

**Setting:** An abandoned hospital island that was abandoned in the 80s

**Background:** Your “grandfather” invited you and some friends to camp on a privately owned island.

**Roles:** they are enemies who used to be patients on the island who were turned into monsters by your “grandfather” and they want revenge

**Unique Traits:** Each one represents a circle of hell from Dante's Inferno, which are: Anger, Lust, Gluttony, Greed, Heresy, Treachery, Fraud, Violence, and Limbo.

**Other Information:** Each Character reigns over a different part of the island

### **Character 1: Anger**

#### **Appearance:**

A grotesque, partially morphed human-animal hybrid with distorted limbs, elongated claws, and a feral expression. His skin is a patchwork of fur and scales, and his eyes glow with a burning, relentless rage.

#### **Backstory:**

Was a patient, a young 8-year-old boy who had Bipolar Disorder. His intense emotions were exploited and mutated by your "grandfather," turning him into a monstrous embodiment of fury.

#### **Unique Trait:**

The ability to partly morph into a grotesque human-animal hybrid.

### **Character 2: Lust**

#### **Appearance:**

A giant grotesque humanoid figure made from old pirate-themed playground equipment, resembling a twisted, monstrous jungle gym. His body is a chaotic amalgamation of swings, slides, and monkey bars, with sharp edges and rusty chains.

#### **Backstory:**

Was a patient, a young 14-year-old boy who had an Immature personality disorder. His obsession with playfulness and interaction was twisted by your "grandfather" into a nightmarish form.

#### **Unique Trait:**

The Ability to change into a playground or manipulate it

### **Character 3: Gluttony**

#### **Appearance:**

A large grotesque masculine humanoid marionette wrapped in chains and is suspended off the floor by chains connected to a large crutch

**Backstory:**

A 12-year-old boy with a severe learning disability. Your "grandfather" used this to transform him into a monstrous representation of gluttony.

**Unique Trait:**

The ability to Transform and mimic the movements of players

**Character 4: Heresy****Appearance:**

A large, grotesque humanoid spider-like creature with multiple eyes and limbs. Her body is a nightmarish fusion of human and arachnid, with a disturbing, distorted face.

**Backstory:**

An 11-year-old girl with schizophrenia who was plagued by hallucinations and delusions. Your "grandfather" exploited her condition to create a monster that embodies the chaotic nature of her mind.

**Unique Trait:**

The ability to induce hallucinations in her victims from a flammable gas that makes them question reality and become vulnerable to her attacks.

**Character 5: Treachery****Appearance:**

A large, grotesque humanoid spider-like creature made of old vintage train parts. Her body is a horrifying mix of metal and flesh, with train wheels and tracks integrated into her form.

**Backstory:**

An 8-year-old girl with dissociative identity disorder, who struggled with her fractured sense of self. Your "grandfather" twisted her multiple personalities into a monstrous entity that can shift forms.

**Unique Trait:**

She can transform into an old Vintage train, a spider train hybrid, and a humanoid figure.

### **Character 6-1: Greed**

#### **Appearance:**

A humanoid dancing Feminine Animatronic with inhuman proportions that looks like a ballerina with pink hair and has a cake-like hat.

#### **Backstory:**

A 15-year-old girl who was paralyzed by disease, dreaming of becoming a dancer. She embodies the sin of greed as she was a perfectionist before her transformation which was then manipulated by your "grandfather," turning her into a monstrous symbol of greed, so now after her transformation, she would steal parts from her siblings to keep her appearance in perfect condition.

#### **Unique Trait:**

The Ability to Control and merge with her siblings.

### **Character 7: Fraud**

#### **Appearance:**

An unidentified grotesque quadruped made of a mix of human flesh, cassette tapes, and parts. Her body is a tangled mass of wires and flesh, with distorted, shifting features.

#### **Backstory:**

A 6-year-old girl with amnesia, who struggled to remember her own identity. Your "grandfather" used her condition to create a monster that embodies deception and confusion.

