

Backstories

This document describes the main parts of the universe to build the story of the game. It explains the behaviours of the characters, where they come from, who they are, and so on. It also gives the context of the whole tale and gives some key information about the gameplay and the narrative process.

Please note that the game is based on actual events but is still a fantasy adventure, so many facts were tweaked to match the purpose of the game and to stay gameplay driven. The journey is dark, epic and full of mythology.

1 - General context

The story starts in the year 1439 in the village of Westwend of Anjou in France. This is the Late Middle Ages so people had acquired more scientific knowledge and explains some facts with the science more than with the Religion even if both are really close. However, as the adventure unfolds in a rural town, people live more like in the High Middle Ages and rely strongly on the Church.

Westwend is surrounded by a thick forest the inhabitants fear during the night. They hear some weird sounds coming from it, many children disappear and lonely travellers are often killed. The wild animals are also a problem, that is why Thomas, the hero of the story, is so useful and loved by people. The hunters guarantee the safety of the townspeople.

2 - Thomas Dauvers

Thomas is a 28-year-old hunter who lives in Westwend since he was born. He lives with his wife, Ysabel and has many friends in town. He is always happy to help and has a very kind nature. He loves his life as it is and does not really seek for changes. His only purpose is to take care of his family and to protect them from any harm. This is one of the main reasons he had chosen his profession. He is never violent without reason, but if someone touches a person he loves, he/she would pay a high price for it. Thomas tries to be fair with everybody, however, if his family is involved, he can barely stay impartial.

Physically he is tall and well built. He could get some physical traits that remind people of his future werewolf condition, as a lot of hairs or a mono brow.

3 - Ysabel Dauvers (previously Le Fort)

Ysabel is an embroider who works in the same building as Thomas's mother. She is very independent and strong and enjoys physical work and travels. She often works in the house for fixing or improving it even if the task requires strength. She is resourceful and never gives up in front of a problem. She dreams about a life a bit more exciting even if she loves living in Westwend. She also enjoys learning and knows how to read and write. People wonder how she can do so many things at the same time.

Physically she is tall for a woman, thin but strong.

4 - Agnes Dauvers (previously Aubery)

Agnes is a kind mother but very stressed and absent-minded. Thomas is her first-born son and after him she had twins Marie and Nicole who were kidnapped while toddlers. She never cured of this loss and is now extremely protective over her two remaining sons. But she had learned to live with it and do not speak about her daughters, in fact, she barely speaks at all. Yet, she always tries to please people and she offers many gifts

to her sons and Ysabel. Agnes works as a tailor and is a very good one. Physically she is on average size, a bit too skinny and marked by the expressions of pain.

5 - Johan Dauvers

Johan is Thomas's father and a strong and impressive blacksmith. He works for the village since he is an apprentice and had always faced his responsibilities. He does not express himself a lot and is duty driven. For him, a man must take care of his family and fellow citizens and only cowards and men without honour could live without taking care of the people around him. He still loves his sons and shows it to them sometimes, but he expects a lot of them and does not hesitate to tell what he thinks if they behave badly. Physically he is impressively strong and handsome.

6 - Olivier Dauvers

Olivier is the little brother of Thomas. He is 17 years old and works as an apprentice with his father. He is always full of energy and excessively savage. Nobody can tell him what to do except his father and he is never fulfilling his duties outside the forge. He loves women, parties and leisure time. He also fights whenever he can and had become really good at it over time. He loves Thomas but thinks he is really slow and not funny. Physically he is of average size and muscular for his age.

7 - Laurens Pontin

Laurens is a 26-year-old scholar and Thomas's best friend. He is passionate about books, knowledge and religion. He is a man of God but he is also strongly attracted by Science and he struggles to combine those two interests. He lives inside the library and never really leaves it. He can spend entire days reading and learning about God and the history. Thomas and him had grown up together as they were neighbours. When they were young, they spent a lot of time playing outside and running everywhere, but then, Laurens started to prefer the libraries and they continued to see each other during parties and lunches.

