

MARIKA VON ZELLEN

I'm a [Creative Writer](#) and [Editor](#) working in gaming for 11+ years. Developing stories, dialogue, and a unique tone-of-voice for games is my passion.

I also publish short stories, poetry, and original table-top RPG content – see my website for more info.

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Credits



World of Tanks Blitz – Wargaming
Creative Copywriter 2024 – 2026

- Voiceover barks for 9 unique Commanders
- FTUE narrative & writing
- Tooltips & UI/UX copy
- Battle Pass & Monetization event texts
- Item, Avatar, & PB descriptions
- 3rd Party event texts (Walking Dead, UFC, etc.)
- Reforged Transfer Event texts
- Online Mini-game adventure story texts
- Reforged localization of all in-game texts
- Proofreading & editing



Dungeon Realms – Fireball Inc.
Lead Writer 2020 – 2023

- Original RPG campaign setting “The Charred Shores”
- D&D-style adventures made for mobile
- Character backstories & descriptions
- Item, location, & monster descriptions
- Revising D&D 5E opensource ruleset
- Website & UI/UX copy
- Editing blog & social media posts
- Narrative design & storytelling



Lipa Land – Lipa Learning s.r.o.
Lead Writer 2015 – 2019

- App descriptions for educational games
- Website & marketing texts
- Editing & proofreading Lipa Curriculum
- Copywriting Guide & tone of voice
- Interactive stories & chapter books
- Character dialogue & voiceovers
- Blog & social media posts
- Company presentations
- Marketing & sales writing online course
- Copywriting department management

WoT Blitz: Reforged - Commander VO



Role: Creative Copywriter

Task: Write 100+ barks for 9 unique Commanders, 4-5 barks per trigger. Short and long sentences for variation. Include as much personality as possible while prioritizing clarity for the player.

Example: Commander Duncan Anderson, a Scottish-born veteran from WWI. Hobbies include military strategy and golfing.