#### **Unique Trait:**

The ability to change into cassettes that record and twist anything she hears. The closer she is, the quieter it gets, while the farther away she is, the louder it gets, creating a disorienting effect for the player.

### **Character 8: Violence**

**Appearance:**

A grotesque humanoid figure made of a mix of human flesh and old vintage police car parts, with abnormally long arms and a giant grinder in his chest. His body is a nightmarish blend of metal and flesh, with sirens and flashing lights integrated into his form.

**Backstory:**

A kind-hearted 16-year-old boy who was paralyzed and dreamed of becoming a police officer. Your "grandfather" twisted his ambition into a monstrous embodiment of violence and brutality. He was also a great role model for the younger kids and his two 6-year-old twin brothers.

**Unique Trait:**

The ability to transform into an old vintage police car, a bird with sharp wings, a dog-like creature, and a humanoid figure, using each form's unique abilities to hunt and attack the player.

**Character 9: Limbo****Appearance:**

A colossal feminine figure made from the island and its structures, towering over the landscape with an eerie, ghostly presence. Her body is a fusion of rock, wood, and metal, with glowing eyes that watch over the island.

**Backstory:**

Your dead grandmother, who died of an unknown disease. Your "grandfather" is trying to revive her, and her spirit has become intertwined with the island itself.

**Unique Trait:**

The ability to freely manipulate any structures and land within the borders of the hospital creates shifting environments and obstacles for the player.

**Other characters:**

### **Character 6-2: Greed**

#### **Appearance:**

A withered humanoid Feminine Animatronic with inhuman proportions, brown hair, and a black dress. She is also missing her lower jaw and voice box, leaving a big hole in her chest, while she is also missing her left eye and hands.

#### **Backstory:**

Was a patient, a young 13-year-old girl who was struck with a disease that left her unable to speak or eat and she wanted to become a Chef.

#### **Unique Trait:**

none

### **Character 6-3: Greed**

#### **Appearance:**

A withered humanoid Feminine Animatronic with inhuman proportions, navy blue hair, cat ears, and a mixed blue dress. She is also missing parts of her mask and both of her arms.

#### **Backstory:**

Was a patient, a young 12-year-old girl who was struck with a disease that left her unable to breathe and she wanted to become a singer.

#### **Unique Trait:**

none

### **Character 6-4: Greed**

#### **Appearance:**

A withered humanoid Feminine Animatronic with inhuman proportions, dark teal hair, a withered tiara, and a purple dress. She is also missing both of her eyes, part of her left arm, her right hand, and part of her right leg.

#### **Backstory:**

Was a patient, a young 9-year-old girl who was struck with a disease that left her blind and she wanted to become an artist.

**Unique Trait:**

none

**Character 6-5: Greed****Appearance:**

A withered humanoid masculine Animatronic with inhuman proportions, black hair, and a red mixed outfit. He is also missing his eyes, his entire right arm, and his lower body. He is the most withered out of his 4 older sisters.

**Backstory:**

Was a patient, a young 5-year-old boy who was struck with a disease that left him deaf and he wanted to become a musician.

**Unique Trait:**

none

## **Other Information:**

Characters 6-1 to 6-5 are based on the 5 senses in this order: Touch, Taste, Smell, Sight, and Hearing.

Characters 6-1 to 6-5 are called Storytime Krew, with their stage names in order: Storytime Rainbow, StoryTime Gold, Storytime Funneh, Storytime Lunar, and Storytime Draco.

Characters 6-1 to 6-5 are based on a YouTube group called Krew.

Characters 6-1 to 6-5 are siblings.

Character 8 first name is Orion.

Each one of the main nine enemies has a symbol on them that represents what circle of hell they represent.

Character 8 Stalks the player, appearing as an old vintage police car at the start and end of 9 different parts of the story, except in parts 8 and 9.

The Island is split into 9 parts, with each of the 9 main enemies reigning over them, with Character 9's area in the center of the island, which is where the hospital is.



can you give a name to each of the characters, both their old full names and their demonic names while also telling what both names mean?

