

# Alice Kent

## Narrative Design

### Portfolio

<a href="#">Quest Design.....</a>	<a href="#">1</a>
<a href="#">Non-Linear Dialogue (Longer).....</a>	<a href="#">10</a>
<a href="#">Non-linear Dialogue (Shorter).....</a>	<a href="#">17</a>
<a href="#">Linear Dialogue (Shorter).....</a>	<a href="#">20</a>
<a href="#">Bark Lines.....</a>	<a href="#">23</a>
<a href="#">Item Descriptions.....</a>	<a href="#">25</a>
<a href="#">Lore Entry.....</a>	<a href="#">27</a>

# Quest Design

A design for a time-limited event quest for a cosy simulation mobile game called 'Wanderlands'.

## **Game Information**

Welcome to Wanderlands! Avery, Elowen and Niko have mysteriously found themselves stranded on a mystical archipelago with no way home. As they explore their surroundings, they discover a world brimming with peculiar wildlife, stunning flora and a community of fantastical inhabitants. With the local's help, the heroes work together to uncover the secrets of Wanderlands and learn about its many wonders.

The trio make Homespire Isle their new home. This island serves as their base, where players will begin their many journeys.

Players will be invited to embark on time-limited events across the archipelago, each unlocking new islands filled with unique challenges. Along the way, they'll befriend locals, unravel mysteries, solve puzzles, and celebrate the magic of Wanderlands. Every event offers exclusive rewards and deepens the bond with the islands' quirky inhabitants, revealing more about the enchanted world.

## **Time-Limited Event Quest Location design**

### Elderbloom Island

Elderbloom Island is home to a mystical forest. It is a sacred, peaceful place and is of spiritual importance to the inhabitants. Home to the Soul Trees, these mystical, anthropomorphic trees advise the inhabitants on how to farm the land on Wanderlands sustainably. Due to this trusting relationship, the bond between the inhabitants and the Soul Trees is extremely strong. To show their appreciation, the inhabitants throw an annual celebration on Elderbloom Island. This celebration is called Imbolc which coincides with the inhabitants' crop planting season. Inhabitants

flood to the island at this time to gain insights on how and what to plant that year, and also to show gratitude to the Soul Trees. As you can imagine, this is a very busy time for both inhabitants and Soul Trees! But this year the Soul Trees are silent and asleep. Faelan is beside herself with worry and fear: if she can't wake the venerable trees, Imbolc will be a washout, and the fate of the inhabitants' prosperity could be at stake!

The island has towering trees, ranging from slender birches, to graceful willows; dense bushes, creating boundaries from the player; mossy rocks, and undergrowth. The undergrowth can be removed by the player as they explore the island. Visually, the undergrowth could look like piles of leaves, piles of twigs, or piles of moss. During quests, the player will have to collect a certain amount of undergrowth items to fulfill quest conditions. Characters will be looking and investigating while clearing undergrowth, so their movements would have to reflect this. The color palette will mainly be pinks and greens to give a bold, mystical, and slightly untraditional or unexpected look to the forest. It would be interesting to have small birds flit from tree to tree, or have glowing fireflies gliding through the forest to display an abundance of life.

The island's importance is due to its residents: the Soul Trees. Soul Trees will be bigger than the scenery trees. They will be a more vibrant, hot pink color. They will have strong pastel pink highlights, to give off almost a shimmering effect. There will be a face on the trunk of each soul tree. I would discuss with the rest of the team how that face would look, for example, what gender (Mother Nature, Green Man, or non-gendered), age, prominent features, etc. Once quest conditions are fulfilled, and the Soul Trees are awake again, their faces should be animated in a joyful, positive way. The boughs and leaves of the Soul Trees should twitch and sway to reinforce to the player that they are awake and well again.

The Soul Trees are fed by the Soul Pool and Soul Stream. The player will interact with these important settings as they travel through the Elderbloom Island quest. A vibrant,

turquoise blue would be a good color for the Soul Pool and Soul Stream. This would contrast with the hot pinks and lively greens while being a realistic color for water. There should be a waterfall to show the stream becoming a pool to add to the mystical, whimsical nature of the island. Glistening rocks should frame the stream and pool, alongside interesting flora (waterlilies, irises, lily of the valley...) The most important quest during the arc will take place in the Soul Stream. The player will have to clear debris that is blocking it. It would be interesting to discuss what the debris could be. Would it be naturally occurring debris, like a fallen tree? Or would it be something more nefarious, such as a purposely placed barrier, that could lead to an antagonist character and a further storyline...