Generic	Voice Line 1 - Short	Voice Line 2 - Short	Voice Line 3 - Medium	Stressed Line 1 - Short	Stressed Line 2 - Short	Extra Line 1 - Short, Medium	Extra Line 2 - Short, Medium
A new fight begins!	Stand-to and roll out!	Once more unto the breach.	Zero hour, crew - let's go.	-	-	Aye, this will be a hole-in-one game. I can feel it.	We're on! Let's teach them a lesson.
Damage inflicted!	Piercing strike!	A proper wallop.	Ooh. They'll feel that in the morning.	Good hit! Keep 'em coming!	Take that, you tossers.	Great strike! How about another?	Ha! Brutal hit!
Penetration without damage!	Armor pierced, but no damage.	Hmm...good aim, yet no damage...	A harmless shot, that was.	No damage!	No dice -- we must try again!	What are we, numpties? Damage 'em!	Good effort, but no reward.
Module hit!	Aye, wear 'em down!	Good shot - module hit!	Swing and a hit - module damaged.	Enemy module damaged!	We hit the bastards' module!	Bloody good strike on their module!	Damaged their module.
No damage dealt!	Hit without damage.	Nothin'. Was that for practice?	We flubbed that one.	Duff shot - no damage!	No damage - need better aim.	Did we fire a golf ball? It did nothing.	No damage. Like water off a duck.
Ammo rack hit!	Strike on our ammo rack!	Ammo rack damaged!	Dunnae let 'em ruin our ammo!	The tossers hit our ammo!	Ammo rack took a nasty blow!	-	-
Engine damaged!	Engine hit! Speed's falling!	Damage to the engine!	Engine hit. Expect performance issues.	Losing speed - engine's unstable!	Maximum speed reduced!	-	-
Enemy is on fire!	Aye, cook 'em with fire!	Enemy's caught fire!	Hah! Hope you like your tank "well done".	Och aye! We set 'em ablaze!	Target's on fire!	-	-
I've been hit!	Ah! I've been injured!	Range of view reduced!	Och, i'm hit! Only one eye working.	I'm wounded... cover for me!	The tossers hit me! Hang on...	-	-
Partial engine repairs made!	Engine is alive!	Let's move! Engine's working!	Engine's back from the dead!	Engine's back. Move!	We have engine power!	-	-
Fire onboard!	Och, douse those flames!	We're on fire! Put it out!	Douse that fire before we roast, aye?	We've got a fire onboard!	Shite! Melted tanks don't win battles!	-	-
Enemy destroyed!	Enemy down! That's how it's done.	Target eliminated.	Target down! This old man's still got it.	Got 'em! Never tell me the odds.	"Gruff sigh" A close call, but we did it.	Not a hole-in-one, but a fine job.	Target down! Put the blighters in their place, didn't we?
Fuel tank is leaking!	Fuel tank damaged!	We're leaking fuel!	Fuel tank hit! Fix it or we go "boom"!	Fuel tank cracked and leaking!	Shite, we're bleeding fuel!	-	-
Gun damaged!	Accuracy reduced!	Strike on our gun!	Damage to the gun! Retaliate!	Gun unstable - our aim's off!	Gun took a heavy blow!	-	-
Shell ricocheted!	That's a ricochet!	Bounceback.	Bounced! Let's call it a mulligan.	Damn it! Shot bounced!	Bugger, strike them with force!	Ricochet! Aim for their weak points.	Shot "flew the green".
Driver took damage!	Speed and mobility reduced.	Driver's all over the place!	Driver hit. Prepare for a wild ride.	Driver wounded! Hang on!	Driver injured - steady on!	-	-
Engine destroyed!	Engine obliterated.	Lost engine power!	Engine destroyed. We're sitting ducks!	Engine's dead! We're immobile!	Bloody hell, our engine's toast!	-	-
Fire onboard extinguished!	Fire doused.	Took care of those flames.	Fire is out and my dignity's intact.	Fire doused! Nice try, numpties!	Flames smothered!	-	-
Tracks and movement restored!	Tracks repaired! Let's move.	Movement restored!	Track fixed. I wanna feel the wind in my beard!	Track's ready! Move it!	Track restored! Get going!	Track fixed! Let's rejoin the party, aye?	Track fixed. Time to make haste.
Periscope destroyed!	Scope obliterated!	Visibility reduced by half!	Scope destroyed. Things are looking cloudy...	They destroyed our scope!	Shite - visibility at 50%!	-	-
Loader damaged!	Lost reload speed!	Loader's injured and slowed.	Loader's hurt. Be patient with the reload.	Reload speed's falling!	We can't let the loader fall behind!	-	-
Damage to the periscope!	Visibility range reduced!	Scope hit, keep your eyes open!	Scope damaged! Don't lose sight of 'em!	Sight range reduced!	Scope took a bad blow.	-	-
Spare track installed!	Track replaced.	Spare track equipped.	Track's good as new, thanks to that spare.	Spare track in use! Make it count!	Spare equipped in the nick of time!	We're mobile! That spare track paid off.	Let's move - spare track's on.
Gunner took damage!	Oof, gunner got hit.	Dispersion increased!	Gunner injured. Strikes may go wide.	*Angry grunt* Gunner wounded!	Gunner's aim is off! They're hurt!	-	-
Gun fixed and ready to fire!	Gun is operational!	We've got firepower.	Gun fixed! Strike while the ammo's hot!	I want to hear gunfire!	Gun's ready - fire at will!	-	-
Gun destroyed!	Brutal hit - gun destroyed!	That's it for the gun...	Gun destroyed! I cannae believe it!	Shite - we're unarmed.	Enemy took out our gun!	-	-
Tracks damaged but still mobile!	Track's in bad shape.	Track needs repairs.	Track damaged. If it breaks, we're ditched.	Watch it - track's in bad shape!	Track is threatening to break!	Be wary of our track - it's damaged.	Better fix those track issues.
Tracks obliterated!	Looks like our track gave out.	Track severed!	Track cut. *sigh* Guess we're parking here.	Track cut! We cannae move!	We're stuck! Track repairs underway!	The tossers destroyed our track!	Track cut. This is embarrassing...
Movement lost!	Visibility restored!	Scope repairs complete.	Scope fixed! What a lovely view.	Yes! Periscope repaired!	Scope restored! Lock on target!	-	-
Periscope restored!	Tank destroyed. A tragedy, that is.	Ah - that's a blow to the old ego.	A wee disappointing. Let's hope our allies can go on without us.	-	-	We're done here, but dinnae lose hope!	That's it for us. Let's debrief at the base, aye?
Tank destroyed beyond repair!	Turret's alive, but crawling.	Rotator's working.	Turret's mobile, but stiff as my knee.	Turret can move! Locate target!	Move that bloody turret!	-	-
Turret partially fixed!	Turret rotation slowed!	Turret speed reduced!	Something's jammed the turret.	Turret's barely hanging on!	Aw shite - the turret's crawling!	-	-
Turret damaged!	Turret obliterated.	Turret destroyed.	Turret's done for - winnae move an inch.	Turret's in shambles!	Curse this bloody rotator!	-	-
Turret immobile!							

WoT Blitz: Reforged - Commander VO



Role: Creative Copywriter

Task: Write 100+ barks for 9 unique Commanders, 4-5 barks per trigger. Short and long sentences for variation. Include as much personality as possible while prioritizing clarity for the player.

Example: Commander Lisa Diaby, an African Basotho self-trained sniper of her local militia. Hobbies include anti-poaching, philosophy, and wilderness survival.