## 1. Anger

- **Old Name:** Ethan Blake
  - *Meaning:* "Ethan" means "strong" or "firm," reflecting his intense emotions and strength. "Blake" means "dark" or "fair," hinting at the dual nature of his transformation.
- **Demonic Name:** Furor
  - *Meaning:* "Furor" is derived from Latin, meaning "fury" or "rage," which reflects his embodiment of Anger.

## 2. Lust

- **Old Name:** Max Robinson
  - *Meaning:* "Max" means "greatest" or "the most," indicating his extreme desires. "Robinson" means "son of Robert," but here it contrasts with his monstrous transformation.
- **Demonic Name:** Carnis
  - *Meaning:* "Carnis" is derived from Latin, meaning "flesh" or "carnal desire," representing his role as Lust.

## 3. Gluttony

- **Old Name:** Oliver Mitchell
  - *Meaning:* "Oliver" means "olive tree," symbolizing peace, which contrasts with his transformed state. "Mitchell" means "who is like God," highlighting a contrast to his monstrous nature.
- **Demonic Name:** Vorax
  - *Meaning:* "Vorax" comes from Latin, meaning "devouring" or "greedy," aligning with the concept of Gluttony.

## 4. Heresy

- **Old Name:** Lydia Carter
  - *Meaning:* "Lydia" means "from Lydia," historically associated with mystery and ancient traditions. "Carter" means "transporter of goods," hinting at her role in shifting realities.
- **Demonic Name:** Abyssia

- *Meaning:* "Abyssia" suggests depth and chaos, reflecting her role in inducing hallucinations and embodying Heresy.

## 5. Treachery

- **Old Name:** Amelia Davis
  - *Meaning:* "Amelia" means "work" or "industrious," while "Davis" means "beloved," contrasting with her deceptive and treacherous nature.
- **Demonic Name:** Fraxia
  - *Meaning:* "Fraxia" is derived from "fraus," Latin for "deception" or "fraud," representing Treachery.

## 6. Greed (Storytime Rainbow)

- **Old Name:** Betty LaKrew
- **Demonic Name:** Raphaela
  - *Meaning:* "Raphaela" comes from "Raphael," meaning "God has healed," but here it reflects her insatiable need for perfection and control.

## 7. Greed (Storytime Gold)

- **Old Name:** Kimberly LaKrew
- **Demonic Name:** Avaritia
  - *Meaning:* "Avaritia" is Latin for "greed" or "avarice," representing her obsession with maintaining her appearance.

## 8. Greed (Storytime Funneh)

- **Old Name:** Katherine LaKrew
- **Demonic Name:** Libidum
  - *Meaning:* "Libidum" comes from "libido," meaning "desire" or "lust," representing her insatiable longing.

## 9. Greed (Storytime Lunar)

- **Old Name:** Wenny LaKrew

- **Demonic Name: Invidia**

- *Meaning:* "Invidia" is Latin for "envy" or "jealousy," reflecting her transformation and fixation on what others have.

## 10. Greed (Storytime Draco)

- **Old Name:** Allen LaKrew

- **Demonic Name: Avaritia**

- *Meaning:* Same as "Avaritia" for Storytime Gold, reflecting the same essence of greed.

## 11. Fraud

- **Old Name:** Alice Bennett

- *Meaning:* "Alice" means "noble" or "exalted," contrasting with her deceptive nature. "Bennett" means "blessed," contrasting with her current state.

- **Demonic Name: Falsus**

- *Meaning:* "Falsus" is Latin for "false" or "deceptive," aligning with the concept of Fraud.

## 12. Violence

- **Old Name:** Orion Wells

- *Meaning:* "Orion" means "hunter" or "son of fire," reflecting his initial ambition. "Wells" signifies a source or origin, hinting at his former aspirations.

- **Demonic Name: Praetorian**

- *Meaning:* "Praetorian" is derived from "praetorian guards," associated with authority and violence.

