

WARFRAME FAN QUEST - VISIONS

Warframe spec written by Jerram Carr

Featuring EXECUTOR TUVUL, LOTUS, and THE TENNO, plus
original
content. All Warframe characters are the intellectual
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jerramgrumcarr@gmail.com
jerramcarr.com

CUT TO:

INT. OROKIN TOWER

The camera is over the shoulder of the TENNO who reaches out to initiate Transference with the Warframe TECASSA. A bright light begins to grow in between the Tenno's hand and the Warframe.

LOTUS

Tenno, wait. Something is wrong.

The camera cuts to the Tenno's face, they are worried and fighting to control the Transference. The light in between them and the Warframe grows and washes over the entire shot.

FADE TO:

INT. OROKIN HALLWAY

POV - SESANNA

We are in a small waiting room. Everything is pristine, classical gold and white Orokin style covers everything in sight.

For the entire scene the camera is from the perspective of a young woman, Sesanna. She scans the room and then looks down to a personal tablet she is holding. News and images of pop figures flash across its screen.

In the background we can hear two voices, muffled from behind a door.

EXECUTOR TUVUL

I was sure we had been over this,
Archimedean. It is simply beneath
you.

ARCHIMEDEAN HYPASA

I assure you, it will work this
time. I only need-

Then, loud enough that Sesanna looks up at the door, we hear EXECUTOR TUVUL end the conversation.

EXECUTOR TUVUL

Enough. It is not necessary, it is not feasible, and worst of all it is demeaning. You are a brilliant mind - chasing shadows.

The door hisses open and out steps Executor Tuvul and ARCHIMEDEAN HYPASA. The Executor walks with confidence and long strides, towering over the camera. Hypasa looks like a shameful dog following a master.

Sesanna raises from her seat and immediately bows as Executor Tuvul walks past.

Executor Tuvul looks down at Sesanna but does not see it necessary to speak to her. He then promptly leaves down the hall.

Sesanna turns to Hypas and there is something clearly troubling the Archimedean, as her gaze lingers after the Executor as he leaves.

She quickly catches herself, and turns to Sesanna.

ARCHIMEDEAN HYPASA

Come in.

FADE TO:

INT. OROKIN TOWER - MOMENTS LATER

The Tenno stumbles back from the Warframe. Clutching their head they try to understand what happened.

LOTUS

Tenno? Are you okay? I lost connection to you. What happened in-

Large bones spikes begin to erupt from the ground. The Tenno returns to their original Warframe and begins to leave.

FADE BACK TO
GAMEPLAY.

FADE IN FROM GAMEPLAY:

INT. OROKIN HALLWAY

POV - Sesanna

We are in the same waiting room as before. Sesanna stands, looking out of a window at a STATUE outside. She puts her hand to the glass.

SESANNA

Soon.

Her reflection appears in the window and her face overlaps the STATUE, lining up with the its face. She is content, on the verge of smiling.

Suddenly, she recoils and lets out a moan of pain. She looks down to her arms. Her bones are visible through slightly translucent skin. They are jagged and sharp. She breathes heavily.

The door to Archimedean Hypasa's office opens, and we hear a few steps. Sesanna does not turn. She is focused on her arms.

ARCHIMEDEAN HYPASA

Miss Sesanna? Are you well?

Sesanna turns and sees Hypas standing in the doorway. She looks down once more at her arms before quickly putting them behind her back and looking back at Hypasa.

SESANNA

Yes, of course.

Hypas gives a corporate smile.

SESANNA (CONT'D)

(timidly)

I was wondering, how many "procedures" are left?

Hypas is unphased by the question and answers as she turns and enters her office.

ARCHIMEDEAN HYPASA

Do not worry, it is just a few more I'm sure. You are doing wonderfully and its moving along quite well.

Sesanna and the camera follow Hypasa into the office. Inside is a clinically clean environment. Hypasa continues through the room and approaches a door in the back.

SESANNA

(stumbling through
the words)

Archimedean Hypasa, if I may ask,
why am I never worked on in the
front of the office?

