

THE CURSE

In the world of BloodMoon, the night is never silent.

With each nocturnal cycle, an ancient curse falls upon beings bound to the moon and their inner nature.

This curse affects Humans, Vampires, Lycans and Hybrids.

It slowly drains their vital force, known as Vital Liquid.

The Curse cannot be avoided.

To survive, one must learn how to feed.

The Curse is automatic and unavoidable.

It triggers once per day, at midnight (00:00 – European time), and affects all players registered on BloodMoon.

Each night, the Curse removes 4 liters of Vital Liquid from Vampires, Lycans and Hybrids who do not have active protection.

Each race has its own ways to restore this resource, through nourishment, specific resources, interactions with other players, or dedicated places within the BloodMoon universe, such as the Tavern located at the BloodMoon welcome area.

The Forever is an ancient and powerful necklace.

When worn, it prevents the Curse from draining Vital Liquid during the night.

When Vital Liquid reaches 0:

- Humans become Revenant.
- Vampires, Lycans and Hybrids become Destroyed.

On BloodMoon, every night is a trial.