Generic	Voice Line 1 - Short	Voice Line 2 - Short	Voice Line 3 - Medium	Stressed Line 1 - Short	Stressed Line 2 - Short	Extra Line 1 - Short, Medium	Extra Line 2 - Short, Medium
A new fight begins!	We are ready for the hunt.	A new challenge - follow my plan, and we will win.	<i>Botswa ha bo jelve.</i> Laziness does not pay. Remember that.	-	-	The trick is to see, but not be seen; to know, but not be known.	Let the environment guide your attacks.
Damage inflicted!	Bullseye!	Armor pierced.	Precise and painful.	Sharp shooting! We got this.	Drill them full of holes!	Nice marksmanship.	Eyy, good shot.
Penetration without damage!	Pierced without damage.	Good aim, but no damage.	That strike could have gone better.	Nothing came of that shot!	No damage - disappointing.	Good attempt.	Penetration wasn't enough.
Module hit!	Shot their module!	Target module hit!	Hah! Taking them down in pieces!	Enemy module hit!	Yes! A targeted bite.	Good - force them to repair.	Hit! <i>Ba thothomela...</i>
No damage dealt!	Nothing. Try again.	Aim where it hurts.	Let's take them down - not <i>scare</i> them.	Ineffective!	We must be precise!	Are we predators or not?	Contact, but no damage.
Ammo rack hit!	Ammo rack exploded!	They shot our ammo!	<i>Che!</i> A deliberate strike on our ammo!	Our ammo rack is hurting!	Ammo rack badly damaged!	-	-
Engine damaged!	Engine's barely working.	Engine hit!	Engine damaged! Let's not become prey.	Engine is slowing down!	Engine is weakening!	-	-
Enemy is on fire!	That hit started a fire!	Enemy is on fire!	Let them enjoy the forces of nature!	Yes, that fire must spread!	Scorching hit!	-	-
I've been hit!	I'm hit! Stay alert.	Ah! I'm hit! Give me a moment...	They are targeting <i>me!</i> That's low...	Ah! My vision is weak!	Achh! Got hit in the eyes!	-	-
Partial engine repairs made!	Engine has recovered.	Engine is running!	Engine is working! Let's move this beast!	Engine is back! Don't lose hope!	Yes! We have engine power!	-	-
Fire onboard!	Engine is burning!	Careful, we've got fire!	I've seen what fire can do - smother it!	Shit! Engine is on fire!	Fire is raging!	-	-
Enemy destroyed!	Target eliminated.	One more predator removed.	Enemy destroyed. The biosphere is more in balance.	Enemy slain! That was close...	They were no match for us!	Enemy down. I love hunting big game.	Cutting back invasive species. <i>Sala hantle.</i>
Fuel tank is leaking!	We have a fuel leak!	Fuel tank is leaking!	Fuel tank was hit - watch for ignition.	<i>Che!</i> They shot our fuel tank!	We are bleeding fuel!	-	-
Gun damaged!	Gun took a hit!	Gun hit - steady the aim!	Gun damage is causing dispersion!	They tore up our gun!	Gun is acting wild!	-	-
Shell ricocheted!	Deflection!	Ricochet! Be precise.	Shot bounced like a gazelle!	A wasted shell!	Blocked by their armor.	Ricochet! Lay off the <i>Jwala</i> Gunner...	Bounceback!
Driver took damage!	Driver injured!	Stay focused, Driver!	The driver is not looking good...	Driver hit! Speed is reduced!	Strike on our driver!	-	-
Engine destroyed!	Engine failed!	Engine destroyed! Hold on!	Engine broke down! Is it made of wood?!	They took out our engine!	Our engine is dead.	-	-
Fire onboard extinguished!	We are fire-free!	Fire is out. Good work.	Fire doused. Glad we avoided explosion.	We got rid of that fire!	Ah good - no more flames!	-	-
Tracks and movement restored!	Tracks repaired!	Tracks fixed. Free to roam.	Track restored! Let's stalk our prey...	Back on our feet! Go!	Track fixed! Move swiftly!	It's true: fresh tracks move better.	Tracks are ready for the hunt.
Periscope destroyed!	Scope is broken!	Scope is not working!	Scope ruined! I'm hunting blind.	Scope destroyed! Watch out!	No! I need perfect vision!	-	-
Loader damaged!	Loader is injured!	Loader is lagging...	Loader hit! <i>Tsoha! Tsoha!</i>	Loader is too slow!	Stay with us, Loader!	-	-
Damage to the periscope!	Scope damaged!	Scope hit! Keep a steady eye.	There goes my perfect vision...	Scope is weak!	Scope is fogging up!	-	-
Spare track installed!	Equipped spare track.	Mobility restored!	Spare track is on! Smart thinking.	Can't stop us - we have a spare!	Spare track in use!	Spare track parts installed.	Cut track replaced.
Gunner took damage!	Strike on the gunner!	Gunner is shooting wide!	Looks like Gunner needs a moment.	Gunner wounded! Focus!	Stay calm, Gunner!	-	-
Gun fixed and ready to fire!	Gun repaired!	Gun is ready to fire.	Gun fixed! Let the enemy know it.	My beloved gun is back!	Gun restored! Attack!	-	-
Gun destroyed!	The gun is jammed!	Careful: we have no gun.	Gun is broken. Let's hide and lick our wounds.	No! I need my gun!	We cannot fight without a gun!	-	-
Tracks damaged but still mobile!	Tracks are weak.	Tracks are straining.	Tracks could snap at any moment.	They weakened our tracks!	Our tracks could break!	Our tracks are hurting.	Tracks are impaired.
Tracks obliterated! Movement lost!	Tracks destroyed!	Tracks cut! We can't move.	Tracks cut! Wish we had a big ghillie suit...	They severed our tracks!	No! We are paralyzed!	Stay calm while the track's repaired.	Ruined tracks! We are easy prey.
Periscope restored!	Scope repaired!	Scope fixed! Lock on target!	I can see through the scope again!	Vision is sharp again!	Finally - scope's working!	-	-
Tank destroyed beyond repair!	Our hunt ends here. <i>Lefu ha le jwetse.</i>	I'm starting to think that justice is flawed.	This time, they were the better hunter.	*growl* We almost had them!	Arrrghh, no! We are depleted!	Our sacrifice will not be in vain.	Hmm. I need to reflect on what went wrong...

