

# THE LYREZHEN VAMPIRES



WORLDBUILDING DOCUMENT

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## Timeline

A Volcano on an island in the south-west of Lyrezhen erupts when Shroud (An Ancient One) awakens from their slumber inside. Sky is darkened by volcanic ash so vampires can travel outside during the day. Shroud forms first elders then goes back to sleep. Human race is subjugated by the vampires (The First Reign of Blood)

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Three hundred years pass, marked by bloody bitter wars. The Elders mostly wipe one another and their bloodlines out. Only a couple lineages survive (VanHelsing and Geaudon). Eventually humanity regains control of Lyrezhen again and vampires retreat into the shadows.

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Shroud is awoken once more when the volcano erupts again. New Elders are formed including the Azrael and Seaglass lineages. Emboldened by the once again darkened sky, Vampires start attacking and soon overrun the country again (The Second Reign of Blood).

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### *Current Day*

Two years have passed since the reawakening. Vampires have set up strongholds, camps, arenas etc and take dominance over most of Lyrezhen. Some human settlements are around, mostly located in the southwestern and northwestern most parts of the country but one by one they are starting to fall.

The Lovells attack The UA Oasis, hoping to eliminate the last surviving member of the Van Helsing.

# Vampire Lore

## Vampire Hierarchy

1. Ancient One
2. Elders/Leaders/Alphas
3. Feeders (Turned Humans)
4. Ferals

## Vampire Ability Gain

- A. The Ancient One bites a human. This will turn them into an elder. Each time an elder is created in this way, a different ability is given.
- B. An Elder, Feral, or Feeder bites a human. No abilities gained other than typical vampiric abilities.
- C. Some Elders have the ability to steal other elder's abilities through biting them. This is rare.

## Van Helsing

A certain vampire elder family has the ability to turn feeders back into humans permanently. When a Feeder is turned back, one of their eyes stays the same colour from when they were a vampire.

If an elder was the one to turn a Feeder into a vampire, when cured their *left* eye would stay the colour of when they were a feeder. If another Feeder were to turn a human, then their *right* eye would stay the same as when they were a vampire when they are cured.

If a Van Helsing bites an elder, they can disable their ability for a temporary amount of time. Vampires turned back to humans are often nicknamed Reborns.

## Chance of Turning

If Shroud or an Elder bites a human then they are guaranteed to turn into a vampire.

If a Feeder or a Feral bites a human there is a 25% chance that they will turn into a vampire.

## Procreation

Feeders and Ferals are sterile due to the transition and cannot have children. Even if turned back, it still remains impossible.

Elders can breed one another and produce offspring, usually passing on their abilities to their children.

An Elder can mate with a human however the chance of a baby surviving is practically zero.

There is only one known instance of this happening where the baby lived. That infant was the first Van Helsing.

## War Paint

Each Elder family has its own signature warpaint. Any feeder or feral that follows an Elder wears paint inspired by their master's, and they use the blood of their victims to daub their skin with the design.

Whilst the blood 'paint' will wash away over time and requires occasional repainting, any designs done with the blood of an Elder are permanently stained on the wearer's skin.

## Light

Sunlight/UV Light burns Vampires and can be extremely lethal. Because of this many vampires only go out at night, or cover up every inch of their body when out in the day.

Due to the ash and factory smog in the sky the sunlight has been weakened, meaning it is far less likely to be lethal. However, the further away from the factories you are, the more sunlight there is.

In the same way, vampires must stay away from UV Lights, meaning many human settlements utilise them as a means of defence.

A couple types of vampire can survive in the light however - Daywalkers and Van Helsings.

## Vampire Killing 101

1. Ferals and feeders can die in exactly the same ways as a human.
2. Elders can only be killed by either decapitation or their heart being destroyed.
3. Entities (such as Shroud) cannot be killed, only the vessel. Want to defeat it? Your only chance is to imprison it in something strong enough to contain an immortal.

