

Nishihara Aoi

Role: Protagonist

Personality: Honest, direct, calm, and practical.

Backstory: The sole survivor who unravels the mystery behind Daichi's betrayal and the cursed city.

Fate: Survives the ordeal but remains haunted by the knowledge and horrors of the abyss.

Abilities: As the protagonist, Aoi is skilled in problem-solving, navigating hostile environments, and surviving against overwhelming odds.

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Daichi

Role: Antagonist, Chief of the Research Team

Personality: Charismatic, manipulative, secretive.

Backstory: Leads the team on a mission that masks his true goal: to offer 13 lives to the spirits of the city in exchange for his survival.

Fate: Killed in the final confrontation, consumed by the city's curse.

Abilities: Daichi uses his knowledge of the city's dark secrets to manipulate the team. He is skilled at using the environment and psychological pressure to control others.

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Jiro

Role: Senior Researcher

Personality: Rational, insightful, experienced.

Backstory: Provides critical insight into the city's history and uncovers clues about the civilization's downfall.

Fate: Killed by a Spectral Wraith while searching for an artifact.

Abilities: His deep understanding of ancient languages and lore helps unlock key parts of the city's secrets, but his focus on research makes him vulnerable to physical threats.

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Hana

Role: Marine Biologist

Personality: Brave, curious, and fascinated by marine life.

Backstory: Tasked with studying the creatures around the city, she becomes captivated by their grotesque forms, which ultimately leads to her death.

Fate: Devoured by an Abyssal Horror during an exploration dive.

Abilities: Hana can identify and classify deep-sea creatures, but her desire to study them up close blinds her to the dangers lurking in the depths.

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Satoshi

Role: Engineer

Personality: Practical, resourceful.

Backstory: Works with Kawa to maintain the submarine. He attempts to fix the damaged systems after the sabotage, but the supernatural interference makes the task nearly impossible.

Fate: Killed by a Shadow Fiend when trying to restore power to the submarine.

Abilities: Skilled at repairing and maintaining advanced technology, but the supernatural nature of the city proves too much for his expertise.

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Kawa

Role: Engineer

Personality: Innovative, quick-thinking.

Backstory: Helps Satoshi with the repairs, but is drawn deeper into the city's secrets. His technical skills can only delay the inevitable.

Fate: Torn apart by a Razor-Finned Serpent while attempting to repair the submarine's navigation systems.

Abilities: Technical genius, capable of solving complex engineering problems, but physically less prepared for the city's dangers.

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Rikona

Role: Geologist

Personality: Analytical, observant.

Backstory: Studies the materials and structures of the submerged city, discovering they are made from unknown compounds imbued with dark energy.

Fate: Killed when the city's supernatural forces cause a building collapse.

Abilities: Can analyze geological data, determine the origin and structure of materials, and uncover hidden elements of the city, but this doesn't protect her from its deadly forces.

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Hideyo

Role: Historian

Personality: Intellectual, deeply interested in the city's history.

Backstory: Provides translations of ancient texts and warnings about the city's cursed past.

Fate: Slain by a Shadow Fiend while attempting to recover a key artifact.

Abilities: Skilled in deciphering ancient languages and texts, but his curiosity leads him to ignore signs of danger.

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Toshiko

Role: Navigator

Personality: Precise, methodical.

Backstory: Charts the team's course through the submerged city, though she is often frustrated as the layout shifts in supernatural ways.

Fate: Falls victim to a Spectral Wraith when the city's layout disorients her.

Abilities: Expert at navigating treacherous waters, but the city's cursed design often renders her skills useless.

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Takiyo

Role: Communications Specialist

Personality: Calm, focused.

Backstory: Handles all communication with the surface, but as the curse takes hold, she begins losing contact and sanity.

Fate: Vanishes mysteriously when attempting to contact the outside world, likely a victim of the city's curse.

Abilities: Talented in maintaining long-range communications, but supernatural interference renders her equipment useless.

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Gen

Role: Diver Specialist

Personality: Adventurous, fearless.

Backstory: Sent to explore the depths of the submerged city, but faces horrors far worse than he anticipated.

Fate: Devoured by an Abyssal Horror while investigating a deep trench within the city.

Abilities: Skilled diver, capable of handling extreme underwater conditions, but unprepared for the supernatural entities lurking in the city.

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Ryota

Role: Technical Specialist

Personality: Adaptable, resourceful.

Backstory: Responsible for handling the team's advanced equipment, which starts malfunctioning as the curse deepens.

Fate: Falls prey to the Dreadspawn Behemoth after equipment failures leave him defenseless.