WoT Blitz: Reforged - FTUE



Role: Creative Copywriter

Task: Work with narrative designer to create a fun & creative introduction to the game's new mechanics and Commanders.

Example: First Time User Experience script – scene in the tank forge with Duncan and Olivia as they prepare a new tank and choose a camo.

INT. TANK FORGE

Pan out from boom box blaring on a tank. DUNCAN enters, turns the music down with his cane. He's amused that OLIVIA is already in the Forge spray-painting the tank. He wants to play the "old man" persona and sounds a bit intense/cranky.

DUNCAN
Oi! You were supposed to finish my new tank, not vandalize it.

OLIVIA greets DUNCAN with a smirk on her face. She doesn't care she got caught. She's relaxed and happy with her work.

OLIVIA
Calm down, Grandpa. I got inspired. Besides...

OLIVIA jumps down from the tank and walks towards DUNCAN. She picks up the remote from the hull of the tank and tosses it to him.

OLIVIA (CONT'D)
I saved the fun part for you.

DUNCAN
How considerate. Let's see if it holds up.

DUNCAN presses the button on the remote. The turret descends and connects to the tank. Potential new lines to bridge cinematic and customization:

DUNCAN (CONT'D)
Hmm...not bad. I'm almost impressed.

OLIVIA
Told ya! But it could use some ~~color~~.

UI CUSTOMIZATION SCREEN - TWO CAMO OPTIONS

When flashy camo is selected for the first time:

OLIVIA
I made this one myself - extra flashy. You can't roll out without style!

DUNCAN
We clearly have different definitions of "style".

2.

When realistic camo is selected for the first time:

DUNCAN (CONT'D)
You can't go wrong with the classics. Simple, elegant, effective.

OLIVIA
But so ~~booooooring!~~

CAMO SELECTION IS OVER - INT. TANK FORGE

Duncan is now satisfied with his tank and he takes a moment to admire the tank. He's stuck in his mind for a few moments and seems a bit distant.

DUNCAN
It truly is a great machine. I almost feel bad for putting it in the line of fire...

DUNCAN (CONT'D)
(grinning) ...Almost. Let's explode something, shall we?

OLIVIA
Now that's what I like to hear!

Standing on the tank, DUNCAN rises as the elevator takes the tank up towards the tunnel leading to the map. He looks down to OLIVIA and calls to her.

DUNCAN
Good. Prepare for battle.

OLIVIA
See you on the field!

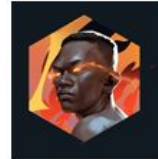
WoT Blitz: Reforged - UFC Collaboration



Role: Creative Copywriter

Task: Write eye-catching taglines, descriptions, and texts for the in-game collaboration event with UFC, "Claim the Spirit".

Example: Fighter taglines, avatar descriptions, and collectible item descriptions.



Israel Adesanya

Take control. Anticipate every move.



Men-Yoroi Collectible Item

The control of a samurai, the inner courage to face the next fight. Israel "The Last Stylebender" Adesanya is a Nigerian-New Zealander fighter whose love of Japanese culture, manga, and games fuels his vigilant tactics in the Octagon.



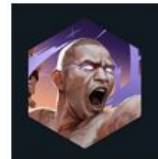
Max Holloway

Relentless speed. Be uncatchable.



Hibiscus Patch Collectible Item

Every swift action requires "pono"—balance and integrity. Max "Blessed" Holloway's Hawaiian roots helped build his diverse fighting style, incorporating kickboxing and quick strikes to keep opponents guessing.



Alex Pereira

Lead with discipline. Land each strike. CHAMA!



Cocar Collectible Item

The Aztec headdress rises boldly as a symbol of honor. Alex "Poatan" Pereira is a Brazilian fighter who proudly represents his indigenous heritage with each decisive move, including his monumental left hook.

Dungeon Realms - Campaign Setting



Role: Lead Writer

Task: Work with narrative designer and write immersive descriptions of our original RPG campaign setting "The Charred Shores".

Example: Descriptions of the history of The Charred Shores, the geography, and the pantheon.

One World, One Culture

After a cataclysmic battle, The Charred Shores as it's known today was founded when all people came together under one pantheon and created a single, collective culture. Dwarves may have their own history and customs that differ from elves, but everyone speaks the same language, uses the same currency, knows or worships the same gods, and understands the same societal norms. A character of any race or sexual orientation won't be persecuted or discriminated against due to perceived differences; these kinds of issues disappeared when everyone had to work together to survive. Yes, some tensions based on prejudice will always exist, but they're an exception, not the rule. Different cultures and backgrounds are celebrated, worn as badges of pride that fit into a larger, unified worldview.



Many Places, Many Genres

The culture might be unified, but the geography of The Charred Shores is very diverse. Its regions offer different types of fantasies, which play into a region's lore and atmosphere. You can join an epic rebellion in the dark forests of Cereña, deal in thievery and political intrigue in the bustling metropolis of Cradle Island, or uncover new types of magic in the cliffs of Alavastra. No matter what kind of fantasy you want to play, The Charred Shores is home to it. Some say other dimensions may even be reachable...