## Blood Requirements

1. When a human is turned they become a feeder. Slowly they will lose their sanity if they do not consume *human* blood. Eventually if they starve too long they will become a Feral - a completely mindless vampire who's only desires are to kill and feed. This change is irreversible. Ferals cannot be turned into humans, instead trying to do so will kill them.
2. Elders require human blood in order to keep their abilities at full strength. If they do not feed then they will grow weak but they won't die or lose their mind.
3. Any vampire can consume animal blood to keep their energy levels up but it has no effect otherwise.

## Hybrids

Hybrid Vampires are *extremely* rare, as they are created rather than born or turned.

They are Humans that possess vampiric abilities in the same way an elder would, however instead of consuming human blood they must drink the blood of a vampire in order to maintain use of their abilities.

The way to make a Hybrid is a matter of major debate and conversation as nobody seems to know what way to go about it, as in the rare instances a hybrid is made, any attempts to replicate what was done to them has failed to produce a second.

It is mostly likely believed to be a result of chance, a freak mutation.

## Turning A Vampire Back

A Van Helsing has the ability to turn feeders. Ferals will die and Elders cannot be turned back.

A turned human cannot be turned back into a vampire again, and their blood is disgusting/inedible to vampires.

# World Lore

## Factories and Blood Farms

Now that the apocalypse is in full swing, any captured Humans typically aren't turned, instead getting sent to the Factories and Blood Farms.

If a human is healthy and capable they are sent to the Factories to work. These places continually burn waste, and are responsible for creating more smog and air pollution to keep the sky darker.

If a human is too old, injured, or unable to do factory work then they are sent to a Blood Farm. Here they are kept barely alive, continually being drained of blood. This blood is then distributed amongst the vampire population.

Children are kept in a separate section of the factories basically as hostages until they are old enough to work.

## Settlements and Sanctuaries

There are very few places left that humans can call 'home' anymore. These places are built in the ruins of old towns, in buildings that are easily fortified etc. With each day the number of them dwindle and each night the attacks on them only seem to increase. Some are run by humans, others by so-called 'benevolent' vampires.

## Strongholds

Each Elder family has a place they too call home. Vampiric strongholds are usually home to the biggest concentrations of vampires, the clans that follow each elder residing within their walls. Each elder has their own tastes and preferences, and each Stronghold is different to the others. Since Lyrezhen has been divided up, with each clan controlling a different area, you can usually expect to find an Elder Stronghold near the centre of that vampire's territory.

## Map & Important Locations



### 1. The UA Oasis

Sanctuary for humans, run by the Daywalker. Known for constant UV lights that cover every corner of it which means only humans and daywalkers can live there. Home to a large doomsday bunker beneath the settlement with numerous secret entrances in which non combatants shelter when attacked.

### 2. The Cathedral

Sanctuary for Vampires, run by the Patron of the Exiled. Known for being nearly impossible to leave of one's own free will once entered. Very little is truly known about this location by those who do not reside there, leading to vast amounts of rumours and misinformation.

### 3. Camp Ulfarik

One of the few remaining large Human settlements, run by Ulfarik's Virtues. Known for training anyone who wants to learn how to fight vampires. They have control over the surrounding desert due to the intense daylight, though they are frequently attacked at night or during sandstorms. Ian takes their existence as a challenge and is determined to gain control of the area.

#### 4. The Underworld Arena

An underground gladiatorial combat arena, run by Hades and Persephone, tailored to discerning high-paying clientele. Known for granting vampirism to its champions and for performing experiments on its failed combatants. Exact location is unknown but believed to be in the mountains in their territory.

#### 5. Lovell Capital

A vampire city that contains the vampire population that are guards or troops for the Lovell family, and the Lovell Mansion/Stronghold where Oleander and Heathcliff reside. This is where Ian resides in his off time and where he would take his most decorated prisoners.

#### 6. Ao Guang's Mountain Peak

Ao's stronghold and residence at the top of a mountain between his and The Lovell's territory. It is a small manor where he spends his days farming and summoning weapons in total isolation. The only people who dare visit are those who seek better weapons.

#### 7. The Council

A large underground chamber where The Ancient Ones and The Elders gather when summoned. Here, territory is divided up, disputes are settled and grievances are aired. This location is impossible to enter unless you are granted permission by an Ancient One.

