**Game ideas**

Area based on quintessential Bloodborne area (ask Sam later) with beasts and wolves as enemies, warp to even more twisted area than Hunter’s Nightmare with mosquito enemies and beasts, fight Ludwig at the end(both phases)

Optional snowy mountain area, at some point, melt all snow to reveal flowery meadow and Japanese buildings. Fight boss with a fire AOE for last attack, burns meadow.

Final boss is stand battle (Persona inspired) vs Yoshikage Kira/Killer Queen (only fought if all 3 parts of stand arrow found), if not, different final boss (undecided as of now) and bad ending where Kira is not found.

Casino area with Supertramp’s Cannonball as the music.

Enemy just head and legs