## 13. Limbo

- **Old Name:** Evelyn March

- *Meaning:* "Evelyn" means "wished for child," contrasting with her current state. "March" signifies movement, aligning with her connection to the island.

- **Demonic Name: Nexina**

- *Meaning:* "Nexina" is derived from "nexus," meaning "connection" or "link," reflecting her embodiment of Limbo and her connection to the island.

Each name is crafted to reflect both the character's past and their current demonic form. Let me know if you'd like any adjustments or additional details!

Can you describe each part of the island that correlates to 1 of the main 9 enemies?

### **1. Anger - The Raging Forest**

**Description:** A dense, twisted forest with gnarled trees and scorched earth. The atmosphere is heavy with the sound of crackling flames and occasional roars that echo through the trees. The air is thick with an oppressive heat, and the undergrowth is choked with thorny vines. This area is marked by violent, sudden changes in weather, with thunderstorms that can erupt at any moment, mirroring Anger's unpredictable and explosive nature.

**Atmosphere:** The forest is filled with a sense of danger and impending violence. The air crackles with tension, and the environment feels hostile and volatile. The oppressive heat and occasional thunderstorms amplify the atmosphere of rage and fury.

### **2. Lust - The Playground of Desires**

**Description:** An eerie, dilapidated playground where the equipment is old and rusted but still eerily functional. Swings creak in the wind, and slides seem to twist unnaturally. The playground is surrounded by overgrown grass and encroaching shadows, and it occasionally shifts, making navigation confusing. The area is bathed in a sickly, surreal light, and the faint sounds of childish laughter can sometimes be heard, amplifying Lust's seductive and manipulative nature.

**Atmosphere:** The playground exudes an unsettling mix of nostalgia and horror. The air feels thick with temptation and deceit, and the environment distorts perceptions of reality. The shifting playground equipment and eerie laughter create an atmosphere of perversion and manipulation.

### **3. Gluttony - The Feasting Hall**

**Description:** An enormous, grotesque dining hall filled with rotting food and endless tables laden with decaying feasts. The hall's ceiling is draped with chains, and the floor is sticky with spilled food and grime. Giant, grotesque marionette figures hang from the ceiling, and the walls are lined with grotesque carvings

depicting scenes of excess and indulgence. The air is thick with the stench of spoiled food and the sound of unsettling, mechanical groans.

**Atmosphere:** The dining hall is oppressive and suffocating, with an overwhelming sense of indulgence and decay. The environment feels gluttoned and overburdened, with a disturbing mixture of sights, sounds, and smells. The grotesque carvings and mechanical groans create an atmosphere of grotesque excess and insatiable hunger.

#### **4. Heresy - The Hallucination Lab**

**Description:** A labyrinthine facility with distorted hallways and flickering, faulty lights. The walls are covered in peeling, unsettling murals that seem to change when not looked at directly. The atmosphere is heavy with a flammable, hallucinogenic gas that distorts reality and induces terrifying visions. The environment continuously shifts and warps, making it difficult to find one's way and amplifying Heresy's power to manipulate perceptions.

**Atmosphere:** The lab is disorienting and surreal, with an atmosphere of confusion and paranoia. The air feels charged with hallucinatory gas, creating an environment where reality blends with terrifying illusions. The shifting murals and distorted corridors enhance the atmosphere of delusion and chaos.

#### **5. Treachery - The Train Yard**

**Description:** An abandoned train yard filled with old, rusted trains and tracks. The area is cluttered with broken machinery and decaying rail cars, and the eerie silence is occasionally broken by the screeching of metal or the distant clatter of rolling wheels. The trains and tracks can shift and rearrange themselves, creating an ever-changing maze that reflects Treachery's deceptive and shifting nature.

**Atmosphere:** The train yard feels abandoned and treacherous, with an atmosphere of secrecy and betrayal. The environment is filled with the echoes of past journeys and the unsettling sense of being watched. The shifting trains and rearranging tracks create an atmosphere of constant uncertainty and hidden danger.

