
THE MONSTERS OF MAURIER

WORLD AND CHARACTER CREATION

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World Background

The Monsters of Maurier is set in 1988, in the small American town of Maurier as it nears its 200th anniversary. Maurier is a tiny town in northwest Maine, a quaint, bustling burg nestled deep in the wilderness. However, while the people within the town are quite neighborly, the woods surrounding them are bordered by traps, barriers, and other hidden safeguards meant to keep others out. These longstanding measures of isolation were put in place to protect the people of the town, who, while nice as pie, are monstrous in appearance. Fleeing humanity's fearful persecution, the creatures of Maurier founded the town cut off from the world so that they might live free of the dangers posed by humanity's ignorance. The town finds peace and safety in isolation – at least, that is how the council always tells it...

The town is run by the city council, who are tasked with keeping the town unnoticed while ensuring the internal functionality of citizens' lives, a duty which has growing difficult as the town's resources become more and more scarce. Everyone in the town speaks an unknown language and is to some degree a follower of the Church of Agullhod, whose teachings – tales of a race of people sent forth by their god to explore and unite worlds across the universe – provide the only hints toward the origins of Maurier's residents. All residents of the town are at least somewhat familiar with each other – such is the nature of small-town life – and tend to be very supportive of the community, particularly with times getting tougher, banded together by their town, faith, and their understanding of their history.

Maurier strikes a balance between picturesque idyll and ghost town, a determined bastion of community in spite of, and perhaps in part because of, its grim surroundings and hard-fought foundation.



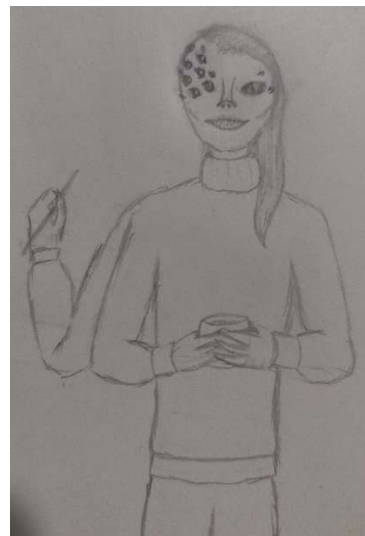
<https://bloody-disgusting.com/news/3366643/the-real-life-silent-hill-town-is-getting-a-show/>



<https://www.hartstoneinn.com/2016/11/camden-named-one-americas-prettiest-towns/>

Character Creation: Lori

If the eyes are the windows to the soul, then with that many it tracks that she would be one of the most open, honest, and caring people around. Her smile powers through her shakiness, warm like her sweater hand-knit to fit all her arms. One hand fills a kettle, while another retrieves milk from the fridge, and the third stretches for a pair of mugs as an almost steady voice asks if you prefer coffee or tea (“Or there should be some cocoa mix around here somewhere...”).



Full Name: Lorelei Hill

Alternate Titles: Lori (nickname), Miss Lori (to her students), Miss Hill/Councilor Hill (council title)

Pronouns: She/Her

Age: 44 (Note: Maurier residents are longer-lived than humans – physically and socially she is comparable to one pushing 30)

Height: 5’4”

Eyes: Solid black

Hair: Black, just beginning to grey.

Background: A lifelong Maurier resident, Lorelei is dedicated to caring for and uplifting others in her community. Just recently she has left her job of 8 years teaching at Hodder Elementary to join the city council, where she hopes to improve lives on a greater scale and protect the town from the humans that haunt the outside world.

Lori’s Want: In general, to uplift her declining community; plot-wise, to protect the people of Maurier from the human intruders.

Lori’s Lie: The best way to aid society is to uphold and participate in existing structures; The council has the people’s best interests at heart and will work to find the most effective ways to improve society.

Lori’s Truth: Figures of authority are flawed and must be held accountable to their corruption and their duty to the people; If I truly want to help people I must recognize and fight to change ineffective social structures, addressing issues at their roots rather than simply upholding the status quo.

