

Gothictale

Universe : Undertale AU

Basic description	<p>In this AU, many monsters have a gothic-themed species tucked on. Some have it as a secondary species that shows in special circumstances, some have it merged with their original species and some have it replacing the original species completely.</p> <p>Examples of the secondary species include vampires, werebeasts, demons, dragons and a whole family of dragon-like species (for example, wyverns). Angels were also a secondary species here, but they cannot be born under the Barrier, without unfiltered sunlight.</p>
The Soulless (Roseli)	<p>Roseli is this AU's version of Flowey. He is a rose, as is obvious from the name - a red one, with dark patterns on the petals.</p> <p>Personality-wise, Roseli is close to original Flowey, although he unlocked the sense of aesthetic pleasure early into being a flower. He can easily climb walls and fences and uses this a lot for spying of all kinds.</p> <p>Roseli's relationship with Papyrus is also close to the original, although this flower is torn between the thought of using Papyrus for toying with the next human and the thought of very slowly and carefully provoking the skeleton into small breaches of ethics concerning the use of vampire powers.</p> <p>He misses the power of flight dearly (more about it in the section on Dreemurrs).</p>
Bat / Fang / Gothic!Sans, Gothic!Papyrus	<p>In this AU, Sans and Papyrus "lucked out" to be the only ones left with active secondary species of vampire, after Gaster's disappearance.</p> <p>Their house is noticeably bigger than in the original, although still not the size of a proper mansion - those would require servants, and servants can leak the secret of the vampirism.</p>

	<p>For the rest of the underground (except Dreemurrs, who know the truth), the skeletons' secondary species is "werebat".</p> <p>Papyrus in this AU is somewhat calmer and more gentlemanly than in the original, while Sans goes through small periods of reclusiveness, but is not above using the attention of joke-lovers of the Underground to satisfy his dark hunger.</p>
The Dreemurrs	<p>Asgore, Toriel and Asriel of this AU are all dragons as a secondary species. This one is of the "turning" variety - all of them can shapeshift into white dragons and back at will (after some training).</p> <p>It is also possible for them to transform partially - adding dragon wings and tails to their normal goat form. Without training, the transformation of a dragon can only be partial, and some learning is needed to fly on dragon wings.</p>
Alphys and Undyne	<p>Alphys and Undynd of this AU have the secondary species of demons. Their looks differ from the original, with small horns on their heads and sharp plates on the ends of their tails. Ironically, demon secondary species is not a secret like vampires are.</p>
Mettaton	<p>This version of Mettaton has wings even in EX form - and multiple pairs, different shapes. Wings can be plugged in or taken out of slots on his back.</p> <p>Speaking of all ghosts, only their vessels differ from the original in this AU - everything else stays the same.</p>

Full History

The story of monsters and humans starts in the Ancients era, when monsters were accidentally created by human shamans, searching for easier conduits for their natural magic. The details of the relationship between the humans and the newly-created species in that time is lost to time, but there are mentions of many different ways those went - from terror to reverence, in either direction. Both species expanded rapidly, although the humans were winning this

land-grabbing race - both by starting earlier and by having a higher reproduction speed. By the dawn of the Iron age, monsters have spread throughout Europe, with small isolated populations in other continents.

The most advanced empire of the time, the Great Ruby (equivalent to the Roman empire in other timelines), was completely mixed - both monsters and humans could be found on all social levels. Others were more separated, with frequent small conflicts.

The downfall of the era of harmony started with an economic crisis in the Great Ruby, leading the way for the Human Angel religion to win over the huge swathes of the human population with an ideology similar to Christianity. Unfortunately, the symbolism used also made anti-monster bigotry easy to write into the ideology. The Human Angel church started spreading all over the globe like a storm, when the fall of the Great Ruby coincided with the church re-discovering the art of actively using human magic - the art previously lost to the shamanic wars. This led to church's authorities collecting most people with magical potential, and the ones who did not comply - by helping monsters, for example - were declared heretics. So a religious war started in the countries of the former Great Ruby, which quickly turned into a War Of Humans And Monsters.

After some years of non-stop war, monsters and what little remained of the Heretics were pushed into a mountain-surrounded valley in the Mediterranean. There, the Heretics made the last-ditch effort to help the monsters that became like family. Two powerful, intertwining spells, to keep the monsterkind safe until it recovers. Barrier, the wall that separates, and a Notice-Me-Not over the whole valley to convince humans to not even explore here, but think of it as barren and uninteresting. The seven remaining heretic mages put down the spells, but soon passed away from the strain, now revered as heroes, the only merciful humans. From there, the paths of technological advancement between the two civilizations went in dramatically different directions - humans came to rely on technology with occasional magic enhancement (very occasional - the conflicts inside the church drove mages into hiding and almost-extinction), while monsters used their magic and natural crystals to alter plants, creating living homes and other biotech. Although in recent time they also tried to replicate human advancements by observing them through telescopes. Which is good, because in the current era the Barrier spell complex starts to fail and behave erratically.