Abilities: Able to operate and troubleshoot various technical devices, but unable to manage the chaos brought on by the city's supernatural interference.

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Kenji

Role: Security Expert

Personality: Disciplined, tactical.

Backstory: Defends the team from hostile creatures and attempts to keep order, but is overwhelmed by the creatures of the city.

Fate: Killed while attempting to hold back the Dreadspawn Behemoth to save the crew.

Abilities: Combat-trained and proficient in using weapons, but he is eventually overwhelmed by the city's monsters.

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Miyu

Role: Medical Officer

Personality: Compassionate, calm under pressure.

Backstory: Provides medical aid to the team, struggling to save lives in increasingly dire situations.

Fate: Killed by a Razor-Finned Serpent while attempting to save a teammate.

Abilities: Skilled in treating injuries and medical emergencies, but her compassionate nature makes her vulnerable to the city's horrors.

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Haruto

Role: Chief's Secret Accomplice

Personality: Cunning, loyal to the Chief.

Backstory: Assists Daichi in sabotaging the submarine and manipulating the crew.

Fate: Killed by the Dreadspawn Behemoth after Daichi's plan collapses.

Abilities: Skilled in sabotage and deception, but ultimately outmatched by the horrors of the abyss.

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## Monsters (Mobs):

### Abyssal Horror

Description: Gigantic sea monster with a massive, gaping maw.

Abilities: Capable of swallowing prey whole, the Abyssal Horror can use its size and strength to destroy the team's equipment and tear through structures.

Behavior: Lurks in the deep trenches of the city, preying on those who stray too far from safety.

### Spectral Wraiths

Description: Ghostly apparitions that haunt the city's ruins.

Abilities: Phases through walls, creates illusions, and saps life energy from their victims. Wraiths cause hallucinations, making victims question reality before they strike.

Behavior: They appear suddenly, silently stalking their prey and attacking when least expected.

### Razor-Finned Serpents

Description: Agile, sharp-scaled, fish-like creatures with razor fins that slice through flesh and metal.

Abilities: Can swim at high speeds, creating a whirlpool effect that disorients victims. Their fins act as blades, cutting through anything in their path.

Behavior: Lurks in the dark corners of the city, attacking in packs to overwhelm their targets.

## Dreadspawn Behemoth

**Description:** A nightmarish creature with enormous tentacles, dark, writhing mass, and a grotesque, fearsome appearance.

**Abilities:** The Behemoth can use its massive tentacles to crush or fling its victims. It generates an aura of fear, paralyzing nearby prey. It also possesses the ability to manipulate the environment, causing structural collapses and creating barriers to trap the team.

**Behavior:** This colossal entity appears at critical moments, drawn to the most vulnerable team members. It is slow-moving but nearly indestructible, stalking its victims and cutting off escape routes.

## Shadow Fiends

**Description:** Shadowy, humanoid entities that blend into the dark environments of the submerged city.

**Abilities:** The Shadow Fiends have the ability to teleport through darkness, appearing and disappearing at will. They can silently ambush their targets, feeding on fear and confusion. When close, they drain the life force of their prey, leaving their victims weak and disoriented.

**Behavior:** These creatures lurk in dark, narrow corridors and enclosed spaces, attacking from the shadows when least expected. They thrive in isolation, picking off team members one by one.



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### Additional Details on the Cursed City:

**The City's Curse:** The ancient city is bound by a powerful, malevolent force. Anyone who steps foot in it is subject to its curse, which manifests through the creatures, shifting environments, and illusions designed to disorient and divide the team. The city's curse warps time and space, making navigation impossible and causing hallucinations that lead to paranoia. The further the team goes into the heart of the city, the stronger the curse becomes, with spirits of the city's long-dead inhabitants adding to the terror.

**Artifacts and Inscriptions:** Throughout the city, ancient inscriptions in a lost language provide clues about the civilization's downfall, including the forbidden rituals that summoned the curse. Artifacts found in the ruins reveal pieces of the puzzle, but some are also traps meant to lure the team into dangerous situations. These objects are often the key to uncovering the city's dark secrets but come at a deadly cost.

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### Creature Dynamics and Encounters:

**Razor-Finned Serpents** are the first line of defense, targeting the team during early exploration dives and patrols. They primarily attack when the team attempts to reach new parts of the city, keeping them disoriented and on edge.

**Spectral Wraiths** appear when the team starts uncovering the city's history. These ghostly entities can't be harmed by conventional means, making them terrifying adversaries that the team must outwit or avoid. Their presence usually indicates that the team is nearing an important revelation about the city.