Lori's Need: To break free of her society's outmoded fearmongering and complacency to confront the internal origins of the community's issues, dealing with the human intruders on her own terms; to do what she feels is right, not what she has been told is right.

Lori's Ghost: As someone so devoted to helping and protecting her community and its future, living under the constant threat of incursion while witnessing the slow but sure decline of the town has taken its toll on her, both demoralizing and motivating her to do more as her best efforts to uphold her society through teaching kept falling short. The final straw for her came when the school budget was slashed due to the financial strain on the community, leaving the staff that remained at Hodder unable to suitably care for their town's future. Seeking more immediate solutions on a higher level, with the encouragement and support of her friends and colleagues, Lori entered as a dark horse candidate into the city council election and was successfully appointed after her community-driven campaign won over the populace. Now she hopes to incite more widespread social support and is ready to work for it while still finding ways to keep the town safe from the outside menace, unsure of where to start but eager to help.

Character Arc: Lori's overall arc is positive – while she wants to do good for her community, her lie prevents her from doing so effectively. Over the course of the story, she must come to terms with the truth as the structures she knows are challenged by the humans' arrival in Maurier.

Arc Outline:

Act 1: Lorelei leaves her job at the school to join the city council. She objects when the councilors shoot down various community requests, but quickly capitulates when the matter of town defenses is brought up as an excuse. Over time she adjusts to the new position and is just about settled when the unthinkable happens – humans, their car wrecked by the traps at the town border, make their way into Maurier. Terrified by the chaos and harm they might bring, Lori rushes into action, kick starting the town's emergency responses.

Act 2: Lori's attempts to protect the people and drive out the threat meet with unexpected (and based on her understanding of the town's priorities, inexplicable) obstacles – degraded and destructive defensive installations, outdated or nonsensical evacuation procedures, measures which ultimately put the town in just as much danger as the humans do. As each new line of defense fails and she sees more of the humans going against her expectations, she is forced to a conclusion more terrifying than the humans ever were. Confronting her superiors, she receives horrifying confirmation that the city council's control, and indeed the town's safety, is completely specious, based in an ever more tenuous web of security theater and fearmongering inextricable from the town's foundations, driving the town's decline and leading to this entirely avoidable, self-inflicted disaster. When the final attempt to evacuate the city fails, the council's ineptitude injuring much of the population and trapping them inside, Lorelei must finally reconcile her understanding of the town, her people, and humanity. Eventually, she pushes through this dilemma with the knowledge that if her people are going to be protected, with her knowledge of both the town's structures and the truth they hide, she must be the one to do it.

Act 3: With her newfound understanding, Lori faces her deepest fear and goes against everything she was ever taught in order to ensure both the immediate and long-term safety of the town. Braving the dangerous route back into town, she goes to the humans and, dodging their terrified onslaught and painstakingly working through the barriers of language and mutual mistrust, eventually brokers an understanding with them. Undergoing the same ordeal with her own people, battling the council's teachings and her neighbors' convictions, she manages to bring help from the town. Under Lori's vigil, the humans stand down enough for the townsfolk to patch them up, fix their car, pack their supplies, and send them on their way. Upon returning to the town center, her people, shaken by everything they have witnessed and learning of the true events of the day, turn away from the council and look to Lori for what to do next.

Fear vs. Love: The two forces play heavily into Lorelei's arc – while at first, she assumes her fear of humans and her love of her town serve the same purpose, these two motivations come into conflict as the truth is revealed, and she eventually has to overcome the former to ensure the latter.

Sample Lines:

(To one of her former students) “Hey there, kiddo! Oh, I've missed you too. Have you learned anything cool recently?”

(To a towns person during the crisis) “We've got this under control, okay? Just stay alert and stick to the plan, we'll all get out of here just fine, I promise.”

(To the humans during a confrontation) “I won't let you hurt them! Just leave before you make things worse!”