In fact, parallel dimensions called "Realms" exist here in infinite numbers. Some resemble the primary Realm of The Charred Shores so closely that any difference is barely noticeable. Some are so vastly wild and unfamiliar that a quick trip there could fracture your mind. The Abyss, the Below, the Realms of the gods - most never see these, but they're not impossible to reach. For a Realmwalker, anything can be explored. All you need to do is find or create a portal. Being able to travel between Realms gives adventurers and GMs complete creative freedom.

The Ancient Days of Youth

The first intelligent creatures ever recorded on The Charred Shores were the playful, chaotic Fey. They inhabited the lands like kids on a playground, which later inspired the term "Days of Youth" to describe this era. All types of Fey - elves, pixies, and satyrs, to name a few - established their own territories and experimented on other life forms to create new races and magic. But they weren't the only creatures on The Charred Shores.

During the Days of Youth, vicious monsters and enormous titans roamed the continents with no goal other than destruction and survival. The Fey would fight them when they cared to, trapping and imprisoning many of the titans with magic, but being neither good nor bad, the Fey preferred to live in the moment. They had their fun. But eventually the fun had to end.

The Fey that had some sense of responsibility began combining forces in an effort to reclaim all of The Charred Shores from the beasts. For the first time, a pseudo-empire formed, and certain Fey beings were worshiped like gods for their immense power. These Fey actually became gods - ascending beyond normal immortality - and kept the whole world in check. Things grew fairly calm for many millennia, but it's not like the Fey to sit stagnant for too long. Some started experimenting with more and more dangerous magic, until they discovered how to create portals between the Realms. Then it was too late. Great hordes of monsters, demons, devils, and beings of pure evil poured through the portals, plunging the world into chaos once again. The Fey were strong enough to close the portals, but not enough to resist - and their empires scattered and fell.

A Pantheon Arises

When times seemed darkest and hope began to wither, another spark flashed and this time it burned for all peoples, not just the Fey. A new pantheon rose from the ashes of ruined villages and cities, and the newly-ascended gods battled the titans in a long, horrifying war. Finally, the gods killed the very last titan, a fiery brute who commanded flame, and it turned into stone where it stood. Its crown of flames emitted an everlasting beam of light into the sky. That was when the world began again. The continent was named "The Charred Shores" because of the scorched earth and ashes surrounding the petrified titan. With the war won, humans, elves, dwarfs, tieflings, and other peoples joined forces to reclaim their lands, the gods quietly watching and fading into obscurity.

We are now in the 2nd millennium since the titan's Beacon lit up and Cradle Island became the origin of all civilizations. Countless cultures, wars, and heroic deeds have shaped the world and although the darkest days may have passed, new dangers always lurk just around the corner. New heroes rise and fall, celebrated or shunned by the common folk. What kind of hero will you become?

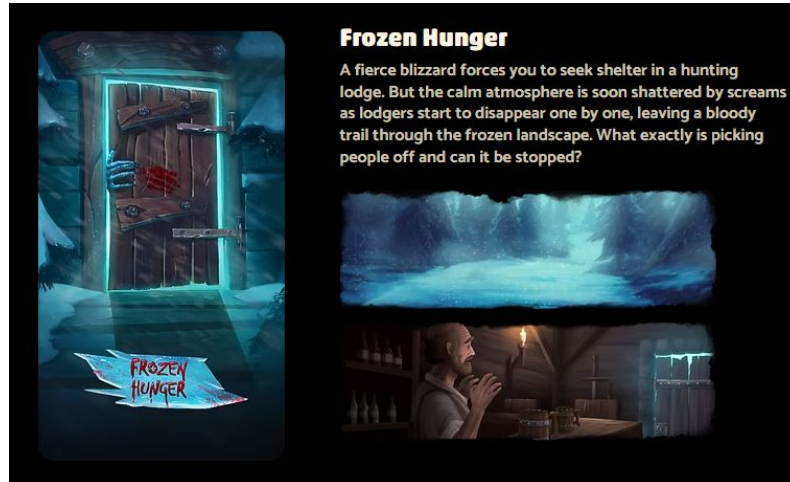
Dungeon Realms - Frozen Hunger



Role: Lead Writer

Task: Work with narrative designer to create an escalating horror adventure involving ghouls, where trapped players must try and survive the night.

Example: Descriptions of player skill checks, narrative beats, and a synopsis of the adventure.



Frozen Hunger

A fierce blizzard forces you to seek shelter in a hunting lodge. But the calm atmosphere is soon shattered by screams as lodgers start to disappear one by one, leaving a bloody trail through the frozen landscape. What exactly is picking people off and can it be stopped?



Perception check of DC 18:

[The darkness seems denser this time, as if a thousand crooked shadows are layered on top of each other. You sharpen your senses as you peer around.]

On a Successful Perception check:

[Listening closely, you hear the faint sound of something dripping onto the floor. You turn and see a small puddle of black liquid on the ground 10 feet ahead. You trace the drips upward with your gaze and spot a long-limbed figure crouching on top of a shelf. Black blood trickles down from the jagged stump that used to be one of its arms.]