Abyssal Horrors are used to trap or kill isolated members of the team, typically in large, open underwater areas where they can fully utilize their massive size.

Shadow Fiends are opportunistic hunters that thrive in dark corners and narrow passageways, gradually wearing down the team's morale by picking them off one by one. They are especially dangerous in the later stages of the story as the team's resources are depleted.

Dreadspawn Behemoth serves as a major obstacle, possibly as a "boss" encounter near the climax of the story, where the remaining team must either defeat it or escape its grasp while uncovering the last piece of the city's dark history.

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#### Environmental Hazards:

**The Shifting City:** As the team moves deeper into the city, they realize the structures themselves are alive with dark energy, constantly shifting and changing. Corridors lead to dead ends, pathways loop back on themselves, and entire sections of the city sink or rise without warning. These environmental hazards force the team to think quickly and adapt to ever-changing surroundings.

**Toxic Waters:** Parts of the city are submerged in toxic, glowing water that burns the skin on contact. Certain sea creatures are unaffected by this, meaning the team must navigate through these areas while avoiding both the toxic effects and the creatures that live in them.

**Mental Hazards:** As the curse takes hold, the team starts experiencing vivid hallucinations, causing them to doubt each other. Visions of long-dead inhabitants of the city, or even of their own crewmates, appear to lead them astray. These hallucinations can be triggered by proximity to cursed objects or certain areas within the city.

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## Character Designs:

### Nishihara Aoi (Protagonist)

**Appearance:** Aoi is of average height with a lean, athletic build, reflecting a life of both mental and physical discipline. They have short, straight black hair, sharp eyes with dark circles that hint at their constant focus and fatigue, and an impassive facial expression.

**Clothing:** Wears a deep-sea diving suit in muted blues and grays, equipped with minimal tools. Their suit features modular attachments for survival, such as oxygen tanks and a helmet with a built-in communication system. Over time, the suit becomes weathered, with visible damage and barnacle-like growths, symbolizing the encroaching madness of the abyss.

**Accents:** Aoi's suit has small, personal touches, like a faded photograph of a loved one inside their helmet, hinting at their inner emotional depth despite their stoic exterior.

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### Daichi (Chief of the Research Team / Antagonist)

**Appearance:** Tall and imposing, Daichi exudes authority. He has slicked-back, graying hair, a sharp jawline, and cold, calculating eyes. His face shows signs of stress, with a few wrinkles, hinting at his obsession with the mission and hidden agenda.

**Clothing:** Initially, Daichi wears a high-tech, black and silver leadership uniform with insignias denoting his rank. As the story progresses and his true nature is revealed, his uniform becomes tattered and stained with saltwater, giving him a more sinister, unhinged appearance.

Accents: His clothing and gear have hidden compartments where he keeps mysterious artifacts and tools that hint at his deeper knowledge of the city. The gradual tearing and decaying of his uniform symbolize his fall into madness and desperation.

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#### Jiro (Senior Researcher)

Appearance: Jiro is a middle-aged man with a soft, contemplative demeanor. His messy brown hair is constantly tucked behind his ears, and he has a short beard speckled with gray. His eyes reflect intelligence, but also weariness from years of research.

Clothing: Jiro's suit is more practical, with tools and small data pads attached to his belt. His clothing is clean but shows signs of wear from years in the field. He wears light brown and beige tones, symbolizing his connection to the earth and history.

Accents: A book or tablet filled with notes and research papers is always attached to his person. His suit has additional pouches for samples of the city's ruins, and his helmet has a special visor with a heads-up display for analyzing ancient writings.

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#### Hana (Marine Biologist)

Appearance: Hana has an adventurous and curious look, with short, wavy brown hair often pulled into a bun to keep it out of her face. She has wide, inquisitive eyes and a warm smile, despite the horrors around her.

Clothing: Her diving suit is a vibrant shade of turquoise, signifying her connection to marine life. It's lightweight and streamlined, optimized for mobility in the water. Over time, the suit shows claw marks and small punctures from encounters with sea creatures.

Accents: She carries small, water-proof research tools like specimen containers and data loggers. A few of her tools are damaged or blood-stained as the dangers of the city take their toll.

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## Satoshi & Kawa (Engineers)

### Appearance:

- Satoshi is stockier with a muscular build, his short black hair often hidden beneath a practical helmet. His face is usually dirty with grease and oil, a constant reminder of his work on the submarine.
- Kawa is lean and wiry, with shoulder-length black hair tied back in a ponytail. His narrow face and darting eyes give him a more anxious look compared to Satoshi.

