

## Vale of Myth Narrative Bible Sample

### Character List

#### Major NPCs

##### Sienna

<b>Gender</b>	Female
<b>Age</b>	27 years old
<b>Height</b>	5'4"
<b>Weight</b>	150 lbs
<b>Build</b>	Acrobats build
<b>Race</b>	Human / Succubus hybrid
<b>Skin Color</b>	Medium
<b>Nationality</b>	Italian
<b>Hair</b>	Long, braided red hair, trailing off the right shoulder
<b>Eye Color</b>	Red
<b>Personality</b>	Warm
<b>Governing Trait</b>	Compassionate
<b>Conflicting Trait</b>	Flirtatious
<b>Secondary Traits</b>	Swears often, has a short temper
<b>Extroverted or Introverted</b>	Extroverted
<b>Love Language</b>	Quality Time
<b>Strongest Dream</b>	To be human again
<b>Strongest Fear</b>	Being unjustly and eternally damned due to her Succubus transformation
<b>Religious / Spiritual Beliefs</b>	Originally Catholic, but she feels cut off from her religion
<b>Attitude toward Religion</b>	Angry, as those of her faith now look to kill her
<b>Attitude toward Government</b>	Favors rule by the Doge
<b>Attitude toward Law</b>	Law-abiding where possible
<b>Attitude toward Cultural Norms</b>	Sienna follows cultural norms
<b>Attitude toward Magic</b>	Sienna fears magic due to her horrific Succubus transformation
<b>Attitude toward Life</b>	Sienna believes life is sacred, but her Succubus self kills while feeding
<b>Attitude toward Animals</b>	Sienna loves animals
<b>Education</b>	Middle Class
<b>Economic Status</b>	Poor
<b>Current Job/Career</b>	Tavern Dancer
<b>Behavior toward Strangers</b>	Distant
<b>Favorite Food</b>	Candied Lamb
<b>Favorite Drink</b>	White Moscato
<b>Favorite Clothes</b>	Black noblewoman's dress
<b>Character Growth</b>	Daron provides a catalyst to reawaken Sienna's human self, a self she loses after her first agonizing transformation into a Succubus (through no fault of her own). With this awakening, Sienna, seeking to regain herself and hoping to meet Daron again, she, through her own volition, seeks help from a wise woman to control her Succubus side. For Sienna, learning to control her Succubus side is a means to regain control of her life after a terrible incident.

#### Story / Plot Involvement

##### Relationships with Other Characters

- Sienna's family does not report her transformation to the church, but sets her up in an abandoned home
- Sienna witnesses Garbhan MacCallum, Francis De La Fleur, and Daron Underwood talking
- She feels a strong attraction towards Daron
  - Both Daron and Sienna struggle with desire and the guilt their religious backgrounds cause them
- Sienna may develop a romantic relationship with Daron if he passes the dating sim parody with excellence
  - Sienna's human self takes control and she confesses to him that she is a Succubus
  - While her human self is still dominant, she seeks help – in secret – to control her Succubus side
  - Sienna learns to control her Succubus side but is never able to destroy it
  - Sienna and Daron's relationship deepens over the rest of the game

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### Minor NPCs

#### Isabella of France

<b>Gender</b>	Female
<b>Age</b>	20 years old
<b>Height &amp; Weight</b>	5'5", 140 lbs
<b>Build</b>	Thin
<b>Skin Color</b>	Fair
<b>Nationality</b>	French
<b>Hair &amp; Eye Color</b>	Blonde hair, blue eyes
<b>Real-Life or Fictional Inspiration</b>	Isabella of France
<b>Nicknames</b>	Isabella the Fair, the She-Wolf of France
<b>Personality</b>	Charismatic, quick-tempered, diplomatic, highly intelligent
<b>Dark Secret</b>	While King Edward II marries Isabella of France, he has a long-term affair with Piers Gaveston. While upset by his disloyalty, Isabella of France does her best to be supportive of her husband and forms a working relationship with Piers Gaveston. After the death of Piers Gaveston, things take a turn for the worse. King Edward II begins a second affair with Hugh Despenser the Younger, who Isabella loathes. While the first affair was a strain, this second affair leaves Isabella feeling hurt, rejected, and angry. When Daron Underwood returns from the Battle of Bannockburn, he catches Isabella's eye. Isabella and Daron start an affair in secret, in which they find a mutual comfort.
<b>Religious / Spiritual Beliefs</b>	Catholic
<b>Attitude toward Government</b>	Well-versed and competent in governance
<b>Attitude toward Cultural Norms</b>	Meticulously follows cultural norms
<b>Belongs to Subculture(s)</b>	English Royalty, French Royalty
<b>Education</b>	Royalty
<b>Economic Status</b>	Very Wealthy
<b>Current Job/Career</b>	Queen
<b>Love Life</b>	Married to King Edward II, had a year long affair with Daron Underwood before he vanished from England
<b>Behavior toward Strangers</b>	Cordial
<b>Favorite Clothing</b>	Fine dresses
<b>Story/Plot Involvement</b>	Impetus for Daron Underwood to leave England and begin his character arc.
<b>Relationships with Other Characters</b>	