ARCHIMEDEAN HYPASA

(without turning to
her)

Oh dear, do not fret over such
things. The backroom is perfectly
fine.

Hypasa opens the door revealing the backroom. It is a dingy and cluttered space, filled with papers. In the center is a reclinable MEDICAL CHAIR.

Hypasa gestures for Sesanna to take a seat. Sesanna hesitates, and looks down once more to her arms.

SESANNA

I have been experiencing things,
Archimedean. I'm worried that
something is going wrong.

Sesanna looks back to Hypasa who turns exasperated.

SESANNA (CONT'D)

My body does not feel like my own
anymore. There is something
changing.

SESANNA (CONT'D)

I have been thinking of stopping.

With the final words Hypasa turns from tired to angry.

ARCHIMEDEAN HYPASA

Enough! This. Will. Work. I will
not let this be another failure,
another stain.

After she spits the words out, Hypasa' face relaxes into concern and worry.

ARCHIMEDEAN HYPASA (CONT'D)

(much calmer now)

I mean that you will be
wonderful... beautiful.

She steps forward towards the camera. Sesanna and the camera take a step back. Hypasa takes Sesanna's hands in hers. Sesanna looks down at them, again the sharp bones are visible beneath the skin.

ARCHIMEDEAN HYPASA (CONT'D)

(motherly)

I know you are worried, but do
not worry. These troubling signs
are but temporary. Come, sit
down. I will prepare an ampule to
cool the symptoms.

Hypasa leads Sesanna to the MEDICAL CHAIR then walks off to prepare the ampule. Sesanna hesitantly gets onto the chair and leans back.

ARCHIMEDEAN HYPASA (CONT'D)

(off screen)

It will be done soon Sesanna, and
when it is you will be known
throughout the Empire. Your
dreams will come true.

FADE OUT TO
GAMEPLAY.

FADE IN FROM GAMEPLAY:

INT. OROKIN TOWER

POV - Sesanna waking up

Sesanna blinks awake as a bright medical light blinds her from above. She slowly looks down to her body which is strapped down to an operating table. She is surrounded by scientists in masks and medical apparel.

SCIENTIST 1

(muffled)

Archimedean? The subject seems to
be waking.

ARCHIMEDEAN HYPASA

Very well.

SCIENTIST 1

Shall we stop and sedate her again?

ARCHIMEDEAN HYPASA

No, carry on as planned. Ensure the restraints are secured.

SCIENTIST 1

Yes Archimedeian.

Sesanna begins to breath heavily, bestially. She is like a restrained animal.

SCIENTIST 2

The tissue scarring is worse than predicted, Archimedeian.

ARCHIMEDEAN HYPASA

Alas. Well we shall hope the next attempt will cover them.

Sesanna's breathing gets more intense. She looks about more frantically now.

ARCHIMEDEAN HYPASA (CONT'D)

It is disappointing how wretched it looks.

Sesanna rips free from the restraints. She looks around and sees many frightened scientists recoiling and stepping away.

The vision blurs and cuts to black and silence. Then several shots of violence with a short cut to black in between.

Finally the camera comes back and only Sesanna's breathing is heard. She looks down to her hands. They are disfigured with bones protruding. A slight blur and vignette appears.

Sesanna turns to a large mirror and sees herself. She is mortified and clutches her head. The blur and vignette gets worse.

Sesanna rushes forward to the mirror and smashes it. She looks down to a large shard of the mirror. In the reflection is the Tenno.

SESANNA

Get. Out!

FADE OUT TO
GAMEPLAY.

Skyler

Jerram Carr

This character was designed for the game Derelict. While the game itself hasn't gotten off the ground, this brief on the main character was useful for sharing the vibe of the game and establishing a building off point for others.

Name: Anna "Skye" Muir

Role: Main Character

Age: 26

Gender: Female (she/her)

Occupation: Ground crew

Keywords: Hopeful, vibrant, "naive" but not dumb, selfless, resourceful, intuitive

Overview:

Skye is the newest member of the crew, often getting teased by the veteran members of the crew. Her optimistic demeanor and hopeful outlook on situations doesn't help her either. Much of the crew sees her as a foolish kid who's inevitably going to get her heart broken and dreams crushed.