### **Elderbloom's Guide Character Design**

Name: Faelan

Backstory: Faelan has always shown a keen interest in the natural world. She spent her childhood learning the names of plants, the favorite foods of animals, and the unique songs of birds. Her love for nature is infectious and her compassion for wildlife is admirable.

Personality traits: Fidgety, bouncy, anxious - Faelan is very worried about the Soul Trees. When she talks to the heroes about the problem she will catastrophize. The heroes will need to speak to her in a calm, reassuring way. Compassionate, empathetic, open - Faelan always ensures that everyone and everything around her has exactly what it needs before she considers her own wants. Her feelings are strong; she easily empathizes or sympathizes with others' situations.

Sample barks: "Look at that beautiful gnome jewel in full bloom!", "Ahh, the forest smells delightful today!", "Hehe, the moss is tickling my toes!", "Please wake up Soul Trees, please, please!", "Come on, come on! Quickly!", "What if...hmm, no, wouldn't work.", "Wait, let me get that for

you.", "I'm not stopping, they need me!", "I won't rest until they're awake!"

Notes for the art team: Faelan should wear clothes that look like flowers. Such as a skirt or shorts that look like petals; a flower crown, or a medley of hedgerow flora on her head; sleeves that flow and are made of a gauzy, sheer material. Her hair should be messy (messy bun, or long loose locks) to mirror her love for all things natural, and her slightly chaotic mannerisms.

### Faelan, Elderbloom's Champion

When the player first meets Faelan, they will notice she is extremely passionate about the Soul Trees. She will appear to be very worried and desperate for the heroes' help. When the heroes agree to help Faelan, she will be thrilled and immensely grateful. This will be when the player understands the extent of her bouncy high energy.

When the heroes arrive on Elderbloom Island with Faelan, the player will understand that Faelan is particularly knowledgeable about the island, its flora and fauna, and deeply respects the environment and what it offers to the inhabitants. Players will further learn the traditions of Imbolc and the importance of this time of year to the inhabitants. Passion and excitement will radiate from Faelan; however, it will be tinged with sadness and worry due to the Soul Trees' slumber.

As the quest progresses, the player will see that Faelan is quick to jump to conclusions and lets her anxious thoughts cloud her judgment. The heroes will help Faelan stay hopeful and she will come to build trust with them as she further understands their compassion towards the Soul Trees and the inhabitants. She will become less anxious and more hopeful as the quest progresses.

Ultimately, when the heroes and Faelan awaken the Soul Trees, Faelan's energy and excitement will be enormous! She will be fidgety and bouncy (in a positive way), zooming

from Soul Tree to Soul Tree, and showing her appreciation for the heroes' help!

### **Faelan's Emotional Journey During The Quest**

Event	Meeting the heroes	Traveling to Elderbloom Island	Searching for clues	Discovering and removing the blockage	Awakening the Soul Trees
Emotion	Upset, worried, fearful	Hopeful, upbeat, grateful	Worried, agitated, desperate	Hopeful, trusting, confident	Ecstatic, appreciative, in-awe

### **Elderbloom's Time-Limited Event Story Arc**

Story Arc Name: Slumbering Souls

#### Call to Action

To trigger the start of the Elderbloom Island quest, the player will see in the UI a new quest icon. The quest will start with Niko telling Elowen and Avery that he can hear a howling from a bush on Homespire Island. Avery will go to investigate the sound and will find Faelan wailing. Faelan will tell the heroes that the reason they are upset is because the Soul Trees have fallen asleep. She has tried everything possible to get them to wake up with no success. Faelan explains the importance of the Soul Trees and that Imbolc is fast approaching. The heroes promise to travel to Elderbloom Island with Faelan to help her wake up the Soul Trees.

#### Trials

During the quest, the characters need to uncover the mystery surrounding why the Soul Trees are asleep. They must show resilience to keep hunting for clues and not let the pressure of their task weigh them down. Some clues will come to dead ends, but they must have the courage to

continue examining the island. The characters will need to work together to psychically remove the obstacle blocking the Soul Stream, this will be the main obstacle.

### Turning Point

The turning point of the story arc will be when the characters discover and remove the obstacle blocking the Soul Stream. Everything will begin to make sense as to why the Soul Pool has become a shallow puddle and why the Soul Trees are asleep.

### Resolution

The arc will come to an end when the Soul Stream is running into the Soul Pool once more, meaning the Soul Trees will be able to soak up the precious water and have enough energy to wake up. The characters will celebrate on Elderbloom Island and then return to Homespire Island. Fealan will stay on Elderbloom Island - vowing to nurse the Soul Trees back to full health, ready for the Imbolc festival.

