

- Main ideas:**
- they are real character
 - side characters (who have purpose)
 - tavern → rest spot (you can save here)
 - blood river → SCP-354
 - plague doctor → her guest
 - "the mask" → SCP-049
 - SCP-036
- having some sort of currency (maybe?)
- minimum of 2 endings

Character list so far:

- Plague Doc 049 } act diff based on pt. system
- "Mask" 036 }
- Blood river 354 } same diff happens based on pt. system
- Tavern characters } in development / tavern specific

Overall message?

- Beware of whom you trust
- life lesson? learning from your mistakes / it's ok to refuse something
- Be curious

Basic Plot?

- Overcoming the monster → The guest
- ↳ voyage and return

"walking interviewer,"
doctor, detective