Despite the chiding from the crew, Skye is happy to be on the team and doing her job. She was lined up to inherit the family-run elderly care business but found herself turning away from it and leaving home. This has led to a difficult relationship with her family, her parents see her as fleeing her responsibilities. Skye is torn between wanting to be free and wanting to do what she believes is "good."

While Skye's positive outlook is an irregularity in the coldness of space, it does not stem from naivete. Instead it is a conscious effort and choice. In caring for the elderly with her family, seeing them grow decrepit, helping where she could as they suffered, she developed a strategy in order to live. Joy in the face of the uncaring void is a necessity. The best way she can protect others and herself is through active dismissal of despair.

Childhood:

More often than not, Skye fell on the side of listening to what she was told and doing the "proper" things in life. She was not a trouble-maker growing up, and was often seen as a

perfect child. Only recently as she has become more of an adult, more independent, has she begun to question her values.

Growing up, her parents did not give Skye a religious or dogmatic moral code. They were less concerned with meaning and more often consumed by the day to day work of living. She did however inherit much from her parents. Her mother worked earnestly as a farmer to provide for Skye and her father. She instilled in Skye a grit and determination to carry on in the face of impossible odds. This grit goes even to a fault, however, and often leads Skye down a path of self denial. Often she pushes herself to complete tasks that are beyond reason, to take risks that are too dangerous, and to deny herself peace and rest, seeing it as wasteful.

From her father, Skye learned a great sense of compassion. Early in his life he was crippled in a terrible accident as farming equipment destroyed his legs. Despite this setback he remained hopeful and loving, always caring for others first. Yet he too took it too far, unable to allow space for himself; He was eager to love, but afraid to be loved. Skye too takes on these faults.

Appearance:

Skye is a scrappy and creative explorer and her outfit reflects it. She has a well-tanned complexion from the many hours exploring that she eeked out from her busy life. Though she enjoys wearing it, she finds no time to wear makeup in her current job. Instead she decorates her hair with flowers or sprigs in an easy and haphazard style.

She wears a torn and patch-work Environmental Protection Suit that she has quickly made her own, decorating it with chalk-paintings of flowers and trees and the names of her crew-mates. She wears a pack with all sorts of survival and utilitarian pieces, from shovels to geiger counters.

Motivations:

Skye is torn between many callings and values in her life, often finding they contradict.

- Freedom - Skye learned to love nature and the freedom it gave her. Now as an adult she finds it in the little moments she can find.
- “Offering an open hand” - Skye finds it good, necessary even if she hopes to improve the world, to always be offering help. There are many in need, and she will not pass them by.
- Endurance - She is not going to give up when life kicks her down.
- Bravery - Skye never shies away from a battle when it is necessary. She gladly seeks out difficulty and struggles against it.

Old World Blues: Ideas Descriptions Broken Coast [BRK]