8 - Other villages around

As the times are hard, the villages of the region keep good relations with each other in order to survive. They have developed an efficient trading system and had found a good balance. Some tension exists between them when they produce the same kind of goods, but globally they are in peace. The two main villages around are Ballater and Frostford.

9 - Citizens

During the game, the citizens live a lot of hard adventures. They are attacked by beasts, people die or disappear, and the children are kidnapped at night. Some will drive mad and start to fight or to accuse their fellow townspeople to be murderers. But in general they work as a team to defeat their common enemies, whether they are members of the Red Knights or the werewolves. This group of people is not an enemy of Thomas, however, if anyone sees him turning into a werewolf they would attack him. Thomas often tries to stay hidden from them and also does his best not to kill them. When the description of Thomas would appear during the game (describing him as a werewolf) the citizens would attack him on sight.

10 - Soldiers

The soldiers can be knights, Lords, or soldiers from the army or the religious order. They can be local or troops sent by some nobles to protect their lands. They are a high threat to the hero as they are hard to kill and behave very aggressively. As they are human,

Thomas tries to spare their life but it is a difficult task as they are more aware of the danger than the citizens. The soldiers are divided into two main groups, the ones led by faith because they are holy warriors, and others led by duty as they serve a leader. They behave differently depending on their group. The first ones are very frightened but want to kill Thomas at all cost. The seconds are less afraid but they are more willing to hurt than to kill.

11 - Forest

Westwend is surrounded by the forest which covers the main part of the land. Usually the forest is really beautiful but as it is also full of wild animals and very dark at night, it frightens a lot the citizens. Many tales exists about the woodland, as the ones about witches, wolves, vampires, undead and deadly illnesses. People usually try to avoid this area when night falls but they can cross it during daylight. Some military or hunting camps can be found inside it. The hunters keep the animals far from the edges of the villages.

12 - Hunting

The hunting system is one of the main gameplay in Bitten!. Thomas is a talented hunter who gets many abilities in that field and he can use them to investigate, track the animals (or beasts, or humans), get food or hide himself in the forest. The player is able to see the footsteps of any kind of creature and to determine which one it is as long as Thomas has the knowledge about it. He can also notice other marks as scratches, fur left behind, blood and so on. Thomas also knows very well the forest and never get lost inside it, he can find wood, water and caves easily.

13 - Ruins

Many dark and horrific ruins of the Early Middle Ages can be found in the forest. Nobody knows what destroyed them although they do not seem too old. The citizens refuse to approach those ruins and had created a lot of legends about them. The cult of the Red Knights often gathered in those places and perform strange and bloody rituals. Thomas can find some ingredients there as well as old tools and workshops.

14 - Stake

The final fight between Thomas and Bathory takes place on an old public place with a stake in the centre. This place is chosen by Bathory to represents the death by burning the humans reserved for the freaks as the werewolves, vampires, witches and others.

15 - Knowledge about the werewolves

The myth of the werewolf is known but not widely spread. Some people believe in it because they live close to the forest and many attacks of wolves happen; also people can suffer from rabies, the illness that turns a man into a wandering soul, behaving strangely and salivating a lot. However, nobody has actually seen a werewolf, those are just tales and legends. Some records are kept inside the books, but only a few had read them.

16 - Phases of the werewolves

In this story, the transformation process of the werewolf is divided into three phases. To get the werewolf affliction, one has to be bitten or scratched by a werewolf and stay alive. This happens rarely as those creatures almost always kill their victims.

Phase 1: The victim transforms under a full moon and only if he/she sees it.

Phase 2: The victim transforms every night, whatever the kind of moon but still always if he/she sees it.

Phase 3: The transformation is complete and permanent, the victim is a werewolf during day and night.

The whole process can take four months to a year.

17 - Werewolves attacks

The werewolves kill for two reasons: to eat or because they are excited.

1) If they are hungry, they would usually not wait for the good opportunity and they would just go wherever they smell the living flesh or the blood. They often eat only the best parts of the bodies, as the thighs, bottoms, arms and belly. So they often eat many people at once, leaving the other parts behind.