- + "ghoul"
- Add illustration



On a Failed Perception check:

[You try your best to calm your nerves and scan the room, but you don't see anything lurking between the furs and equipment that fill the shelves.]

After the players make some noise upstairs and alert the ghouls, the first ghoul will approach wherever the party can be seen from a window.

[The darkness beyond one of the windows seems to shift—something colored sickly green catches the faint light and a ravenous low growl echoes into the room. You see two slithering hands grasp the window frame, followed by a gaunt head with sunken, blood-spotted skin. The monster is straight from your deepest nightmares, so inhuman yet still cruelly familiar. The ghoul's pointed tongue lashes out as if to smell the air. Suddenly, it leaps through the window and lands on its thin, spider-like legs.]

+add illustration



No matter how the party sets the second floor ablaze, once the flames are going you can send the message below:

[The chaos intensifies as bright flames lick the walls, ceiling, and furniture. Thick smoke billows all around you. It's hard to see, but you can hear the ghouls start howling louder and louder, a shrill and otherworldly howl that makes your head swim with fear. Their spindly figures writhe in the fire as they seem to be sharing each other's pain. One leaps out a broken window, slashing itself on the glass. Another looks like it's turned into a blackened, shriveled crisp on the floor. You feel a burst of hope seeing the mayhem you've sewn and quickly dash towards the door to the stairs. But before you reach it, you feel a strange breeze over your shoulder. It smells rancid. You turn your head just in time to see a wild-eyed, burning ghoul lunge at you with unnatural speed.]

+add illustration

Dungeon Realms - The Curse of Temple Cove



Role: Lead Writer

Task: Work with narrative designer to create a pirate-themed dungeon adventure involving puzzles and a curse. When players complete trials and gather Keystones, they meet the vengeful spirit of the Sea Goddess.

Example: Descriptions of player skill checks, narrative beats, and a synopsis of the adventure.



The Curse of Temple Cove

Temple Cove is rumored to hold unfathomable riches, but to reach them you and your crew must test your abilities in its mysterious chambers and earn Keystones to open up the vault. Is there really treasure inside or does the temple have one final trick up its sleeve?

A Pirate's Life For Me

[The party sets sail and discovers the old temple](#)

Land ho! It's time to set anchor and explore Temple Cove. Send the optional introductory messages below to get started.

[Just a few weeks ago, you made an amazing discovery. While doing mercenary work in Katmu (pirate capital of the world), you unearthed a pirate treasure that had been buried for hundreds of years. The treasure contained a compass, a small sum of gold, and a raggedy old map, which revealed a path to the legendary Temple Cove Island. Many nautical stories told in grubby port taverns have told of the unimaginable wealth in the mysterious temple, and you felt this could be a real lead to something big. You used the small gold pile to buy transport to the tropical island depicted on the map and set sail. While on board, you tell each other stories of how you met and the craziest jobs you've ever pulled, excitedly preparing for what lies ahead.]



With or without a fight, when the Keystones have been placed, send the following message:

[The glowing gems fit perfectly in the open palms of each altar. Once all three are in place, they begin to echo a harmony that makes you feel calm. The massive metal door creaks open. You get a clear view of the vault inside—and your hearts sink. There's no treasure chests, no piles of colorful gems, no golden thrones and candlesticks. In fact, the whole chamber is in a state of ruin. The farthest wall is crumbled into rubble and half the ceiling is completely gone. The cliffs outside are visible through the opening. Only a single stone statue of a fin-tailed woman sits in the middle of the floor, surrounded by decaying skeletons.]

The statue is the Sea Goddess' altar. When any member of the party gets closer, the ghost of the High Priestess will materialize in front of it.

[Stepping closer to the statue, you stop suddenly as you witness a translucent spirit appear before you. It's the spirit of a woman wearing a headdress and long, ceremonial robes. Her sharp eyes bore into you. "Intruders to the Goddess's Temple, how dare you approach her altar? Just like those savage pirates and their arrogant captain, whose bones now lay at my feet, you are not welcome here! The fury of the sea will come down on this sacred place and you will be thrown against the cliffs like the profane vessel that stole our offerings long ago!" The spirit points up towards the opening in the ceiling. The sky begins to darken and an ominous rumble fills the air. "May you find your peace beneath the waves," the spirit concludes.]



Whether the priestess' spirit remains or not is up to you. You can add flair to the dialog, or she can vanish after she delivers the bad news. If you want the spirit to stay, role-play her as angry and distant. She doesn't like the party and believes they will shortly meet their demise.

Lipa Land - Educational App Descriptions



Role: Lead Writer

Task: Write fun, playful, and easily understandable descriptions for the App Store and Google Play.

Example: Descriptions of player skill checks, narrative beats, and a synopsis of the adventure.

Lipa Knight



Product features

- Refine problem solving skills as you build bridges across the beautifully-animated lands
- Manipulate the different blocks and develop hand-eye coordination
- Learn spatial reasoning by crafting one unified shape from smaller shapes
- Trigger your imagination as you lead Lipa Knight through the rescue narrative

Product description

In this rescue adventure, love is more than just romance--it challenges your mind and helps you uncover your inner scientist!

Lipa Knight's beloved Princess has been kidnapped by the Cyclops! Your valient steed awaits, so join the rescue and learn to hypothesize and experiment with your bridge-building techniques, so that you can gallop with ease toward the Cyclops' lair!