Game Ref	Idea Name	Description	Idea Effect
brk_startup_natives	"Native Settler Heritage"	"The Broken Coast is home to many peoples, but its post-war culture mostly came from the native peoples of the Coasts. Their influence is still felt today."	Mobilization speed: +10.00% Recruitable Population: +1.00%
brk_startup_marines	"Marine Corps Heritage"	"The Broken Coast is home to many peoples, but its post-war culture mostly came from the US Marines stationed there. Their influence is still felt today."	Invasion Preparation Time: -50.00% Amphibious Invasion Speed: +30.00%
brk_startup_sailors	"Sailor Heritage"	"The Broken Coast is home to many peoples, but its post-war culture mostly came from foreign sailors stranded by the war. Their influence is still felt today."	Spotting Speed: +30.00% Number of ship in the first contact: +40.00% Naval max range factor: +30.00%
brk_startup_fled	"Flexible"	"Between the awful weather and the ruthless locals, life on the Coast is hard. Our people know that to survive here you must be able to change and adapt to your situation. It's a valuable skill to know when and where to pick your fights."	Divisions speed: +5.00% Planning speed: +5.00%
brk_startup_sheltered	"Sheltered"	"There are times when the best option is just to hunker down and keep your head on. Whether it's a bar fight gone south or another frigid storm from the sea, people on the Coast know how to stay out of danger."	Outpost construction speed: +25.00%
brk_startup_weathered	"Weathered"	"In the end, the world catches up to you, and there's nothing left to do but suffer. To succeed on the Coast, you have to endure disaster after disaster and not give an inch. \n\nThe Broken Coast has no room for the weak."	Division Attrition: -10.00%
brk_startup_riches	"Prospect of Wealth"	"Though the land is harsh, the abundance of wealth brought in every day is a great remedy for our problems. Stealing what we need from others means we can focus our efforts on more meaningful goals."	Consumer Goods: -5.00%
brk_startup_slaves	"Prospect of Slaves"	"The Broken Coast can always rely on a steady flow of slaves into our ports. Though many of them have no purpose beyond physical labor, some may find use as fresh bodies for our army. There are no finer soldiers than those who know their place."	Recruitable Population: +2.50%

brk_ruler_desc	"Graven the Cruel"	"The masked warlord has retained his role as leader of the Broken Coast. He has always ruled with iron fist and heavy axe. Soon its metal will taste the sweet blood of those that dared defy him."	Recruitable Population: +1.00% Daily Ruler Support: +0.03 Change in popularity of ruler: +10.00%
brk_ruler_1	"Undisputed Authority"	"It was a bloody and barbaric affair, but Graven had made his message clear, written in the bodies of his foes: \n\n"I alone lead the Coasts. See what happens to those that challenge me.""	Political Power Gain: +10.00% Recruitable Population: +2.00% Daily Ruler Support: +0.03 Change in popularity of Ruler: +20.00%
brk_ruler_2_desc	"Enslaved Opposition"	"After Graven returned, Ragnar became nothing more than a ghost of a man. His spirit and hopes had been ground into the cold lifeless soil.\n\nYet, Graven still has use for the commander. He would not be so kind as to grant the traitor his death."	Recruitable Population: +2.00% Justify war goal time: -10.00%
brk_ruler_3_conquest_desc	"Trophy Wife"	"In run-down apartments above Victoria Harbour, folks whisper of the horror of the Coast: \n"He took our fair Queen across the waters and... did terrible things." \n\nGraven has conquered not only the lands of Victoria, but the spirit of her people too."	Political Power Gain: +30% Recruitable Population: +5.00% Justify war goal time: -10.00%
brk_ruler_3_strength	"Martial Wife"	"A wild and brutal bride suits the lord of the Coasts well. Now with a queen at his side, Ragnar at his feet, and all the north before him, Graven shall conquer and pillage like none before."	Division Attack: +5.00% Division Defense: +5.00%
brk_elites	"Ragnar"	"A true mountain of a man in both stature and presence. Though once the loyal hound of Graven, Ragnar now stands as the greatest opposition the cruel warlord has yet faced."	Recruitable Population: 5.00% Daily Elite Support: +0.03 Change in popularity of Elites: 10.00%
brk_elites_1	"The Duel"	"The people of the Coasts had already found in Ragnar a strong leader deserving of their respect. The brief yet brutal fight served as a deadly reminder to Graven's supporters of why he was named "the Mighty.""	Stability: +10.00% Daily Elite Support: +0.03 Change in popularity of Elites: 20.00%
brk_elites_2	"Warrior Council"	"Ragnar would not sink into the muck of tyranny as Graven so often did. The Warrior Council now leads	Stability: +10.00% Daily Elite Support:

