

Other OC worlds: [GHOOOST OC](#)

## **SWEVEN Master Doc**

This is one of my OC stories! It's written and organized in a sort of stream of consciousness way since I just write down my ideas as soon as I have them and edit them later multiple times. Apologies if this makes it hard to read!

General warnings throughout Sweven: body horror, gore, psychological horror, animal death, death in general, parental abuse (mostly emotional).

**Note!** Recommended you read the oc bios and glance at the episode list before you start reading the "More Character Info" section in here so you'll know wtf I'm talking about.

## **LINKS**

Character biographies + Relationships + Current Lore and story + Old/Outdated Lore:

[SWEVEN OC BIO DOC](#)

"Episode List" (Plot): [Sweven Episode List](#)

Prequel (sequel) "game": [Sweven: Wyrđ](#)

Music playlist ^-^: [Main music playlist](#)

Outdated music playlists: [Old playlist 1](#), [Old playlist 2](#)

Tumblr tag: [Main blog tag](#) , [Oc blog tag](#)

- Other tags on oc blog: swvn lore, swvn au

Toyhouse: [TH](#)

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# Inspirations and Influences

**Sweven (sweven. / ('swɛvən) / noun. archaic a vision or dream.)**

Some major direct inspirations I've gotten for it over time (that I consciously remember), a few got removed:

- Lisa the Painful, Lisa the Pointless
  - Mushishi
  - Mob Psycho 100
  - Dorohedoro
  - Everhood
  - xxxHolic
  - Susumu Hirasawa's music
  - Library of Ruina
  - Cell of Empireo
  - Shin Megami Tensei
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## Current summary

It takes place in an unknown time period in a country called Ounspux. The country was under autocratic rule only around a decade ago and has been slowly healing. The people there don't have much technology. The present plot of Sweven that

takes place is following a retired knight, Alec, and his vampire husband, Wayne, as they do jobs involving assisting people with the supernatural.

## Main Themes

- Moving forward while struggling with the past
  - Shown (in my head) through multiple means; Alec's nightmares, Wayne's \*several\* problems, the existence of ghosts, the concept of flesh walls, Orval's backstory, the country rebuilding itself.
  - Though the past isn't always horrible. Cherished memories of loved ones and old songs. Sometimes it's not good either, sometimes it's just there.
- Love through body-horror
  - Mostly a Wayne centric thing that ties into the first point. He's bothered by his vampirism even though he's supposed to have "gotten used to it" by now. He's forgetting what his face looks like, and stares at the mirror touching it to remember. He hates having the urge to drink blood; living in a corpse. But he loves people, he's loved by people, he knows this and he wants to love himself again.
- Regaining sense of self and changing for the better
  - Again, Wayne centric - ties closely to the previous point. Other characters that have a strong part in this theme are Orval and Mellow. When someone becomes undead, there's a feeling that they'll never truly be the same again, that they may have lost something. On the note of changing

for the better, Alec has done this before the story starts and continues to try to do this.

- Music and sound
  - I imagine Sweven as a show, so there'd be an emphasis on the OST, sound design, and quiet moments.
  - There are multiple characters for whom music is greatly important; Wayne, Sam, Siren, Celeste. Also Olive to an extent, but with them it's more just sound in general.
  - Sam's abilities revolve around connecting music with emotions. It's almost like being an empath but you have to bang out the tunes first. It's his way of helping stop conflicts while also keeping his own energy under control. He can mitigate psychological damage done by monsters and other psychics with this ability. Basically any fight involving him becomes a rhythm game.
- Headless motif
  - Figures with no heads or faces represent multiple things: not recognizing yourself, losing your mind, feeling haunted/watched, feeling disconnected with yourself, the supernatural/dead in general.
- Added this later but I think it was always somewhere in my mind: showing support and empathy for people with mental illness. I feel this ties into multiple other themes in Sweven. While the supernatural beings can possess people or be what causes mental deterioration at times, it's a point not to isolate others. I watched a post-mortem video about Higurashi Gou/Sotsu which brings up that

Hinamizawa Syndrome isn't purely what drives those characters to be violent – it's one of multiple factors involved – and it made me think about it.

## More Character Info

(Things that (mostly) aren't included in their main bios. Points with '\*' on them contain major(?) spoilers.)

### Ty

Alec sees her as a really good listener.

Like Alec, she can't see ghosts, however she can 'feel' things better than him.

Ty has recurring dreams about pulling out all her teeth.

### Orval

Orval's partner in the past died and came back inexplicably. No one knew what that man became, but he was no longer human. Orval tried to continue life as normal, regretting this after his partner needlessly killed the people they were supposed to save on a job (and supposedly more). Ever since then, he's been resentful towards the undead and suspicious of Wayne. His sword was a part of his partner.

### Mellow + House Caramel

Originally I wrote that they weren't resentful or violent from the beginning but I'm retconning it to be at least somewhat part of their original nature. Both beings punish

unfaithful or harmful romantic partners. Unlike Mary-Ann and Tuesday, Mellow is filled with meat and their “skin” is fabric.

## \*Sycamore and more on Orval (feat. Alec + Wayne)

(Note: most of what was here was moved to the “relationships” section of the bio doc)

Orvalsy (I guess that's what I'll call it, I'm not good at making pairing names) isn't straightforwardly and explicitly romantic like Waynealec -- Orval and Sycamore never dated or confessed(?) or anything like that. Their relationship was still close and intense anyway so it's a "interpret whatever makes it more tragic" type of thing. That makes me sound like a showrunner and probably won't stop me from drawing them in certain ways lol.

I left what Sycamore was like when he was human vague in his bio but I'd say he was a bright and grounded person. He became a hunter to protect people – and Orval became a hunter to stay near him. He was always protective of and focused on Orval even before it started to become strange. In his own writings, Sycamore posits that the emotions and desires upon death are amplified and warped when the deceased are unable to move on. He wonders if that happened to himself.

## \*Dracula

Dracula presents himself as “No one” as if his true name has lost all meaning to him. He no longer has a face.

He pretends he's a blank slate who only wants what his vessel wants, but that's not truly the case. He has a seductive yet eerie air to him.

## Fun facts

- The design for Ty's gun are remnants of my Middens/Gingiva days (rather unfortunately considering what I've heard). It's inspired by Genie.



- Wayne's "main" color went from a dull light blue in his earliest design, to a vibrant medium blue, to purple, then finally back to a dull light blue. I don't remember if I circled around like that on purpose or not, but I think it reflects his character better and lets me color-match him with Alec's current design. Speaking of Alec's design, did you know that blue roses can mean unreachability, longing, but also dreams, sensitivity/feelings and friendship? I don't remember if I did that on purpose either.
- I did make some of the Sweven ocs with real world countries in mind. Alec and his family are Haitian in my eyes.
- My original concept for the Doll-Meister was that he'd be a human who would never show his face and only talked through puppets. Maybe that's still canon in some way... who knows. [EDIT] It's kind of canon now. I've decided that the DM



and the toy shop owner are technically the same person. The owner would match the previous description.

- Flesh Walls were directly inspired by the Joy Mutants in LISA the Painful
  - So are the mutants in Wyrd
- I think Wayne's music would be very emotional, usually melancholic
- I associate the piano with Wayne, guitars with Alec, electronic sounds with Sam, trumpet/saxophone with Ezekiel and the violin with Orval. I link Ty with Alec's guitars but I've also started associating her with record scratches and percussion.