- Shares a consensual year-long secret affair with Daron Underwood. Daron is torn between his desire for her and his loyalty to King Edward II. At the end of the year, Daron Underwood confesses to Isabella of France his guilt, and he leaves England during the night, vowing never to return.
- Unhappily married to King Edward II
- Forms a working relationship with Piers Gaveston
- Abhors Hugh Despenser the Younger. Hugh Despenser the Younger made enemies in every stratum of English society, and was accused of murder, coercion, extortion, and piracy.
- Daughter of Philip IV of France and Joan I of Navarre

### Playable Character Summary

- Garbhan MacCallum is a 28-year-old Scotsman who travels to shame those abusing their hero status for personal gain. He is blind to his own hubris.
- Francis de la Fleur is a 24-year-old traveling French bard who is of the mistaken impression that he does not play terrible music.
- Daron Underwood is a 31-year-old former English knight with a weakness for women. He joins the group at the behest of his mentor.
- Eve is a 27-year-old Japanese Ronin who leaves her family and home to live a warrior's life.
- Siegfried Morgenstern is a 33-year-old Germanic Templar who makes a deal with the devil to re-establish the Templar Order. He views the Templar Order as both home and family.

### Expanded Story Breakout

The game begins with Garbhan drinking at a tavern in Toledo, Spain. After hearing about a bounty for killing the Cuélebre, which is destroying food caravans needed by the city, Garbhan loudly boasts that he will kill the monster. He leaves town, heads to the last sighting of the monster, lures it out of its den, and kills the Cuélebre. Garbhan returns to town, but the barkeep is unable to pay the reward and swindles Garbhan out of the prize money. Just as a fight is about to break out, Francis De La Fleur walks in. Sensing the mood, he tries to sing to bring a peaceful end to the altercation. His singing drives all the patrons from the tavern, and guards arrest Garbhan and Francis for disturbing the peace.

While the protagonists are in prison, Satan magically unlocks all cell doors – including those on the kennels – in a bid to kill Garbhan and Francis to prevent them taking part in the Third Trial (a divine contest). Wolves from the prison start killing guards and prisoners alike. Garbhan and Francis kill the wolves, rescue the prisoners, and the captain of the guard lets the protagonists free for their efforts. Francis, tired from his travels, asks Garbhan to escort him back to Paris in exchange for fame. Elsewhere, the Garguiem isolates Bosque's Bunch (bandits) to the Spanish Cliffs by destroying the east bridge out of Toledo and by making a den near the Old Monastery. Since the east bridge is down, Garbhan and Francis fight their way through an alternate route in the Toledo Mines to reach the Spanish Cliffs. While traveling the cliffs, Garbhan and Francis fight and kill the Garguiem. Gaea then appears to them in human form and explains she is here to guide them. To avoid arousing suspicion, she travels on Francis' shoulder in bird form. Tired from the long day, the party seeks refuge in the Old Monastery, guarded by Daron Underwood. Despite Daron's reluctance, Father Pierre allows the two to spend the night inside the monastery. Bosque's Bunch (bandits) no longer trapped by the Garguiem and desperate for food, attack the monastery early the next day. Garbhan, Francis, and Daron fight the bandits off, but Father Pierre (Daron's father figure) dies during the attack. Honoring his last wish, Daron leaves the monastery to travel with Garbhan and Francis.

The party makes their way to Whispering Falls, which they are unaware is a cult town dedicated to the Kornikaned, master illusionist fairies that feed on human flesh. Garbhan and company stop at the tavern for a drink. The barkeep here drugs the drinks without the party noticing, and the protagonists wake up to find themselves part of a sacrificial offering. With some sly help from Old Man Benjamin, whose son was last sacrificed, the heroes kill the Kornikaned and free the town.