#### 8. Van Helsing Mansion

An old burned down mansion that used to house the leaders of the Van Helsing lineage. Countless skeletons still lie in the ruins, metal stakes pinning them in place. The surrounding island has also long since been abandoned since the Van Helsing's were supposedly wiped out by a different Elder family for 'betraying' the other elders.



# Characters

## Vampires

### Ancient Ones

Name	Aliases	Abilities
Shroud	<i>The Old God</i> <i>The Reaper</i> <i>The Progenitor</i>	Light Manipulation Elder Creation

### Elders

Name	Aliases	Abilities
Hecate Seaglass	<i>Priestess of the Exiled</i> <i>Patron of the Exiled</i>	Vampire Mental Manipulation
Alastair Seaglass	<i>The Exiled One</i>	Human Mental Manipulation
Crow Seaglass	<i>The Lightborn</i> <i>The Daywalker</i>	Immunity to Sunlight Creation of Daywalkers
Oleander Lovell	<i>The Death Keeper</i>	Lesser Vampire Control
Heathcliff Lovell	<i>The First Feral</i>	Rapid Healing
Ian Lovell	<i>God of the Massacre</i> <i>The Blood God</i>	Control of Weaker Vampires Rapid Healing
Hollow Lovell	<i>The Stray Elder</i>	Rapid Healing
Hades Geaudon	<i>The Ringmaster</i>	Blood Pact
Persephone Geaudon	<i>The Manager</i> <i>The Matriarch</i>	Blood Pact
Ao Guang	<i>The Weaponsmith</i> <i>The Dragon</i>	Weapon Creation
Aeolus Asake	<i>The King of Delusion</i> <i>The Puppeteer</i>	Hallucination Creation Dream Walking
The King	<i>The Horned King</i>	Ability Leech

Kairo Van Helsing	<i>The Van Helsing</i> <i>The Cure</i> <i>The Antichrist</i>	Sunlight Immunity Reborn/Human Creation Ability Freeze
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## Feeders

Many feeders no longer remember their original names.

Name	Alias	Job / Status
Tristain	<i>Pride</i>	Daywalker. Hired to infiltrate human settlements and turn specific targets.
FBM	<i>Fitzdeux</i>	Runs a Blood Farm.
Jaime	<i>Nenca</i>	Stray.
-	<i>Drill</i>	On the run from The Underworld Arena.
-	<i>Sera</i>	Plays music for the Lovell family.
	<i>CC</i>	Devout follower of The Horned King.
-	<i>Jinx</i>	Stray.

## Humans

Name	Alias	Job / Status
Lobo	<i>Diligence</i>	Vampire Hunter. Hybrid Vampire.
Jet	<i>Temperance</i>	Medic. Researching a cure for Vampirism.
Eos	<i>Patience</i>	Runs Camp Ulfarik. Ex Blood Bag.
Orion	<i>Kindness</i>	Guardian of Camp Ulfarik.
Conan	<i>Charity</i>	Vampire Hunter. Reborn.
Rachel	<i>Chastity</i>	Runs Camp Ulfarik
Isaac	<i>Valour</i>	Works in one of the Lovell Factories.

Dob	<i>Humility</i>	Reborn. Travelling Merchant.
Kier	<i>Harbinger</i>	Ex Gladiator. Vampire Hunter.
Achilles	<i>Void</i>	Ex Gladiator. Vampire Hunter. Reborn.
Libra	-	On the run. Ex Blood Bag.
Gold	<i>Chainsaw</i>	Vampire Hunter.
Ravvy	-	Resides in UA Oasis. Ex Blood Bag.
Gladys	<i>Gladiator Six</i>	Gladiator in the Underworld Arena.
Osiris	-	Vampire Hunter.
Nike	-	Resides in The Cathedral.
-	<i>Wild</i>	Resides in UA Oasis
Cappry	-	Eos' protector. Ex Vampire Hunter.
Aardy	-	Resides in The Cathedral.
-	<i>Creeper</i>	Vampire Hunter.
-	<i>White Tail</i>	Resides in Camp Ulfarik

# Concept Art