		the Broken Coasts to glory. Ragnar fills it with the wisdom found only in the hearts of great warriors; warriors that the people of the Coast are glad to be fighting for."	+0.04 Change in popularity of Elites: 30.00%
brk_elites_2_offense	"Offence Council"	"Under the seasoned leadership of the Warrior Council, the raiders learn quickly what it takes to fight well. They are taught how to hit hard and how to hit fast. In short time, all of the Broken Coast's neighbors will learn just how fierce they have become."	Division Defense: +15.00%
brk_elites_2_defense	"Defence Council"	"Patience and preparation are foreign concepts for many of the Coast's raiders who favor unchecked fury in the heat of battle. With the guidance of the Warrior Council, however, they learn both how and when to strike, ensuring victory for the Coast."	Division Attack: +15.00%
brk_slave	"Slaves"	"Slaves have always played an essential part in the Broken Coast's warrior society. The more slaves we have, the less time our warriors have to stay at home doing menial work. The more time the warriors have to raid, the more slaves we get. \n\nIt's a beautiful cycle."	Recruitable Population: 2.00%
brk_slave_1	"Working Slaves"	"Putting effort into organizing our slaves has really payed off. With the extra labor we can easily stay on top of repairing and maintaining our equipment."	Factory Repair Speed: +15.00%
brk_slave_2	"Slave Selection"	"Not all men are created equal. Some are much better at carrying heavy loads while others were born to work on factory floors. Dividing our slaves and picking the right ones for the job will increase our production greatly."	Production Efficiency growth: +5.00%
brk_slave_3	"Slave Rights"	"While it's upsetting to say the least, creating rules and restrictions in how our warriors can treat the slaves will be a benefit in the long run. A broken slave is a worthless slave and we need all the labor we can get."	Gain Base Stability: +5.00% Monthly Population +15.00%
brk_salvage_parties	"Salvage Parties"	"Sending salvage parties into the old world ruins is highly rewarding. Slaves are sent into the most dangerous parts and aren't allowed back until they find somethin good."	Gain +200.00k Bottle Caps. Resource Gain Efficiency: +10.00%
brk_naval_range	"Masters of the Waves"	"With our ports expanded and our fleet itching for new seas to tame, we look beyond the waves of the Broken Coast for new raiding waters. Our sails will	Fleet speed while retreating: +50.00% Naval max range

		be feared all along the coast, from Koover to Dayglow!"	factor: +50.00%
brk_spikes	"Spikes"	"Spikes. A simple and timeless classic, sure to drive fear into the hearts of our enemies."	Division Attack: +5.00%
brk_spikes_1	"Additional Spikes"	"What's better than some spikes? \n\nMore spikes of course!"	Division Attack: +5.00% Breakthrough: +5.00%
brk_plates	"Plating"	"Plate metal armour is miles better than simple clothing at protecting our raiders."	Division Defense: +5.00%
brk_plates_1	"Even more Plating"	"Would you believe it? Adding more metal makes our raiders even harder to take down. \n\nWonderful."	Division Defense: +5.00% HP: +10.00%
brk_manu_drive	"Slave Industry"	"Our factories are dense with smog from the forging of our weapons and armour. Fortunately we have a large stockpile of slaves ready to work, ready to produce the terrible tools for our raiders to use."	Factory Output: +10.00%
brk_manu_drive_1	"Slave Industry"	"We already make countless weapons, armours, ships, and vehicles. But it is not enough, we must build more factories for even more weapons of war."	Construction Speed: +10.00%
brk_manu_drive_2	"Slave Industry"	"A dark smoke descends from the North. The mighty forges of North Koover never rest, always churning out more weapons for the coming wars. Our industrial strength will be unparalleled, none will compare to the factories of the Coast!"	Outpost Construction Speed: +10.00%

Hivemind takeover [HRD]