Garbhan and Daron safely escort Francis back to Paris. He invites them to meet his family, and the trio attend a local art event, where Francis' parents will sing a song in the party's honor. There they meet Eve, who rescues the party from an assassination attempt by Hibiki. Eve chases off after the assassin, and the trio follow suit. Hibiki ambushes Eve in the winding tunnels of the Catacombs and incapacitates her. Garbhan and company confront Hibiki in the Catacombs, but Hibiki escapes by causing a cave-in. In the process, Hibiki drops a note explaining that he must return to Venice. Wisely assuming Hibiki will head that way, the party trek across the Valle dei Setti Morti swamp and reach Venice.

Garbhan and co. meet at the pub and devise a plan to canvas the town for information on Hibiki and Eve. Despite it being late, time is of the essence, and Garbhan and Francis leave to begin their search. Once alone, a woman Sienna approaches Daron. If Daron woos her successfully, then after reaching her room, Sienna reveals that she is a succubus, and that Daron has made her feel human again. She presents him with a gift out of genuine affection, and when asked about Hibiki, she tells him about a murder at the Clock Tower. With her human aspect reawakened, she says she'll see Daron again and goes on a journey to find less violent ways to deal with her half-demon nature. If Daron does not woo her, then the above scene does not happen. Either way, Daron leaves the pub.

### **Vale of Myth Narrative Bible Sample**

Garbhan and Francis notice a body hanging out of the clock tower window while waiting for Daron. One Daron rejoins the group, they knock out the guard protecting the clock tower and enter it. After fighting their way to the top, they investigate the body. Clues on the body lead the party to conclude that Hibiki was in some way involved, and a ticket dropped nearby clues them in to investigate the Amé Morte. After finding the Amé Morte in the docks, they board under the comical false pretense of being the new janitorial staff. Once the ship leaves port, they begin to search for Eve. They find her in the brig, where Hibiki and two guards are surprised to see Eve has escaped her bindings. Eve drops unnoticed from the rafters and strikes all three with lethal blows. Eve, Garbhan, Francis, and Daron all meet, and Eve joins the party. With all four party members together, the divine contest can finally begin, or at least it can begin after they escape from the Amé Morte. Hibiki taunts the party by claiming they will never escape the Amé Morte, as a “curse” on the ship prevents Templars aboard it from dying. He and the two guards then raise to their feet and battle the party.

Running through the ship to the deck, Garbhan and company find themselves surrounded by Templars. Siegfried walks forward from between the ranks and exclaims with delight his good fortune that all four of the people he claims will bring about calamity are here on his ship, and after a brief battle, the party loses. Gaea, in a desperate attempt to save the party uses her power to rip open a gate to the Spirit Realm, and the party dives through. The resulting magical storm shreds the Amé Morte, but Siegfried and many of the Templars survive.

Garbhan and company awake to find themselves in Golgotha (the land of the dead). Furious and disheartened at losing a battle so easily, it takes a reality check and Francis to get them out of their slump. After looking around, the party realizes things are looking even worse than before, and a weakened Gaea explains she didn't have enough power to get the party to a haven. If the heroes can reach The Great Necropolis, they will be safe there. To do this, the party must journey across Golgotha, fighting their way through the Dying Wastes, climbing the Path of Ascension, through the obsidian mountains, and then, finally, reaching The Great Necropolis.




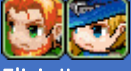

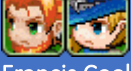


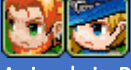
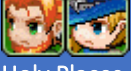

Once at The Great Necropolis, Gaea takes Garbhan and company to the Well of Souls. There she explains that her role is to bring Garbhan, Francis, Daron, and Eve together so that they could compete in a divine contest. Unfortunately, due to the actions of Siegfried and the devil, the contest is now impossible. Seeking wisdom, the party then visits The Seer, a spirit atop a spire in the middle of The Great Necropolis. The Seer explains who Siegfried is and mentions that Siegfried has become imbued. The Seer and Gaea then imbue a fragment of their essence into the soul of each party member, elevating each of them to Nephilim. This, they clarify, should even the odds enough that victory might be possible. The Seer explains how the party might escape Golgotha, and the party follows his advice. Death stops the party mere feet from escape. Francis challenges Death to a quiz show, and after the party passes the show, Death becomes furious. Death attacks the party, and thanks to the help of Gaea, Garbhan and company stun Death and escape. They reach a thin point in the Veil and return to the Physical Realm through it.