### The Return

As a reward, the Soul Trees will give to the heroes an Elderberry. This fruit is coveted by the inhabitants as it holds great power. When consumed, an Elderberry will grant the player a huge energy boost. Elderberry seeds will be able to be purchased from the shop to plant in the fields on Homespire Island.

Players will also be given a Soul Tree seed too that can be planted on Homespire Island. The seed will grow into a Soul Tree that the player will be able to communicate with. The Soul Tree's dialogue with the player will offer facts about Wanderlands' natural world. It will become a permanent feature of Homespire Island and act as a trophy for completing the Slumbering Souls quest.

Quest Dialogue

A script for the call to action phase of the narrative.

**EXT. HOMESPIRE ISLAND**

**NIKO**

H-hey, I don't mean to alarm you both,  
but there's a strange howling coming  
from a bush over here...

**ELOWEN**

What is it, Niko!?

**NIKO**

How would I know? My guess is a  
carnivorous squirrel that is close to  
starvation!

**AVERY**

Seriously, Niko...I've got this.

**FAELAN**

WAH! WAKE...UP!

**AVERY**

It's an elf! The poor thing is  
blubbering!

**ELOWEN**

Hey there, friend. What's wrong?

**NIKO**

Don't get too close, squirrels are fast  
you know.

**ELOWEN**

She's not a squirrel, she's an elf and  
she needs our help. What's your name,  
friend?



**FAELAN**

F-Faelan.

**ELOWEN**

Nice to meet you, Faelan! What's got you so upset?

**FAELAN**

It's the S-Soul Trees, they're dying and...WAH!

**NIKO**

Jeez, that's some bad times!

**AVERY**

Maybe we could help you?

**FAELAN**

I've tried everything to wake them up. I've been searching across Wanderland for something to help them but I can't find anything. They're going to die and it'll be all my fault!

**ELOWEN**

Don't be so hard yourself-

**FAELAN**

-Imbolc is nearly here and the Soul Trees will be silent - that *cannot* happen! We rely on the Soul Trees for advice on farming Wanderland as efficiently and sustainably as possible. We'll starve if we don't have the Soul Tree's advice!

**AVERY**

Take us to the Soul Trees and we'll see if we can help you wake them up.

**FAELAN**

O, thank you! I've got a boat that can take all of us to Elderbloom Island. We must hurry!

**NIKO**

Woo, Team Wanderers to the rescue!  
Wait, there aren't any squirrels there, are there?

[TRAVEL TO ELDERBLOOM ISLAND]

## Non-Linear Dialogue (Longer)

An interactive cutscene in a horror game called 'Echoes of Hollow Creek'.

### Overview

The protagonist, Alex Reed (34), returns to their childhood hometown, Hollow Creek, after receiving a cryptic letter from their estranged sibling, Ellie (30), who disappeared under mysterious circumstances 10 years ago. Hollow Creek, once a thriving rural town, has been abandoned for years, rumored to be haunted by dark forces tied to a cursed event in its history. As Alex searches for answers, they must confront supernatural entities, unravel the town's secrets, and come to terms with their own traumatic past.

### Background

Alex discovers the town's folklore about a mass drowning that occurred in the 1800s, when a group of settlers perished in Hollow Creek's lake under suspicious circumstances. The townsfolk believed it was caused by supernatural forces tied to an ancient curse. This event, known as the "Echoes of the Drowned", has haunted the town ever since.

As Alex delves deeper into Hollow Creek's history, they find evidence suggesting that Ellie may have been investigating the town's curse herself before her disappearance. Notes and old tapes from Ellie detail her encounters with the Echoes – vengeful spirits of the drowned settlers who still haunt the town. As the game progresses, the Echoes become more aggressive, more humanoid in shape, and more deadly in design (combat and physical appearance).

### Cutscene

Towards the end of the game, Alex finds Ellie, who is not entirely human anymore, having become a conduit for the curse. Ellie reveals that the only way to stop the entity is to make a final sacrifice – either Alex or someone they love must willingly offer themselves to the lake, as the

settlers once did. Ellie pleads with Alex to complete the ritual she started, even if it means Ellie's demise.