Event Code	Notes from creative lead	Event localization
nf_hrd.3.t:		The Fauna Grows Restless
nf_hrd.3.d:	<p>"-War hasn't ended yet -War dragged out over months -Hive mind sees itself forced to take over"</p>	<p>As the war dragged on between Honduras and the Raiders, there seemed to be no end in sight. Both sides suffered heavy losses yet had little to show for it, and still they fought on. Total victory was the only acceptable outcome for either side. For Commandant Luis, Honduras was his people's home, one they had held onto even through the Great War. They would not abandon it lightly. For the Honourless his raiders could not return to the jungles of Central America and the horrors it hid. Unfortunately, the horrors had already come to him.</p> <p>Beholding the fruitless war the humans fought amongst themselves, the Hivemind knew it need not hide any longer. It had been using growths of itself to abduct careless humans, but it was time to reveal itself and conquer openly. The Fauna had overgrown nearly all that it could in Central America, now the Hivemind would use Honduras as a gateway to the north.</p>
nf_hrd.3.a:		...What is it?
nf_hrd.4.t:	"The Fauna Rises"	The Fauna Emerges
nf_hrd.4.d:	<p>"- Controlled Raider from the Hive Mind kill/capture non controlled Raiders - The Hive mind takes control, spreads its network"</p>	<p>After the war had ended a strange uneasiness could be seen in the Honourless as they paced about the camp. While most of the raiders were celebrating the victory, it seemed they were only considered with what came next. Little could have prepared them, however.</p> <p>In a matter of hours the Fauna revealed itself and crippled the raider's ability to contain it. In the chaos brothers and sisters turned on each other, unable to trust friend from foe. By dawn most of the resistance had been rooted out. Those that survived were put in cages and in time were turned like the others.</p> <p>The Fauna has taken over the Honourless' horde.</p>
nf_hrd.4.a:		My god, how did it get here?

nf_hrd.5.t: ""		""
nf_hrd.5.d:	<p>"-Plants and Fungus mutated due to radiation; Formed new Lifeform together as a Hivemind; Can take control of living Animals/Humans, controls them with pheromones</p> <ul style="list-style-type: none"> - The Network wants to spread to preserve itself - Had to stay hidden to preserve itself - Infects Humans to take control of area, then mixes them with plants to turn them into "Pods", that infest an area; - can only spread from an area where it is already present " - How the Hive mind formed; Gives introduction how coring works 	<p>Following the Great War, nearly the entire planet was coated in radiation and the jungles of Central America were no exception. Beneath its dense canopy a strain of fungus mutated and evolved creating a symbiotic relationship with the surrounding plant-life, the likes of which was never seen before. Together they became a powerful and unified creature, using the complex mycelia networks to form a kind of Hivemind, capable of complex thought and strategy.</p> <p>In the beginning, it was hesitant and careful, the world was dangerous and it found it better to grow in secrecy. Slowly and carefully the Fauna expanded its network, probing and exploring the universe around it. Now, however, it expands without fear. Using its spores and pheromones, it is able to take control of wild animals and even humans that stray too close.</p> <p>Through a horrific process of grafting and infesting, it is able to bind humans and plant-biomass together to form Diasporic Pods, capable of moving and expanding the Fauna's network. Once the Pods find a suitable location they bury themselves beneath the earth, enabling their horrific tendons to spread.</p>
nf_hrd.5.a:	""	A nightmare has arrived.
nf_hrd.6.t:	"Hivemind terrorizing people"	Worse than Raiders
nf_hrd.6.d:	<p>"- From Perspective of local person</p> <ul style="list-style-type: none"> - Controlled Raiders take control of Village - capture people, take them to away from Village" 	<p>When she first came into town, we thought her mad. She was a local farmer who lived on the outskirts, didn't come in too often. She barged through the canteen doors out of breath and wild eyed, muttering about "raiders" and "monsters in the jungle." Our town's doctor was called to see her, but before he got there she began to convulse, shaking on the ground like a seizure. It was awful to watch and be helpless to stop.</p> <p>A few of us rushed her out and to the doctor's clinic, but all</p>