Lipa Knight is a kidSAFE® certified FREE educational app ideal for children ages 4+.

Have you rescued the Princess with your wit? Discover our other challenging & fun apps!

Crafted by Lipa Learning, a community of educators and creative professionals dedicated to revolutionizing education.

Lipa Zoo



Product features

- Explore exotic regional habitats
- Touch each animal to discover animated surprises
- Look & listen to master the names of diverse animal species
- Develop roaring-good motor skills and build a wild vocabulary!

Product description

Mingle with meerkats, party with polar bears, romp with raccoons, and graze with gazelle! But watch out for that ostrich--he's quick.

The Lipa Zookeepers invite you on an interactive caravan across the world's continents, where you, too, can become a wild animal expert by interacting with new species and outdoor environments.

Lipa Zoo is a kidSAFE® certified FREE educational app ideal for children ages 1+.

Have you earned expert Zookeeper status? Discover our other challenging & fun apps!

Crafted by Lipa Learning, a community of educators and creative professionals dedicated to revolutionizing education.

Lipa Bear



Product features

- Match written words with their corresponding fun images
- Recognize Bella Bear's actions and emotions by listening
- Build your vocabulary with essential verbs, nouns, and adjectives
- Gain fundamental language skills you'll need to communicate with your world.

Product description

Wait, is that a doll or a dog? Is Bella Bear playing or sleeping? Which color goes with "purple" and does Bella's expression mean she's happy or sad?!

Bella Bear needs a curious word-smith like you! Help her find lost items by matching words and sounds with their corresponding card. Learn to recognize words phonetically as well as spell them out. Bella encourages fun as you explore multiple subjects including everyday actions and feelings.

Lipa Bear is a FREE educational app ideal for children ages 2+.

Did you find and name all of Bella's things? Discover our other challenging & fun apps!

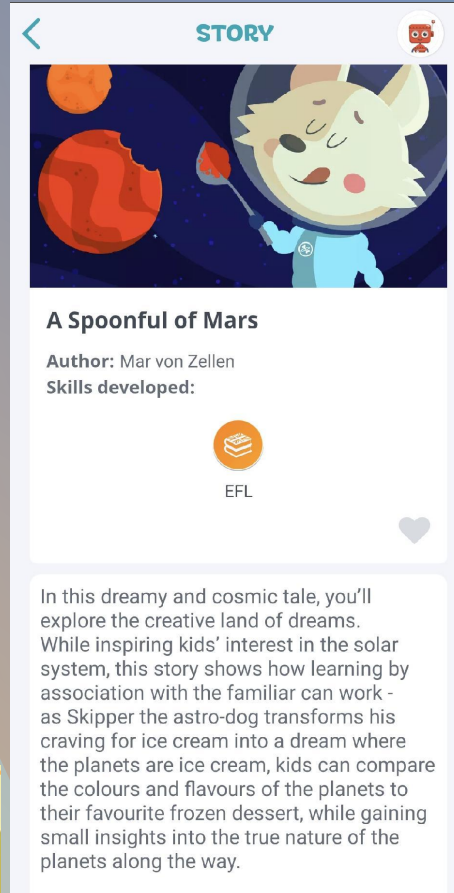
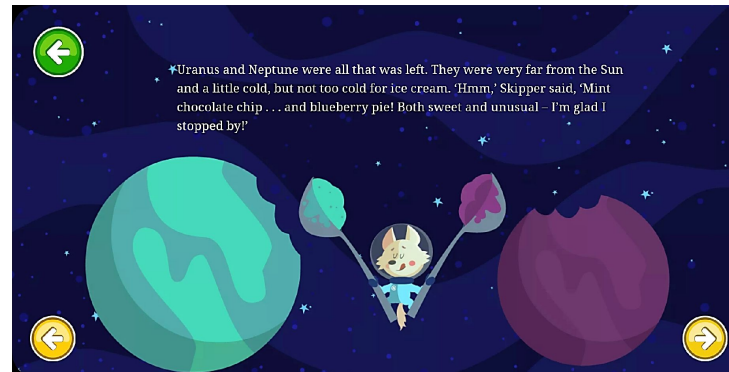
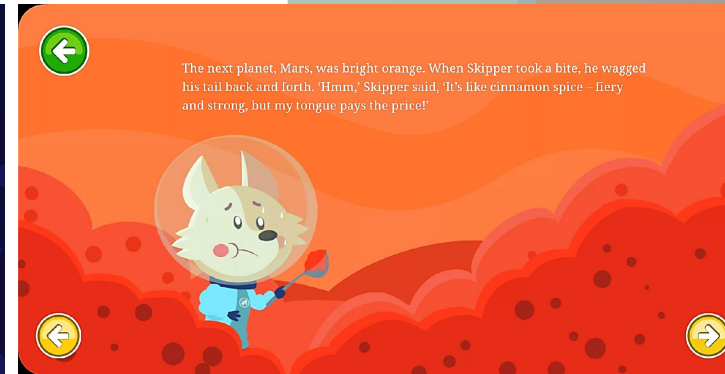
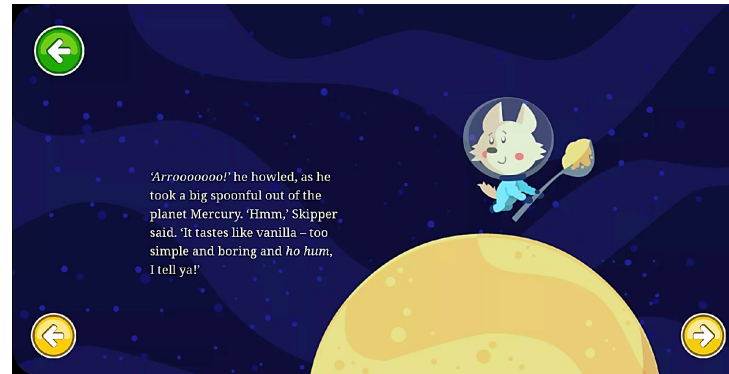
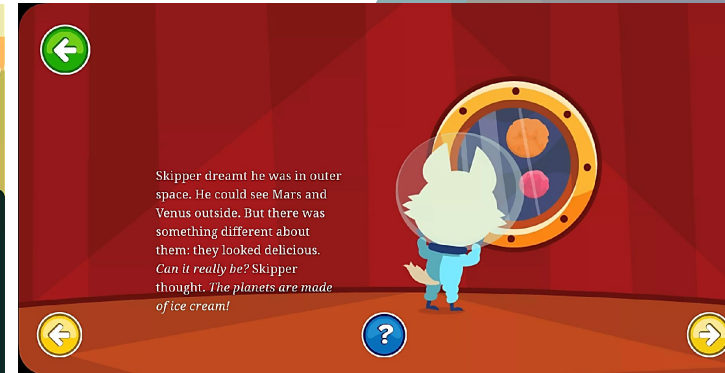
Lipa Land - A Spoonful of Mars