## Vale of Myth Narrative Bible Sample

### Appendix

#### Banter (Skit) Listing















All unlocked banters/skits are available at any time at Campsites (under “Banter”).

Banter Name	Skit Summary	Unlock Conditions	Unlock Location
<b>Singing I</b> 	Garbhan has to know: why does Francis’ rubbish singing heal people?	Campsite Only  Story unlocks after the Toledo Prison sequence.	Toledo: Exterior
<b>Singing II</b> 	Garbhan puts Francis to the test again: why do Spirits help people?	Campsite Only  Unlocks when entering Spanish Cliffs	Spanish Cliffs: Cliff Path
<b>Singing III</b> 	Advanced lessons: how do runes, prayers, and dancing work with Channeling?	Campsite Only	Cave of the Dead: Entrance
<b>Elixir I</b> 	The party expresses astonishment at having found Elixir.	Unlocks when an Elixir is first found	N/A
<b>Elixir II</b> 	Francis asks Garbhan what Elixir tastes like.	Unlocks when an Elixir is first consumed	N/A
<b>Branwen Soup</b> 	What is Branwen Soup? Where does it come from?	Campsite Only	Spanish Cliffs: Cliff Path
<b>Francis Cooks</b> 	Francis offers to cook for the party. Garbhan is suspicious but it turns out well.	Campsite Only Story unlocks after completing the Toledo Mines	Spanish Cliffs, Cliff Path
<b>Cuélebre</b> 	Francis does not believe the tales of how Garbhan killed the Cuélebre. He asks Garbhan if it is true.	Unlocks after the prison sequence in Toledo	Toledo: Exterior
<b>Blootered</b> 	Seriously, what the crap does blootered mean? Francis must know.	Reaching the Old Monastery	Old Monastery: Original Exterior)
<b>Animals in Prison?</b> 	Francis and Garbhan are confused why wolves are in a prison.	Story unlocks at the start of Toledo Prison escape	Toledo Prison: Left Wing
<b>Holy Places</b> 	Francis wants to know why camps and towns are always near Holy Circles.	Campsite Only	Spanish Cliffs, Cliff Crossing

**\*\*Snip\*\***

## Vale of Myth Narrative Bible Sample

### Weapons

Weapon	Description	Price	P. ATK	M. ATK	ACC	CRT.	Hand	Element & Misc.
 Claymore	Garbhan's inherited sword, worn by daily use.	-	15	15	+2	-	Both	Crush
 Epee	A large French blade using a design of unknown origin.	8 G	20	17	-	-	Both	Crush +4% Bleed
 Devilbane	A holy sword that once sealed the Jack O' Lantern.	-	30	28	-	-	Both	Holy +5% Fear
 Battle Axe	A typical battle axe with double-edged blades.	18 G	35		-5	-2	Both	Crush +10% Bleed
 Bastard Sword	Neither fully a two-handed nor single-handed sword.	28 G	44	42	-	+2	Both	Crush +5% Bleed
 Baroque Blade	A wide blade embedded with the Earth element.	-	48	45	-1	-	Both	Earth +5% Bleed
 Flamberge	Named "Flame blade" due to its wavy resemblance to fire.	36 G	50	49	-	+1	Both	Fire +5% Aflame
 Maul	Essentially a sledgehammer, used to crush opponents.	45 G	60	55	-5	-	Both	Crush +5% Stun
 Kilij	The Kilij cuts like an axe. It is covered in a contact-poison.	53 G	65	60	-	-	Both	Crush +25% Poison
 Ulfberht	A mighty sword of Frankish origin.	63 G	68	65	-	+1	Both	Silver +5% Bleed
 Francisca	The Franks wield this vicious throwing axe.	73 G	79	72	-2	-	Both	Crush +5% Bleed
 Zwei-hander	A Germanic blade of ridiculous size.	83 G	81	78	-3	-5	Both	Crush +10% Fear +5% Bleed
 Slaughter Sword	A razor-sharp weapon made from crystalized bone.	100 G	86	84	-	+2	Both	Crush +10% Bleed
 Chronos Coil	A sword ablaze with the Temporal Rift's energy.	-	94	92	-	+2	Both	Lightning +5% Fear -50 Max HP