2) When the werewolves hunt to eat, they are driven mad by the taste of blood and their desire to destroy everything around them. That is why they usually devastate a whole place when they come. They also kill people for pleasure, by scratching them and biting them.

Thomas tries hard to suppress his bestial instincts to stop killing and destroying everything around him. That is the main part of the gameplay to control himself.

18 - Knowledge about the vampires

Vampires are well known by the citizens who fear them a lot. The tales about them date back to hundreds of years so even the less educated people have knowledge about them. For that matter, the inhabitants often check if there is any vampire among them by looking carefully at the weird behaviours such as wandering at night or avoiding the sun. The vampires are seen as undead, very pale, hurt by the sun and that sucks the blood of their victims.

19 - Red Knights

The Red Knights are a group of bloodthirsty fanatics. The cult was created by Gilles de Blais to satisfy his taste for blood, rituals and religious practices. Their main goal is to purify the world from the demons by blood sacrifices. Their more common practices are the kidnapping and sacrifice of children (they also torture them), the harvest of blood on adults and the blood transfusion from one pure body to a demonic one. They are well organized and present almost everywhere, in the politics, Churches, armies, among the citizens, in the forest and so on.

The Red Knights who preforms the rituals wear pale masks that make them look like undead and they move only during the night to stay unseen. Because of that, they are one reason for the belief of the vampires.

In the game, the Red Knights have secret rooms everywhere and they often gather inside the ruins in the forest. They are also present in the towns, kidnapping children and killing adults, but also dealing with the locals. They are part of the Church as well to get access to some religious items, but they respect God and they defend the Church at the price of their life. They really see themselves as chosen knights of God, here to remove the Devil from the Earth. As they are guided by faith, they cannot be convinced they are wrong and they will try to kill Thomas at sight.

20 - Red Knights' attacks

The cult is organized and deadly. They visit the buildings at night to take the blood of their victims or to kidnap the children. They can also be seen after the attacks of the werewolves or the armies as they come when the fight is over to take the blood of the

survivors, seen as the most valuable one. They drain the blood of the adults directly on site by doing two little holes in the neck. The toddlers are taken to perform more important rituals, and also to be tortured. They are really discreet but when they are spotted, it is often carrying blood, running at night with the precious fluid covering their white masks.

21 - Gilles de Rais

Gilles created the cult of the Red Knights to answer his attraction for blood, religious rituals and murderous impulses. He is a respected man in the city but an actual cruel child murderer. He enjoys torturing and to kill them, draining their blood to cover himself with it. He is also a great warrior and is capable of everything in order to get what he desires. Even if he is the chief of the Red Knights, he does not participate a lot of its needs as he is more focus on himself. He had let the main management to his wife, Bathory, who happily takes this position. He is really hard to find, always moving from a place to another, always acting in the shadows. The cult sees him rarely, only when he brings some blood for them; otherwise they just receive orders by letter or messenger.

22 - Bathory

Bathory is the wife of Gilles de Rais, but also the actual leader of the Red Knights. She is completely mad and passionate about blood and religion. She has a blind trust in the divine purposes of the cult and is persuaded she acts for God himself. She is the most bloodthirsty of all the members of the fanatics, loving to bathe in the blood of her victims that she also drinks. She enjoys hunting her prey and to kill it slowly, feeling its fear and hope for mercy. She lives for the Red Knights and always act for their good, bringing them a lot of children and blood. She just keeps the virgin women she finds for her own pleasure. She is an implacable ruler, cold and very punitive. Her men and women fear her a lot and always obey to her command. They would never betray her, too frightened of her wrath.

Bathory is the final boss of the game.

23 - Bethany Bathory

Bethany is the daughter of Bathory and Gilles de Rais. She is two years old at the end of the story. She was raised by her mother and the Red Knights, protected by the entire cult. She is barely known as she is bound for becoming the next leader and a cruel weapon for God. When Bathory dies, the Red Knights escape in secret with Bethany. She would be brought up by Kalel, the right-hand man of Bathory, who would ensure the child would keep the taste for blood.