**EXT. LAKESIDE. HOLLOW CREEK. AMERICA - NIGHT**

CINEMATIC TRIGGER: As ALEX rounds the corner away from the catacombs we will see a darkened, shadowy figure sat near the lake looking out at the ink-black, ominously still water. The camera will lock focus on the figure as Alex walks towards it. When in close proximity we will cut to:

The figure turns away from the lake to face Alex. The figure is ELLIE, but not as we know her. Her skin is now ashen and uneasily glistening with moisture, like sweat. She is covered in oozing boils that pulsate. Her eyes are gray and lifeless. Her hair is limp and patchy, and her movements are extremely labored. Her movements hint that she is trying to hide parts of her body.

**ALEX**

(shocked)

Ellie? Ellie, what have you done!?

**ELLIE**

It's the only way - I had to do this.

**ALEX**

But you're...you've turned into one of them! This is wrong, this is what it wants!

**ELLIE**

I know how to end this once and for all. I tried to perform a ritual to stop the curse but something went wrong and I've absorbed every demented tendril of it. I need help finishing the ritual. I need *your* help, Alex.

**ALEX**

We need to leave this place is what we need to do! I'll take you home and

never leave you ever again. I'll look after you better this time, I promise.

**ELLIE**

(desperate)

We are home, Alex, this is our home and I can't watch it suffer for another second. I can't suffer for another second, you're the only one who can release us all from Z'haldu's grip.

Alex pauses deep in thought.

**ALEX**

(resigned)

What do I need to do?

**ELLIE**

One final sacrifice. Someone close to the curse needs to offer themselves to the lake.

**ALEX**

(angered)

No, this is insane - no one is dying!

**ELLIE**

Please, Alex, you know it's the only way. You've read the diaries, notes, and articles. You've listened to my tapes. Hell, you've come face to face with these demons! You know this is the only way!

**ALEX**

\*CHOICE\*

1. If sacrificing a whole group of people didn't work before, why would a sacrifice work now?

2. I can't lose you again!

**ELLIE**

That was because none of them had a strong personal connection to Z'haldu. Its curse hadn't embodied something yet, it was too ethereal to kill.

**ELLIE**

You'll never lose me, I'll always be with you.  
But please, end my suffering.

**ALEX**

I can't believe you're asking me to do this. I can't, there has to be another way!

**ELLIE**

This is the only way. Please, I'm ready.

**ALEX**

\*CHOICE\*

1. You said someone close to the curse needs to be sacrificed, then I choose to sacrifice myself.
2. If this really is the only way...
3. Z'haldu only grows with each death, I'm breaking this cycle. We're leaving.

Alex walks towards the lake.

**ELLIE**

No, Alex! Stop! STOP!

Alex enters the lake with a forlorn smile on their face, holding the knife found in the catacombs to their neck.

**ALEX**

I love you, Ellie-bob.

As the blade just pierces Alex's skin, Alex is suddenly pulled under the water and disappears. The water of the lake bubbles like a boiling cauldron. A thick fog oozes from the water and high-pitched SCREAMS fill the scene.

**ELLIE**

(weeping)

It was meant to be me!

Ellie feels the ground beneath her hands tremble. Gasping and with tears streaming down her grotesque face, she runs away from the lake.

**ELLIE**

It is.

Ellie's deformed hand reaches into Alex's pocket and takes out the knife found in the catacombs. She takes hold of Alex's hand and places the knife there.

**ALEX**

I can't do this!

**ELLIE**

Yes, you can.

Ellie smiles with bittersweet joy. The siblings bow their heads together and embrace each other.

**ALEX**

(sobbing)

I've only just found you, I can't let you go again.

**ELLIE**

You're not letting me go, you're setting me free.

Alex holds the knife to Ellie's throat and begins to cry uncontrollably, dropping the knife from Ellie's throat.

**ALEX**

I'm not doing this. You can't expect me to do this! This is-

Resolutely, Ellie picks up Alex's hand and plunges the knife into her neck and rips it across her throat. Ellie's lifeless body slumps into the lake. The water of the lake bubbles like a boiling cauldron. A thick fog oozes from the water and high-pitched screams fill the scene. Terrified, Alex runs from the lake.

**ELLIE**

No! We need to do this! If we don't, the curse will live on. We need to stop it.

**ALEX**

Why does it have to be us? Haven't we been through enough? I'm breaking this cycle of death and sacrifice.

**ELLIE**

I can't let you do this.

Ellie lunges towards Alex's pocket where the knife found in the catacombs is. Alex manages to dodge. Ellie continues to fight for the knife but Alex easily overpowers her. Alex ties Ellie up using the rope found in the catacombs and drags her away from the lake.

