

- **In-game readables**

Project – Tell me why (2020)

Incident report that can be found in the Police station's archives

DELOS CROSSING POLICE DEPARTMENT SUMMARY INCIDENT REPORT

Report number : 2005-210195

ASSOCIATED PERSONS

Person reporting

Name : Johanna Miller

DOB : 04/15/1973

Street Name : 78 Crawley Road, AK 77470

Person reported

Name : Mary-Ann Ronan

DOB : July 8th, 1964

Street Name : 12 Cannery Road, Delos Crossing, AK 77477

NARRATIVE

Date of Action : 01/18/05

Date Written : 19/01/05

Officer Name & Rank : Joshua Greggs, Officer

Narrative

On 01/18/2005 at approx. 1525 hrs, Mary-Ann Ronan arrived at Johanna Miller's home to cut her hair. The two women had settled on date and time earlier that week. The appointment was arranged for 1500 hrs and Miller states that that is the only thing they had agreed on that day, and had not agreed on any sort of payment.

According to Miller's statement Ronan arrived at Miller's home approx. 25 min. late and "looked real tired and anxious. Like she was maybe on something." Shortly after arrival, Ronan began to cut Miller's hair in her kitchen.

After the haircut, Ronan asked to be paid 20 dollars in cash for her work. Miller then stated that she only had a 10 and a 5 dollar bill, and asked Ronan if it was sufficient payment. Miller stated that Ronan then "exploded into a fit of rage, and assaulted me with insults." Miller declined to specify the insults as they were "too monstrous for decent conversation." When Miller requested that Ronan remove herself from Miller's home, the situation escalated and Ronan made physical threats to Miller, telling her that if she did not pay her for her work, she would take her payment from Miller by taking something from her home. Miller reported no items missing.

Miller stated she then threw Ronan out of her home, locked the doors and proceeded to call the police. When patrol came out, they noticed Miller's picket fence had been vandalized, apparently having been driven through with a vehicle. Miller stated that before Ronan had been into her home, the fence had been intact and "Simply lovely."

A “making amends” Letter found in the epilogue

Dear Alyson and Tyler,

I am not sure where I’m supposed to send this so I hope it will reach you. Heard from Laura that you finally sold the house. I’m guessing you’ll both be on your way out soon.

I’m staying in a little cabin on the Tenaki River that the owners letting me stay in if I help fix his boat. Its been nice to start over but my sponsor at AA says it's important I don't completely erase the past. Something about being a part of my history.

You two have been an important part of everything and so I hope you won't mind me writing this letter even though words and me sometimes get twisted up. You both have your busy lives but it'd be really great if we could meet sometimes. Step 9 of recovery is about making amends so I hope that with everything that happened you guys might let Old Sam apologize for all the hurt I did.

I could drive to Juneau or you could even come visit Tenaki. Got a nice pullout but you'll have to fight for the blanket -- haha just kidding. There's two. One of them kind of smelly though. Haha got you again.

Please take care of yourselves,

Sam

PS : Got adopted by a stray mutt that hung around the docks. I named her Skipper!

A “goodbye” letter found in the epilogue

Dearest Tyler and Alyson,

I am writing this letter from Juneau International Airport, where I will soon board a plane to Manilla on a missionary assignment. I apologize for not coming in person to say goodbye, but I was called to make this decision alone, and to carry it out on my own as well. I am sure you understand that sometimes, we must follow without question the prompting of the spirit. I will not be coming back to Delos Crossing for some time. Before I go, there is still something I feel I must confess to you both.

Perhaps because I have never found the strength to confront my husband, I have never been able to forgive Mary-Ann for her betrayal. I truly did love you both like my own children, and I always tried to forgive your mother for her unapologetic lifestyle. But when I discovered that you were the fruit of her affair with my Thomas... I wanted her to suffer like I was suffering, and I brought down on your house the wrath I never dared allow to unfold in mine.

