

A Guide to The Keepers of Eden

(Within this document are guidelines for players who wish to take on the role of a member of the Keepers of Eden faction. Please try to stay within these ((pretty vague)) guidelines to ensure that we are able to provide you with the best play experience possible and so our plot writer's heads don't explode! Thank you <3)

Basic Timeline

Stasis Lifted - 20 PA

Stasis is lifted from all sections of the lab. Some people survived, some didn't.

Jungle Discovery - 23 PA

It is discovered that the Livewood™ experiment has mutated, and the jungle now surrounding Edengrove Labs is sentient and hostile.

Breakthrough - 72 PA

Due to unforeseen complications and various disasters, the tunnel system takes longer than expected to create. Finally, it is finished and serious security is established at the exit site.

Meeting - 76 PA

The Keepers establish renewed relations with the Crash Battalion, with Dr. St.Claire and Dr. Andros meeting with leaders to restore allyship.

Arrival - 107 PA

Dr. St.Claire and a small team of scientists head to Blessing to establish a small outpost ahead of time.

Edengrove Labs

At the forefront of scientific knowledge and discovery stands Edengrove Labs. World-renowned for their commitment to experimentation and discovery, they often fell under scrutiny for their methods and practices. Edengrove Labs made sure they always had access to the top minds in the world before anyone else, but their funding often came from “anonymous” donors. It was only during their push into the realm of A.I. and biomechanical lifeforms that public outcry put a hold to their experiments. Due to some less than tasteful incidents, Edengrove Labs was at one point forced to shutter their facility and was completely cut off from public funding. However, thanks to yet another “anonymous” backer, Edengrove was able to operate once more. They made vast discoveries in the fields of biomechanics, botany, and are even rumored to have worked on energy manipulation in some capacity. Soon, most robots and android life forms came directly from Edengrove, with only a few coming from the smaller robotics companies out there.

Once the war was imminent, top scientists and a good number of their employees and “VIPs” were able to enter a sustained cryostasis in order to survive in the depths of the lab. It is likely these were your parents (be they your biological parents or your creators), and they would want only the best for you. It will be up to you to brave the world and travel to Blessing in order to further your research and perhaps uncover some of the past.

The Living Jungle

Edengrove Labs was working on sustainable farming techniques back before the bombs fell. Unfortunately, with the help of radiation and mutations, the plants sustained themselves a little *too* well. The main laboratory is now surrounded by a vast sentient jungle that is outwardly hostile to anything it perceives as a threat...which is almost everything. However, it does a very good job of keeping undesirables out and provides an excellent source of materials for study! Fortunately for you, the Keepers of Eden (what they now refer to themselves as) were able to construct a tunnel that led them under the jungle and out into lands patrolled by the Crash Battalion. It is likely you followed this route to leave the labs and brave the new world.

Keepers of Eden Head Scientists

Dr. Ulysses Andros - Head of Advanced Botanics

Also known as Ulysses "Science Dude" Andros, Dr. Andros is renowned for his studies in the field of Botany. He is well liked among his peers and was the most prominent figure at Edengrove Labs, traveling to different facilities to lecture about the wonders inside the labs and to recruit the best minds from across the globe. He remains at Edengrove Labs main building in order to oversee daily tasks there.

Dr.Carolynn Dianna St.Claire - Head of Biomechanics

Dr. St.Claire is known for her push into the world of biomechanics, a field previously dominated by men. Scientific journals described her as "motherly, soft spoken, but with a sharp wit and calculating mind". Her advancements in biomechanics are the reason why android technology reached the point it is at today. If you've seen an android, there's a good chance it was designed by her!

Dr. Arthur Paul Arlingtinn - Head of Energy Technology

Not much is known about Dr. Arlingtinn, other than his cold demeanor and quotes from popular science journals, such as "Leave me the hell alone!" and "I cannot discuss my research, especially not with someone like...you". He has not been seen since the Lab was reawakened, but his areas of the Lab are active and rumors state that his research is still progressing. Almost nobody outside the top researchers even know what he truly works on, and even then they are sworn to secrecy about it.

Fields of Study

So you're a scientist, so what? The 'what' here being 'what' would you like to study? There are currently two major branches available for players to choose from: Advanced Botany or Biomechanics.

Advanced Botany

The department of Advanced Botany covers a large range of study. Scientists in this department study things such as how plants function when ingested, how to identify plants in the wild, plant mutations due to outside factors, botanical genetic engineering, sustainable farming, and various other plant associated things.

Biomechanics

The department of Biomechanics covers a variety of fields of study relating to how mechanical bodies work, how to improve them, and how to create artificial life. Scientists in this department often study things such as robotics, A.I., human/machine hybrids, artificial limbs and other body parts, biowarfare, and various other technology associated things.

Energy Technology

This department is currently closed to players and may be opened in the future by ingame actions.

Where Do I Fit In?

Where do you want to fit in? There are endless possibilities within the Keepers of Eden. Are you the prodigy child of a scientist sent to indulge in the possibilities of Blessing? Are you a jaded former scientist looking for your place in the new world? Are you a robot searching for the ability to love? Who or whatever you are, the Keepers welcome you to the future site of our new facility- err I mean Home!