**\*\*Snip\*\***

## Vale of Myth Narrative Bible Sample

### Skill Listing

Name	Description	POW	Target	Cost	Type	Effects
 Basic Attack	Perform a basic attack	1.0 x1	1 Enemy	-	Basic	+3 RG
 Guard	-	-	User	-	Basic	+Guard +10% MP
 Escape	-	-	User	-	Basic	Retreat from battle
 Iron Fist	Garbhan punches an enemy in the face, stunning them.	0.8 x1	1 Enemy	-	 Unique	Crush +75% Stun +5 RG
 Quit Moving	Garbhan hamstringing an enemy, slowing them down.	1.1 x1	1 Enemy	5 RG	 Unique	Slash +75% SPD. Down
 Shut Up!	Garbhan drives his sword pummel into an enemy's throat.	0.9 x1	1 Enemy	8 RG	 Unique	Crush +75% Silence +5 RG
 Stay Down	Garbhan slams his blade into an enemy's spine.	1.2 x1	1 Enemy	10 RG 1 MP	 Unique	Pierce +75% Atk. Down +50% Paralysis
 Now You See Me	Garbhan slashes at an enemy's eyes, causing Blindness.	1.1 x1	1 Enemy	5 RG 1 MP	 Unique	Slash +65% Blind
 I'm Angry Now	Garbhan bellows in fury, increasing his own strength.	-	User	5 RG 1 MP	 Unique	Sound +Atk. Up
 Gimme a Drink	Garbhan drinks from his ale flask to heal himself.	+20% HP	User	2 MP	 Unique	Spirit
 Battle Cry	Garbhan unleashes a mighty battle cry!	-	All Allies	5 RG 3 MP	 Unique	Sound +Atk. Up
 Firebrand	Garbhan sets his sword on fire and attacks an enemy.	2.0 x1	1 Enemy	15 RG 7 MP	 Unique	Fire +65% Aflame
 Wailing Shriek	Francis unleashes his "musical talent" on all enemies.	1.2 x1	All Enemies	1 MP	 Unique	Sound No crit. +35% Stun +5 RG
 Fight Dirty	Francis throws dirt in an enemy's eyes, blinding it.	0.3 x1	1 Enemy	-	 Unique	Physical +65% Blind +3 RG
 Poison Dart	Francis shoots a poisoned arrow into an enemy's face.	1.1 x1	1 Enemy	5 RG 2 MP	 Unique	Range 90% Poison
 Chant of Prayer	Francis sings an old word of power that restores HP.	+25% HP	All Allies	2 MP	 Unique	Sound