I've been deeply ashamed all these years, and I'm surprised how much better I feel with it out in the open. The greatest thing about truth is the peace it brings to your life.

I hope you can find it in your hearts to forgive me. You have taught me once again how love will bring you further in life – something that Mary-Ann had been trying to show me all along. Take care of each other, always.

In His Steps,

Tessa

- **Player items descriptions**
Project - Banishers, Ghosts of New Eden (2024)

Item type: Weapons

Item Name	Item description	Gameplay Perk
Ivory Riposte	A high-value, finely carved set. The combination of sturdy mahogany and delicate ivory makes a set of weapons favorable for a more defensive style of fighting.	Parrying increases the damage of the next Light attack and Heavy attack by {0}%.
Second Wind	A long-lasting set made to withstand the ravages of time. The traditional wood charring technique used to craft these weapons is said to prevent decay and rot, both of the wood, and the beholder.	Defeating an enemy with Melee attacks restores {0}% Health points.
Grand Behourt	This heavy, feudal set was specifically crafted for powerful and aggressive grand melee combat. In other words, for crushing bones into oblivion.	Charged Heavy attack damage is increased by {0}%.
Golden Retribution	This tarnished set garnished with the finest gold may appear ornamental to the untrained eye. But its elegant detailing only reflects the delicate art of bestowing upon spirits the expiation they deserve.	Banish damage is increased by {0}% but Spirit points gains are reduced by {1}%.
Spiritual Parasite	A timeworn set made of bone and ivory. The jaded blade and firebane still emanate the faint touch of magic that seems to consume the essence of defeated spirits.	Defeating an enemy with Red restores {0} Spirit points but Spirit points gains are reduced by {1}%.
Quivering Veil	A once standard rifle, the weapon has been adorned with various spirit-infused ornaments. The polished silver and fading glyph engravings hum with magic after each shot.	Hitting an enemy with the Rifle reduces the cooldowns of Manifestations by {0}%.
Old Leech	An antique rifle made of birch and ivory. Magic ripples from the rifle after each shot, as if it craved the essence of defeated spirits.	Hitting an enemy with a Rifle shot or stock attack grants {0} Spirit.
Star Cluster	A magic-infused riffle with the worn-out engraving of a constellation. Silver studs spread across the stock and charge up with essence after each shot.	Defeating an enemy with the Rifle increases the damage of the next Manifestation by {0}%.
Opportunist	A slim, lightweight rifle crafted for quick and easy shooting. Its maneuverability makes it an excellent melee gun.	Rifle damage is increased by {0}% against wounded enemies.
Sweeper	This dark, slim rifle was specifically designed for the art of banishing. Light and manageable, the weapon was enchanted to purge the dead from the incarnate after each shot.	Hitting an enemy with a Rifle shot or stock attack grants {0} Banish points.