24 - Knowledge about the Druids

The Druids are not known by the citizens except by the scholars who learned they existed in the past. In the books, it is said the Druids were suppressed at the end of the Roman Era and lived a bit longer in the North. They are seen as wise people who had studied their entire life and who live in clans, occupying high positions in the society. Some people believe they are sorcerers able to perform white magic.

25 - Clan of Druids

The Druids live hidden inside the Enchanted Forest for hundreds of years. They are sorcerers able to transform into the animal of their choice. The clan is composed by old men and women who are the wise ones, possessing the ancient knowledge, by apprentice Druids who are still learning and by children living in peace. They use magic

to communicate with the spirits and the nature and they are great healers. They welcome Thomas warmly and wish to help him find harmony with himself. The Druids are the main allies of Thomas and would help him to control his transformations. They can change into animals to instruct him.

26 - Mug

Mug is the leader of the clan of Druids. He is double the size of the other members of the clan and is fully blind but can move more easily than anyone else. Nobody knows his age, but the legends say he is old enough to have seen the creation of the world. Mug had created the Enchanted Forest to shelter his fellow Druids and to allow them to survive the suppression of their clans. He is so wise it is hard to follow his thought and he speaks and walks very slowly. However, he seems more comfortable in his bird form and can fly like a young animal. He becomes the mentor of Thomas when they meet each other.

27 - Enchanted Forest

The Enchanted Forest is the place created by Mug to protect and hide the clan of Druids. This place is hidden inside a vast cave underground. It is a magical forest, very thick and full of huge vegetation, pure water and wells of magic. Even underground, the sun shines as it does outside and the view is also the same with a bewitched sky above the trees. Anyone who comes near the entrance of the cave would suddenly become blind and deaf to it and would go on his way.

28 - Church

The Church has a great power during the story, but is also slowly replaced with the science for some people. This situation creates a division among them, some are fervent defenders of God and would kill anyone who would dare question the Holy power, while others are attracted by the practical results of the science. People never stop believing in God, they just start to accept other explanations for their faith, but without questioning the presence of the Creator. The Church still has a lot of power, and individuals seen as demonic would be immediately burned. In the countryside, the majority of the people turn themselves to the religion to explain the illnesses and the presence of beasts. Only scholars are open to other theories.

29 - Father Vincent

Father Vincent leads the Angers Cathedral since he is a young boy, fully devoted to his duty towards the religion. He is a good and faithful man who has a strong belief in God but who rejects the old ways of showing his faith. For him, as long as he can help the men and the world, he thinks he is not against the Divine Lord, and so even if he is really religious, he accepts the coming up of the science. When he sees Thomas, he thinks God gave him a challenge to help a man in need and to fight against the manifestation of Satan.

30 - Medicine

At this time, the medicine is a mix of religion and experimentations. First a priest or a monk would pray for the soul of the sick individual, trying to remove the affliction that possesses him/her. Then, an herbalist or trained monks would craft an herbal remedy to calm the pain and to regenerate the body. If nothing works, an actual doctor would start some experimentations based on the current illness but always under the goodwill of a religious man. Some methods used can be surgery or bloodletting.

31 - Elizabeth De Saint Leu

Elizabeth is one of the most promising doctors ever seen in this period, but as she is often considered as a sinner for her experimentations on the human body, she should act in secret. She was raised by Father Vincent because she was left in front of the cathedral when she was a baby. Father Vincent had never feared her taste for the medicine and the science and had even supported her as she had shown great results. She is now 20 years old, a bit too excited and agitated, very passionate by her work and always busy. She is fully absorbed by her tasks and barely notice people around her. She is stubborn and aims to cure everybody she meets. But she is also very sensitive and any failure is a huge pain for her. Elizabeth would do her best to help Thomas and she does not seem afraid of him at all, always asking to attend to one of his transformations, something Thomas had always refused to her.