The story of the Dreemurrs and Chara played out in a similar way. The only differences are that Chara rushed the decision to sacrifice themselves because of obtaining some demonlike traits from intense magic exposure and being concerned about becoming a danger to their new family. And the narrative that Asgore started being "The Barrier used to protect us, but now it is turning into a deathtrap - we need to open a way for monsters to get through it, not just humans, and to show humans that we are now strong enough to not lose again."

Timeline

- Creations of monsters by humans is a forgotten art by the shamans of the times before writing
- For some time, monsters were seen basically as minor heathen gods
- Humans had most of the globe, mostly because of the bigger reproduction speed
- The era of harmony between humans and monsters was in the times between consolidation of countries and the equivalent of the Medieval
- Monsters were populous only on the Great Ruby (equivalent of the Roman Empire, only bigger), despite existing in many cultures
- An economic crisis started the spread of the Human Angel religion (equivalent to Christianity), which demonized monsters heavily
- The spread was accelerated greatly by the church's discovery of active uses of human magic
- Mages that were sympathetic to monsters were declared enemies and heretics, which led to the beginning of the Monster Purge
- The surviving monsters and Heretics fled to a valley in the center of the Great Ruby, which exudes a magical field that is healthy for monsters
- Only seven Heretics survived to this point
- Heretics created the Barrier and a notice-me-not spell in the valley, thus creating the Delta Kingdom
- The strain of two spells of unmatched power and duration led the heretics with horrible health problems, which led to them dying out and only monsters remaining
- Church-loyal mages eventually were driven into hiding by bigotry inside the Church and, later, the Purge Of Magic by egalitarianists
- Monster technologies are partially copying humans (observed through the telescopes), partially plant-based biotech (literal tree houses)

Core Details

- The AU takes place not underground, but in a hidden valley under a Notice-me-not spell
- The Barrier was created to protect the monsters from the war, not to trap them
 - The skeletons are secretly vampires.
 - The Dreemurrs are non-secretly dragons (can switch forms).
- Vampires only require a bit of magic from another being periodically, no danger for others required. Usually blood, but there are alternatives.
- Vampire powers: turn into a bat (magic conserves the mind and hides the mass), higher physical strength.
 - Vampire weaknesses: sunlight (varies from none to intense discomfort, not dangerous), some enchantments, very strong smells, silver.
- Vampire non-weaknesses: invitations (don't like impoliteness, but can do it anyway), spilled small objects (no OCD), running water.
 - Only monsters can be vampires.

- Vampire can be born from a vampire parent or turned (using the magical adoption ritual ONLY). Vampirism is NOT bite-transmitted.
- Bite can contain one or both of two magical influences: one relaxes and brings mild euphoria, another works as a short-term compulsion to obey the vampire. Usage of these influences is only considered ethical if the target is consenting or it is absolutely necessary to keep the secret of vampirism
 - There are many dragonlike creatures like wyverns (example: MK).
 - Dragons are always tasty to a vampire. Dragonlikes are probably tasty.
- Vampires can feed on each other if needed. It is only done with a bite to the wrist, as it is seen as a sign of respect. Bites on the neck, on the contrary, are seen as signs of dominance, sexual desire or both.
 - A born vampire feeds on familial blood until the start of puberty, then slowly switches to hunting, if they are the first child (or one in the first set of multiplets from the vampire parent, or were forced to fully become a vampire by a special ritual). If not, the vampire part of them "hibernates", with the possibility of awakening later or in the descendants.
 - Dragons have to train to fly or fully switch forms.
- Dragons (and dragonlikes, to a lesser extent) are very competitive. Beating a dragon in some kind of a competition is one of the best forms of flirting, because draconic instincts consider powerful beings to be attractive.
 - Human blood has magic so concentrated, it can be addictive to a vampire - like sugar, but more powerful. Usually vampires try to avoid feeding on humans.
 - Vampires are nearly always dominant. Dragons are switches.
 - Wingdings vampire line swore loyalty to Dreemurrs.
 - A Vampire can have a "best donor" - the one who smells the best to a vampire. Ironically, can be a merged ghost, an awful donor.
- Demons are a special category of monsters that can hold tiny (spark-sized) bits of other souls in their bodies. This strengthens said bodies, but the power gain from each new piece drops drastically. Generally, they cannot more than double their power without those pieces.
- The sparks from the point above can be given with minimal pain and are normally given as a payment for a favor.
 - Demons are very bitter to vampires.

When combined with other AUs

Gothiclust - vampires are not a secret anymore and actively exploit their sexualization.

Gothiccandy - candy parts of monsters can work as an energy source.

Birdgothic - Dragons are either not birds or can change their wings at will. Vampires are birds.