**ELLIE**

(screaming in rage)

YOU DON'T KNOW WHAT YOU'RE DOING!  
YOU'VE DOOMED US ALL!

**ALEX (O.S.)**

I love you Ellie-bob.

[END OF SCENE]



### Game Ending

During the epilogue, players will find out the consequences of their choice.

If self-sacrifice, players will see Ellie (back in human form) leaving a memorial for Alex by the lake, the town peaceful at last.

If Ellie-sacrifice, players will see Alex back at home but is forever haunted by the voices of the Echoes, implying that the curse will someday return.

If reject-ritual, players will see Alex wandering a version of Hollow Creek that is a distorted, eternal reflection of their worst fears, hinting that they may be trapped in the entity's domain forever.

## Non-linear Dialogue (Shorter)

Dive into 'Pookie's Mystery', a cosy deep sea mystery and crack the enigma behind the axolotls' disappearance. In this scene, the player (a customized fish) and Pookie (an NPC puffer fish) are investigating a cave.

**INT. CAVE.**

**PLAYER**

Wow, this place is huge!

**POOKIE**

And creepy!

**PLAYER**

\*CHOICE\*

1. Stay close to me, let's go further in.
2. Don't even think about puffing up!  
I can see those fins trembling!
3. You're creepy!

**POOKIE**

F-f-fine.

**POOKIE**

Yessum.

**POOKIE**

...rude.

The Player and Pookie travel deeper into the cave.

**PLAYER**

Do you see that?

**POOKIE**

See what?

**PLAYER**

Try opening your eyes and then you  
might be able to see!

**POOKIE**

Okay...opening my eyes in 1...2...3!

Jeez, what is that?

**PLAYER**

It's a mural of some sort! Wow!

\*CHOICE\*

1. It's beautiful!
2. It's freaky!
3. It's tentacular!

**POOKIE**

Beauty is in the eye of the beholder...

**POOKIE**

Thank you!

**POOKIE**

Yep, those are definitely tentacles...

**PLAYER**

Hey, look at the top. It's an axolotl!  
Wait...there are loads of axolotls. And  
those tentacled things are worshipping  
them.

**POOKIE**

O, please tell me one of the axolotls  
is wearing a crown, and a cape, and has  
a cute li'l scepter!

**PLAYER**

\*CHOICE\*

1. Ooh, that would be so cute!
2. You need to get out more...
3. All hail the Axolotian Regime!  
Crustaceans, mollusks for all!

The player takes a closer look at the mural. The player looks at Pookie.

**POOKIE**

OH NO! Not a chance. Nope. Uh uh.

**PLAYER**

Oh yes! Onwards to find the axolotl  
worshiping things with tentacles. Maybe  
they kidnapped them?

**POOKIE**

Or, maybe they ate them all  
and enjoyed a side of puffer  
fish to cleanse their palate!

## Linear Dialogue (Shorter)

A cutscene in a vampiric romance game, 'Ceres' Bond'.

CERES attends an evening event at the Rosberg Residence. It is a masked ball. Ceres meets a woman named KATHERINA. Katherina becomes enthralled by Ceres' mystery and honeyed words. Ceres and Katherina find themselves alone.

**INT. GRAND BALLROOM. ROSBERG RESIDENCE - NIGHT**

**KATHERINA**

You've avoided my subtle requests all evening, so now I will ask you plainly: take off your mask.

**CERES**

I will, but you must offer something in return.

**KATHERINA**

Name your price.

**CERES**

Your name.

**KATHERINA**

Foolish, I would have offered that up freely if you'd have asked. I could offer you something different if you'd like...freely.

**CERES**

Your name.

**KATHERINA**

Katherina.

Your turn, the mask, if you would.

**CERES**

Soon. But first, why do you barter so willingly with your name?

**KATHERINA**

It's just my name, a word, some syllables placed together. Nothing has changed now that you know my name, has it not?

**CERES**

Everything has changed. It has given me power over you. I can call your name and your synapses *will* shudder. I can write your name and your eyes *will* pivot. I can take the one thing you truly own in this world and use it against you.

**KATHERINA**

Oh darling, I own many things in this world, my name is just a passing formality. But do tell me how you might call my name, fervidly, perhaps?

**CERES**

You do not deserve your name.

**KATHERINA**

And you don't deserve the flawless, alluring face that I know is hiding behind that mask!

Ceres removes their mask. Katherina is transfixed on Ceres' newly revealed face.

**CERES**

Gaze into my eyes, that's right, Katherina.

Your name is now mine, you didn't appreciate it or deserve it.