Item type: Equipment

Item Name	Item description	Gameplay perk
Death's Head	A Puritan funerary ornament meant to symbolize the passing of the flesh into the afterlife. This memento moris made from polished Iron connects to one's resilience of the mind.	The third Punch attack reduces Manifestations cooldowns by {0} seconds.
Red Goddess	This ancient ornament probably is a representation of the Sumerian Goddess of the Underworld and Ruler of the dead. Through this boon, her power may spread across the Night into the Incarnate.	Manifestations damage is increased by {0}%, but cooldowns are increased by {1}%.
Hawkeye	The topaz of this precious brooch was left in wine for three days and nights - as recommended by St. Hildegard in her Opera Omnia - to cure dimness of vision.	Defeating an enemy with a Manifestation increases the damage of the next Rifle shot by {0}%.
Equilibrium	This recently crafted amulet represents the High Witches' ability to "weave the Hem", meaning to maintain the balance between the Invisible and the Incarnate. The joined letters A and R have been engraved on the side of one of the pendants.	Damage dealt by Red and Antea is increased by {0}% against wounded enemies, but decreased by {1}% against full health enemies.
Amulet of Akelarre	This Nomina belonged to a Basque priest accused of using witchcraft to heal people. Sentenced to confiscation of his belongings and life in prison by the Inquisition, it is rumored that his vengeful spirit is still bound to the amulet.	Manifestations Spirit points cost is decreased by {0}%, but damage taken by Antea is increased by {1}%.
Metamorphosis	This Ottoman amulet represents a Waxing Gibbous moon, the final phase before the moon reaches fullness. It symbolizes the hard work one must accomplish before things come to fruition.	Defeating an enemy with a Banish refills the Spirit gauge by {0}%.
Fuil Fhuar	This bane ring inlaid with a single red Jasper is engraved with the sigil of a Scottish noble family from the Highlands. The clan believed this stone to be a talisman for warriors and gifted it to their youth to mark their coming of age.	Damage dealt by Red is increased up to {0}% the lower the Spirit gauge.
Carrica's Stone	This opaque turquoise - a prized stone of power and protection - used to belong to a Curandera for her ceremonies. It's been crested upon a silver ring of power and lined with hemp straw to slow down the necrosis process of banishment.	Spirit points gains are increased by {0}%, but Manifestations cooldowns are increased by {1}%.
Halcyon Days	An old ring clumsily sculpted out of wood. Small in size, it could have belonged to a teenager, or been worn on a little finger. The carved glyphs pulse with a strong magic that pulls at the Invisible.	Manifestations consume {0}% of current Health points but deal increased damage: Outburst: {1}% Ensnare: {2}% Leap: {3}%
Soldier of Fortune	This iron ring is carved with magic symbols and connect to the wearer's tatoos to enhance their vision. The engraved symbols are similar to Red's bane tatoos on his right hand.	Rifle shots consume {0} Spirit points to deal {1}% increased damage.

- **Gameplay menu**
Project - Banishers, Ghosts of New Eden (2024)

All menu-related in-game texts to the Main Quest “Hungry the hunters”

Context	Text Description
Background description of the character of Jacob Lynde	Haggard young trapper Jacob Lynde seems beaten. Stranded starving in the woods, assailed with nightmares, his isolation seems to have driven him mad.
Background description of the character of Benedict Stoughton	The ghost of trapper Benedict Stoughton stands exhausted but proud. A suppurating wound to his head is likely the cause of his death. The circles under his eyes match the exhaustion in his voice.
Quest Outcome Part One	With the bridge to New Eden down, the banishers wandered through the woods. Searching for another way back to town, they came across the trapper Jacob Lynde. Haggard and broken, he informed Red that he was waiting on his good friend Benedict to return from the hunt. Clearly, he was haunted. With Antea desperate for essence, the banishers set off to investigate the haunting of Jacob Lynde.
Quest Outcome Part Two	Searching for missing trapper Benedict Stoughton, the banishers found themselves in a valley mired in quickmyst. A spectral fog, its presence told them that someone had recently died violently. Investigating further, they discovered that Stoughton died when Jacob Lynde, in a moment of desperation, pushed him off a cliff.
Quest Outcome Part Three	After finding Benedict's butchered corpse, the banishers summoned his ghost. Stoughton confirmed their suspicions: Jacob Lynde ate the meat from his best friend's corpse. The horror of what he'd done then drove Jacob mad.
Quest Outcome Choice: Blame	Red and Antea then made a pact: they would return to New Eden Town and reclaim Antea's body - then resurrect her. But to do so, they must harvest the essence of the living. To bring his lover back from the dead, Red must kill. When it is done, he must live with his guilt.
Quest Outcome Choice: Ascend	Red and Antea then made a pact: they would return to New Eden Town and reclaim her body, so she may have her own ascent. When it is done, Red must live with his grief.
Quest Outcome Choice: Banish	Red and Antea then made a pact: to give Antea her ascent. They must return to New Eden, lift the Nightmare's curse, and reclaim Antea's body. Afterwards, Red must grieve.