**\*\*Snip\*\***

## Vale of Myth Narrative Bible Sample

### Glossary of Terms

Term	Definition	Origin
<u>Alfonso the Avenger</u>	Named for brutally putting down disorder among nobles. Fighting against the Moors.	Spanish history
Amalia Songstress	Amalia doubles as an adventuress. Her approachable nature earns her countless fans.	Game mythos
Amé Morte	An imposing vessel, the Amé Morte is an impressive but oddly worn-looking Galleon.	Game mythos
<u>Battle of Bannockburn</u>	A battle where the Scots routed an English force thrice their size.	English/Scottish history
Branwen	A witch who tried to raise an army of undead, birthed from her magic cauldron.	Welsh mythology
Branwen Soup	The soup of Branwen's Cauldron can bring the dying back to life.	Welsh mythology
Channeling	Channeling is a process where humans give mana to spirits in exchange for magic.	Game mythos
<u>Cuélebre</u>	A fire-breathing Wyrn-like creature noted for hoarding food and treasures.	Spanish mythology
<u>Death</u>	A unique Greater Spirit. The Grim Reaper, harvester of lives. All Reapers come from it.	Game mythos
<u>Doge</u>	The chief magistrate of Venice, its ruler or king.	Italian history
Eternal Death	An entity dies and stays in a deceased state for all eternity.	Game mythos
Father Pierre	Head monk at the Old Monastery, and a beloved father figure to Daron.	Game mythos
Gaea	Gaea is the Greater Spirits of the Earth itself (often depicted as motherly).	Pagan beliefs
Garguim	A huge serpent drenched in the gore of countless men. It can regenerate itself.	French mythology
<u>Giovanni Soranzo</u>	The 51 <sup>st</sup> Doge of Venice. He ascended to the role on July 13, 1312.	Venetian history
Golgotha	The Realm of the Dead, where Death rules. Widespread, and split into many zones.	Game mythos
<u>Great Flood</u>	According to Christians, Jews, and Muslims, a flood wiping out most life on Earth.	Monotheistic holy texts
Greater Spirit	Spirits so powerful that they are as gods, Reapers, or devils.	Game mythos
Hibiki	Hibiki is a notorious assassin, who considers his work a show. He is talented enough to succeed despite the public eye on him.	Game mythos
<u>Historical Regatta</u>	Festival started by Doge Giovanni Soranzo, including a parade and rowing boat races.	Venetian history
Imbue	Imbuement is a process where spirits insert a piece of themselves into a human soul.	Game mythos
<u>King Edward II</u>	King Edward's reign struggles with gay discrimination and war with Robert the Bruce.	English history
<u>King Louis X</u>	Louis the Stubborn fights with the nobility. He abolished slavery in France.	French history
Kornikaned	Kornikaned are flesh-eating fairies that entrap victims in very convincing illusions.	French mythology
<u>La Llorona</u>	La Llorona is the vengeful spirit of a young mother who drowned her children.	Spanish mythology
Legion	Legion is a greater death spirit, made manifest as a giant mishmash of corpses.	Game mythos
Little Jeremy's Lemon Drop	Common light alcohol for children, given to them on special occasions.	Game mythos
<u>MacCallum</u>	The MacCallum clan wear Tartans of green and blue, and a motto of "In ardua tendit."	Scottish clan
<u>Master of the Order</u>	A high-ranking Templar charged with territory, recruiting, and supervision of officers.	World history
Monster Hunter	Monster Hunters are talented, often mentally unstable warriors who specialize in monster killing.	Game mythos
<u>Muhammed IV</u>	Muhammed IV is Sultan of Granada and an accomplished warrior.	Spanish history
<u>Nephilim</u>	Nephilim were powerful humans Imbued with spirits. They all died in the Great Flood.	Game mythos
Old Monastery	An old Monastery, often a shelter for caravans tracking between Toledo and Paris.	Game mythos
<u>Paladin</u>	Paladins were the twelve peers of Charlemagne's court. The term since distinguishes exemplary knights.	Christian ideal of martial superiority
<u>Robert the Bruce</u>	Robert the Bruce is a beloved King of the Scots. He battles for Scotland's independence.	Scottish history
<u>Santa Compañía</u>	A Reaper reported as a procession of ghostly white figures. It can kill simply by making eye contact!	Spanish mythology
Soggy Frog Mead	Frog Mead is potent lime-tainted mead. Named after frogs found sloshed by a cracked keg of the stuff.	Game mythos
Spirit Realm	The Spirit Realm is a realm separate to, but overlapping, the Physical Realm. Spirits live here.	Game mythos w. Shinto influences
Skull Eaters	Skull Eaters are skeletal masses that dominate Golgotha, destroying old ruins and wandering souls.	Game mythos
Soul Sea	Where the Styx – full of dispersed souls – becomes so wide, it is like a sea.	Game mythos
<u>St. Mark's Square</u>	This Square is a picturesque square in Venice, featuring the Basilica, and Doge's Offices.	Venetian history
<u>Strix</u>	The Strix is a poisonous harpy creature, without pupils. It feeds on humans' organs.	Roman mythology
<u>Styx</u>	The Styx is the hellish green waters of Golgotha which hold many dispersed souls.	Greek mythology
<u>Succubus</u>	A Succubus is half-demon, half-woman who sustains herself by draining life energy from bedmates.	Medieval Christian demonology
<u>Templar Purge</u>	The Purge is a large-scale Witch-hunt of Templars. Victims suffer jail, exile, or execution.	World history
<u>Templars</u>	A large, wealthy Catholic military order which fought prominently in the Crusades.	World history
The Great Necropolis	Meaning 'city of the dead,' a ruined town atop the mountains where spirits gather.	Game history
<u>Toledo</u>	Toledo is famous for its steel and has a long history of co-existence.	Spanish geography
<u>Valle dei Setti Morti</u>	The name means 'Valley of the Seven Dead,' after tales about undead killing a family.	Italian legend
Veil	The Veil is the ethereal barrier between the Physical Realm and the Spirit Realm.	Game mythos
<u>Venice</u>	A bustling port-city across 117 small islands interwoven by canals and bridges.	Italian Geography
Well of Souls	The Well of Souls is where souls from the Styx gather and reform again.	Game mythos