#### **6. Greed (Storytime Rainbow, Gold, Funneh, Lunar, Draco) - The Enchanted Theater**

**Description:** The Enchanted Theater is a sprawling, fantastical venue that combines elements of a grand theater, a whimsical playground, and a surreal art gallery. The environment is a chaotic mix of bright colors, intricate designs, and a sense of both wonder and decay.

- **Stage and Performance Area:** The stage is elaborate, with vibrant, decaying curtains and a grand, cracked chandelier hanging above. The performance area features broken, yet still functional, playground equipment such as swings, slides, and monkey bars that seem out of place. The stage occasionally shifts and morphs, reflecting Storytime Rainbow's obsession with perfection and control.
- **Artistic Walls:** The walls are lined with faded murals and disjointed paintings that depict a variety of scenes from whimsical to eerie. These artistic elements represent Storytime Lunar's lost dreams of becoming an artist. The murals seem to change and shift, creating a disorienting experience.
- **Gallery of Memories:** Scattered throughout the theater are display cases and pedestals holding remnants of past performances and artistic creations. These include broken instruments, torn costumes, and tarnished trophies, reflecting Storytime Gold's fixation on maintaining appearance and glory.
- **Sensory Overload Zones:** There are areas filled with items designed to engage the senses—overstuffed seats with textures that vary from plush to coarse, scented air that wafts in and out, and distorted echoes of laughter and applause. These zones represent Storytime Funneh's lost aspirations and the sensory aspects of her former life.
- **Echoing Spaces:** The theater is surrounded by expansive, echoing corridors filled with lingering sounds and shifting noises. These echoes reflect Storytime Draco's lost musical dreams and the haunting sense of emptiness that now defines him.

**Atmosphere:** The Enchanted Theater is both mesmerizing and unsettling. It features an ever-changing environment with elements of grandeur and decay. The air is filled with a mix of lingering scents, distant echoes, and visual distortions. The area is bathed in shifting, surreal lighting that creates a dreamlike, yet disorienting ambiance.



## **7. Fraud - The Shattered Records Room**

**Description:** A room filled with broken cassette tapes, old record players, and disorganized piles of shredded documents. The walls are lined with shelves full of corrupted tapes that emit strange, distorted sounds. The environment is confusing and disorienting, with echoes of fragmented voices and twisted sounds, reflecting Fraud's nature of deception and confusion.

**Atmosphere:** The records room feels suffocating and claustrophobic, with an atmosphere of secrets and lies. The air is filled with the sound of scratching tapes and the feeling of being watched. The distorted sounds and fragmented voices create an atmosphere of deceit and disarray.

## **8. Violence - The Distorted Police Station**

**Description:** A decrepit police station with broken windows, flickering lights, and overturned desks. The walls are adorned with old, faded posters and wanted notices, and the area is scattered with remnants of police equipment and uniforms. The atmosphere is tense, with the occasional sound of distant sirens and the unsettling feeling of being constantly watched, representing Violence's aggressive and imposing presence.

**Atmosphere:** The police station feels oppressive and threatening, with an atmosphere of authority and aggression. The environment is filled with the echoes of past conflicts and the sense of impending danger. The flickering lights and scattered debris create an atmosphere of chaos and intimidation.

## **9. Limbo - The Central Complex**

**Description:** The heart of the island, where the central hospital stands amidst shifting terrain. The environment is a chaotic mix of crumbling hospital structures, overgrown vegetation, and eerie, ghostly lights. The area is in constant flux, with walls and pathways rearranging themselves unpredictably. This central area reflects Limbo's control over the island and the unsettling, inescapable nature of her existence.

**Atmosphere:** The central complex feels surreal and otherworldly, with an atmosphere of uncertainty and transience. The air is filled with the whispers of forgotten memories and the feeling of being trapped in a liminal space. The shifting structures and ghostly lights create an atmosphere of confusion and existential dread.