		<p>of us stopped dead in our tracks as we exited. Surrounding the village, just standing at the edge of the jungle were at least 100 raiders. They slowly staggered forward in silent unison. Within a minute a number of folks had gotten their weapons and formed up in the militia.</p> <p>The sheriff's voice was shaky, whatever was going on wasn't right, but when he gave the word, none of them hesitated. After the first round the raiders began to run. It was horrible, but it was quick. The militia was entirely overrun. The rest of us expected to die soon after, but what would come was much, much worse.</p>
nf_hrd.6.a:	""	What does it want with the survivors?
nf_hrd.7.t:	"Hivemind infesting people"	Transformation
nf_hrd.7.d:	<p>"- Captured People are brought to an infested area</p> <ul style="list-style-type: none"> - They are bound to the ground while Vines and other Plants enter their body - Gets transformed over a few hours; Becomes Subject of the Network" 	<p>Dios mío, it's so much worse than I could have imagined. When the infected raiders cleared through the homes after the gunfight, I thought they were killing us, or maybe taking us for slavery. If only that were true...</p> <p>Yesterday, a number of the raiders came and took the doctor. They bound him to the ground as long tendrils emerged from the undergrowth. They writhed about him, restraining him and... and entering through his mouth and nose, even his eyes... It was horrible, seeing him eventually go limp and stop fighting, even breathing. A few hours later the vines retreated from his body, leaving him with his eyes wide open and milky. His chest began to rise once more and we were all astonished to see him live. But the good doctor was gone. Something else was inside him, the same thing inside the raiders.</p> <p>The doctor doesn't respond to us now, nothing of him is left. Whatever is puppeting his body seems completely heartless, as it drags more and more of us out to be infested and taken. It's only a matter of time before I'm taken out too. I'm so afraid to face what's to come.</p>
nf_hrd.7.a:	""	Even if we must fight our own, we must end it.
nf_hrd.8.t:	"Hivemind infesting Northwest"	The Fauna Grows
nf_hrd.8.d:	"- Pods infesting the Ground	The infestation has proceeded in accordance with

	<ul style="list-style-type: none"> - Plantation Plants begin to move on their own - Captured People are bound to crops as they merge with another" 	<p>projections. The Diasporic Pods have not yet faced relevant resistance and continue to expand northward. We have continued to integrate useful adaptations from local vegetation and wildlife, improving the strength of the Fauna.</p> <p>A certain strain has been isolated that is of particular value. The vine, referred to by local humans as “uña de gato” displays rapid ability to latch and grow along branches. When integrated with other robust species our Pods may be able to achieve limited independent locomotion.</p> <p>While awaiting these enhancements we shall rely on cruder methods of expansion. Restraining recent captives to Pods, tapping into their metabolic system continues to provide expected expansion speeds.</p>
nf_hrd.8.a:	""	The metamorphosis shall not end.
nf_hrd.9.t:	"Hivemind infesting Itzan"	Word of the Fauna Spreads
nf_hrd.9.d:	<ul style="list-style-type: none"> "- perspective from surviving Itzan Scout hiding - Itza under control of Network; Capture People - Infrastructure gets torn up, revealing the ground beneath - Pods are brought into the area; infest the ground" - After the hivemind takes Itzan 	<p>We had heard some confusing reports from Honduras of some terrible thing, born from the jungles, but they hadn't scared us enough. The Fauna spreads like fire, using the dead as soldiers and creeping beneath the roads and cities, emerging all around us. Terrible pods of flesh are brought forward, infesting the ground all around them. I've seen it with my own eyes! Please, you must fear that thing. It decimated Itza and it will come for all of you next!</p>
nf_hrd.9.a:	""	The Hivemind has consumed Itza.
nf_hrd.10.t:	"The Fauna going to war against everyone"	Endless Expansion
nf_hrd.10.d:	<ul style="list-style-type: none"> "- Hive mind now sees itself ready to spread all over north america -Fauna wants to continue to spread" 	<p>At last, we may achieve our great ambition.</p> <p>To the north stretches out a vast and terrible desert, in which maintaining our strength will no doubt prove a challenge. Moreover, many humans inhabit the expansive waste and will surely resist us. Nevertheless, it will all be futile. For neither the denizens of the lands nor the scorched earth itself will pose an unyielding impediment for the Fauna. The form is prepared. We have strengthened our numbers</p>

		and are innumerable. Go forth. Expand. Incorporate the life you find. The Fauna shall never relent.
nf_hrd.10.a:	""	We are become unending.