to take her away from her family?
 - They were attacked and Raven ran into the woods, her parents tried to chase after her but were killed.
 - Raven never saw what attacked them but it was magical (fire? Xan maybe?).
 - Raven is lost, alone in the Doomwood, her parents are dead, and she can hear wolves howling and bats fluttering.
 - She makes it to Amityvale but, due to the danger and the growing sounds of monsters, no one will open the door to her.
 - It is the middle of the night - even in permanent darkness, there's still a night time.
 - They not sure if Raven's already been turned or if it's a trick.
 - Howling and hissing grows louder and Raven gets more and more desperate to be let inside.
 - She makes it to the mansion and Thursday is the first and only person to open their door to her. She welcomes Raven in, saving her life.

- Monsters
 - Vampires
 - Vampire creation: Need to be drained to the brink of death - too little and you don't turn, fully drained you will actually die.
 - Vampire Bats
 - Guardian Ghouls
 - Werewolves
 - Werewolf creation: One bite and you're infected.
 - Ravens
 - Bats
- NPCs
 - Thursday
 - Her blood contains a possible cure for lycanthropy - it, at the very least, makes it possible for werewolves to shift back into human form.
 - Half light elemental - her mother is now the Moon.
 - Lycanthropy is tied to the Moon and its gravitational pull, when the Moon is full and the pull is its strongest, werewolves are forced into their feral form but pure light can drive away the "infection". The Moon is reflected sunlight and that pure light, diluted in half-human blood provides a partial cure (pure light elemental blood, on the other hand, would burn too strongly and possibly kill/maim mortal humanoids).
 - Frydae refers to her father as "Fester".
 - Raven
 - Her best and probably only friend is Thursday.
 - She's very protective of Thursday.
 - Maybe a year or so younger than Thursday, she grew up in the town made safer by the Rose and joined it as soon as she could.
 - More resources to protect her best friend who is more innocent and prone to wandering.
 - Frydae
 - Former King of Darkovia
 - "Celebrity" vampire
 - All flash, elitist - He's always hidden in the shadows but now is starting to get bolder.
 - ~~He's drinking more blood, venturing out more and is starting to look and feel younger and vigorous.~~
 - He's older looking and wizened - he hasn't fed in years.
 - Thursday is now the only person worthy to feed off of and he wants to totally drain her to gain the powers of her blood.
 - Motivation: Create elite class of vampires from those humans he deems "worthy" enough that will take over Lore and rule the "peasant" class (i.e.

anyone or any creature he doesn't think worthy enough to be a vampire in his circle).

- The vampires that follow him want to be part of that elite class.
- Afraid/intimidated by Safiria, she's never hidden in the shadows, she's ancient and powerful, and she already has minions flocking to her even though she's just awoken.
- Safiria
 - Ancient vampire
 - Refined, classy
 - Thinks vampires are superior
 - Motivation: To find a cure for the werewolves so they become human again... so they, and all other humans, can eventually become vampires.
 - Secondary Motivation: Get rid of the Rose and reestablish magic in Doomwood to ensure permanent night.
 - Safiria knows the light elemental that is the Moon, they were friends - thousands of years ago, Safiria made the deal with the Moon to ensure the permanent darkness in the Doomwood so her and her vampires would be safe. Now the Rose threatens this.
 - She recognizes that Thursday is Moon's daughter.
- Chaney
 - Werewolf - still hangs on to shreds of his humanity and can shift, but it is painful every time
 - Motivation: To find a cure for lycanthropy so his brother, himself, and all other werewolves can be human again.
 - Becomes Werewolf King
- Lon
 - Werewolf - almost fully feral at this point
- Magus Neron
 - Hooded figure
 - Scarred by magic as well somehow (if we ever reveal his face/hands)
 - One of the victims of Akriloth's rampage, Neron, much like Drakonnan, lost his family. He also suffered burns over much of his body.
 - He specializes in healing magic and magic "genetics" and was a doctor before Akriloth destroyed his town.
 - Motivation: Keep order in Amityvale and keep the town and townspeople safe from the dangers in Doomwood.
 - Assigned specifically due to his interest in healing and questions behind the vampiric and lycanthropic infections.
 - Study the effects of magic draining the area and how creatures are reacting to it.

- Moon
 - Light elemental - Amaris
 - Thursday's mother
 - Light goth look - very blonde but dark eyes
 - She was banished to the Moon by the other light elementals due to the bargain made with Safiria to leave Doomwood/Darkovia in permanent darkness.
 - She can only come to the surface of Lore during an eclipse.
 - Story told in diary that Safiria gives to Thursday
 - Her job as a light elemental was to guide the moon across the sky each night.
 - Amaris was fascinated by darkness and on the nights of a new moon would explore the woods.
 - Cornered by Safiria one night who, when she realizes it's an elemental and not a mortal, talks with her and they become friends.
 - Safiria is either leader of a small nest or alone at this point - not queen yet.
 - Safiria lives in fear of the daylight and the humans that hunt her and her kind in it.
 - Vampires are more savage and violent since they're trying to protect their hiding places and themselves.
 - The Moon rising brings the night, darkness, and safety.
 - Amaris decides to stop a spectral Moon in the sky over the woods where Safiria lives.
 - If the Moon never sets, the Sun will never rise.
 - It protects her friend and gives the vampires a safe place to live.
 - The vampires won't have to violently and savagely protect themselves from the daylight and humans that hunt in it.
 - She can visit her friend and explore the darkness more often.
 - Other light elementals are upset by this deal, since those woods are now given over to darkness.
 - They curse Amaris to be tied to the deal - she has to stay with the spectral Moon to keep it in the night sky. If she leaves for a significant amount of time, the moon will set and the deal will be broken.
 - If the Moon sets, the specter will dissipate which will cause Amaris's light to dissipate too.
 - Amaris fell in love with a mortal who lived in Doomwood and would spend hours staring at her in the sky and talking with/at her.
 - Frydae's descendent
 - Fester
 - She risked spending one night in human form to visit with him and ended up staying until almost daybreak.

- Thursday was conceived and left with Fester, who eventually died of a broken heart since Amaris didn't dare leave the moon again.
 - Frydae doesn't know who Thursday's mother is but, after Fester died, took care of Thursday from afar.
- How is Thursday born?
 - Formed from light?
 - Moon Cabbage Patch Kid?
 - Fester is the pregnant one?