**Clothing:** Both wear work jumpsuits with belts loaded with tools like wrenches, screwdrivers, and circuit boards. Their suits are a dull, metallic gray with patches where they've sewn up tears from past work.

- Satoshi's suit is bulkier with more protective armor plating, suitable for heavy-duty repairs.
- Kawa's is lighter, reflecting his focus on quick, technical fixes.

**Accents:** Satoshi carries an old, worn wrench that he swears is good luck, while Kawa keeps a multi-tool with various small gadgets attached to his belt. Over time, both their suits show signs of electrical burns and water damage from the challenges they face.

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## Rikona (Geologist)

**Appearance:** A tall, slender woman with dark brown skin and short-cropped, curly black hair. She has sharp, angular features and is often seen adjusting her thick-rimmed glasses. Her posture is stiff, showing her professional, no-nonsense attitude.

**Clothing:** Rikona's suit has built-in environmental scanners and geological tools, designed to detect minerals and structural weaknesses. Her suit is dark green, symbolizing her connection to nature and the earth, with reinforced joints to protect her during excavations.

**Accents:** Rikona carries a small, handheld device that scans the city's structure. She's constantly tapping it, checking for any changes. Her suit also has glowing sections around her gloves and boots, which are meant to scan and stabilize delicate surfaces but start malfunctioning as the city's curse takes effect.

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### Hideyo (Historian)

**Appearance:** A slender, middle-aged man with a prematurely graying beard and a pair of round glasses. His eyes are constantly scanning, as if searching for the next hidden piece of the puzzle. His slightly hunched posture reflects his years spent in research.

**Clothing:** Hideyo wears a simple, practical diving suit in dark red with multiple pockets for small scrolls, tablets, and research devices. His suit shows signs of age and repair, with faded patches and torn sections.

**Accents:** He carries a tablet that he uses to translate inscriptions and ancient texts. Over time, as he becomes more obsessed with the city's history, his tablet becomes covered in cryptic symbols that only he can decipher, adding to his growing instability.

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### Toshiko (Navigator)

**Appearance:** A petite woman with sharp features and a short, asymmetrical haircut, dyed silver. Her eyes are piercing, always scanning the surroundings with precision.

**Clothing:** Toshiko wears a slim-fitting, dark gray suit designed for mobility. It has a minimalistic design, with a few navigation tools attached to her belt. Her suit gradually gets damaged by the city's hostile terrain, showing wear around the knees and elbows.

**Accents:** She carries a high-tech compass and a map interface on her wrist, which starts to glitch as the city's environment warps. Her helmet has a built-in heads-up display that constantly flickers, reflecting her growing disorientation.

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### Gen (Diver Specialist)

**Appearance:** Gen is tall and athletic with a muscular build. He has shaved black hair and a scar over his left eyebrow from a previous diving accident. His intense, focused expression rarely changes, except when he's facing danger.

**Clothing:** His suit is bulkier, designed to withstand high-pressure environments, in dark navy with bright orange highlights for visibility underwater. As the story progresses, his suit shows signs of deep sea damage, with cracks in the helmet and torn sections where creatures attacked him.

**Accents:** Gen carries specialized diving gear like grappling hooks and underwater propulsion devices. His oxygen tanks and flippers are oversized, emphasizing his experience as a deep-sea diver.

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### Kenji (Security Expert)

**Appearance:** Kenji has a military background, reflected in his rugged physique and closely shaved hair. His stoic demeanor and scarred hands indicate a life of combat and protection.

**Clothing:** He wears a heavily armored diving suit with tactical gear, including weapons designed to protect the crew from threats. His suit is dark black with red highlights, giving him a commanding presence.

**Accents:** Kenji's helmet has a built-in targeting system, and his suit features holsters for various weapons like harpoon guns and stun grenades. As the story progresses, the suit shows cracks from encounters with powerful creatures, making him look more battle-worn and desperate.

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### Haruto (Chief's Secret Accomplice)

**Appearance:** Haruto is slender, with sharp, almost predatory features. His slicked-back black hair and piercing dark eyes give him a cunning, dangerous air. His expression is often unreadable, hiding his true motives.

**Clothing:** His suit is similar to Daichi's but less ornate. It is black with dark green accents, indicating his role as a more subtle figure in the mission. As the curse takes hold, his suit starts to look increasingly tattered and eerie, with greenish stains resembling algae or moss.

**Accents:** Haruto carries a small set of sabotage tools, as well as a ceremonial dagger tied to the city's rituals. The dagger is often seen glinting at his side, subtly hinting at his treachery.