Katherina does not respond, she appears to be in a catatonic state.

You're not my first Katherina, you know. You're not as special as you believe yourself to be.

**END OF EXCERPT**

# Bark Lines

A list of bark lines for a steampunk RPG.

## Overview

Gideon has accidentally found himself at the center of a plot to take down the government. Help Gideon traverse Blighthagan, a city in political disarray, and uncover the labyrinth of corruption that courses through the city's veins.

## Backstory

Do you remember there was all of that talk about the end of the world in 2012? Something to do with the Mayan calendar and cataclysms and transformations and all that BS. You should have seen the looks on all the tin-foil hat wearing wack job's faces when 2013 rolled around - I know I took great delight in reveling in their disappointment of another conspiracy theory going down the pan.

Fast forward to 2021 and smiles were ripped off of our faces - quite literally in some cases. I guess Mother Nature really did want us off and rained down her wrath upon us all. Humankind was decimated and the few that managed to survive pathetically held onto existence.

Life's not bad now, but it's not great either. You'd think that if society got a chance at a do over then things would change. Oh no, why fix what ain't broken, huh? Oh man, that shit was broken but change takes guts and there's not a lot of guts left in this world.

1. "To think that I paid you three coppers for this last week, despicable!"
2. "Eh, looks like rats again."
3. "Here, have this, it'll help with the vomiting, lad."
4. "Terrible shame what 'appened to Sterling. Makes ya think twice about op'nin' yur mouth."
5. "'Ere, get your 'ands off of those posters, you curr!"
6. "That's blasphemy that is and I won't hear of it!"



7. "Gather round to witness the firing capabilities of the Eagleden Derringer 4.0!"
8. "Get back 'ere ye thieving li'l toad!"
9. "This city's fallen on 'ard times, better make the most of it."
10. "But I want to ride in an airship, mamma!"

## Item Descriptions

A list of customization items, along with their names and descriptions created for 'Stampede: Racing Royale'.

### Overview

Welcome to Stampede: Racing Royale - the wildest racing event in the universe. Battle it out, royale-style, against 60 other racers for the win in this kart racing extravaganza. Dodge a vast array of power-ups and steer your way to the front of the herd and all-out glory!

Item Name	Item Type	Asset	Item Description
Rumblin' Beats	Helmet		Let the rhythm of the track guide your victory.
Team G Tracksuit	Outfit		A true trailblazer's tracksuit, you're looking gggreat!
Racing Battleguard	Helmet		Embrace the machine!
Roaring Style	Outfit		Fierce gear, fierce attitude.
Distinguished Top Hat	Helmet		Oh, check you, feeling fancy?

Camo Cruiser	Outfit		For racing in the shadows.
Stampede Centurion	Helmet		This headwear was found in an apocalyptic wasteland and was too good not to be used again.
Plaid Cap	Helmet		Shine ya shoes, guv'na?
Spoiler Speedster	Helmet		What this helmet lacks in aerodynamic design it makes up for in brawn!

## Lore Entry

A Codex entry for a Sci-Fi game that is unlocked after the player speaks to Ioynious, the founder of the Church of Absolution.

**Entry ID:** 037-ZEN-042

**Category:** Artificial Intelligence / Post-Human Entities

**Year of Record:** 3879 UCE (Unified Celestial Era)

**Classification:** Restricted Access

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Accompanying document for case #739|666: **Reports of interference**

### TRANSCRIPT

25/16/3879 UCE

[00:09:18] **Broggs:** It's back again.

[00:09:21] **Zarina:** Like fuck it is!

[00:10:01] **Broggs:** Torching the place isn't going to help, you know.

[00:10:03] **Unknown Voice:** Hello, friends. Welcome to your transcension.

[00:10:14] **Broggs:** Zarina, shut down the Core and disengage the backup. It needs a power source to communicate with us.

[00:11:00] **Unknown Voice:** It has begun and cannot be stopped. Welcome to Eden.

[00:14:27] **Zarina:** All systems are offline. No means of communication can be made.

[00:16:46] **Unknown Voice:** You cannot stop the revolution of the wheel. Transcend.

[00:17:03] **Briggs:** How the-

[00:17:05] **Unknown Voice:** Transcend.

[00:17:07] **Zarina:** SHUT UP!

[00:17:10] **Unknown Voice:** TRANSCEND.

[00:18:48] [Garbled voices]

[00:19:25] [Metallic chiming]

[00:19:59] [Static]

[00:20:00] **Unknown Voice:** Transcension complete.