Role: Lead Writer

Task: Write the script of a digital picture book for ages 1-5. Help kids learn about the solar system while exploring their imaginations.

Example: In-app screenshots of the picture book and a synopsis.



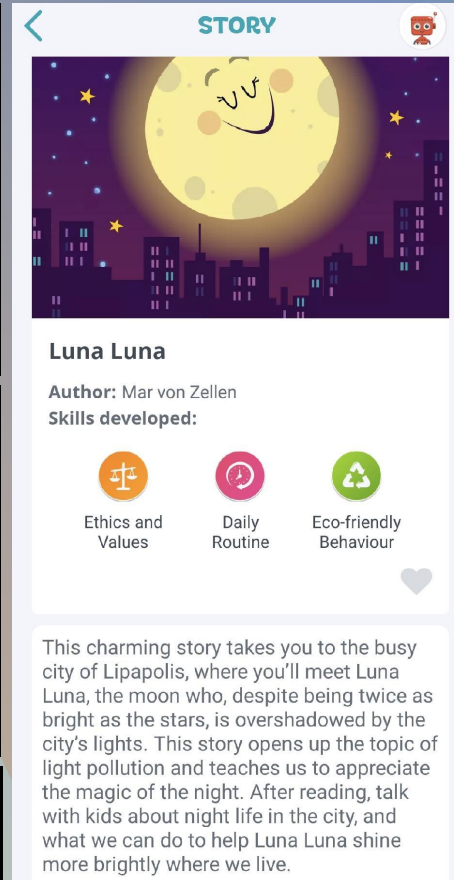
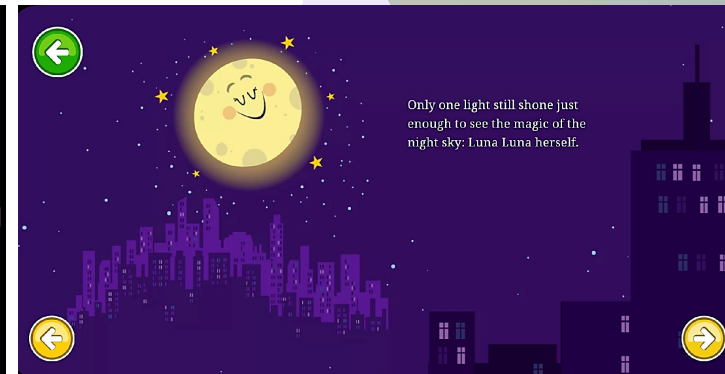
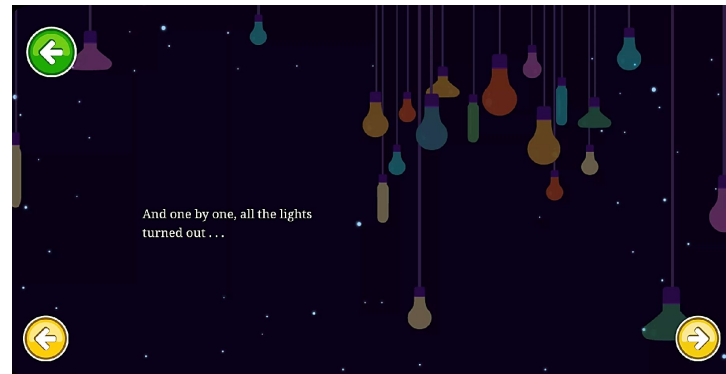
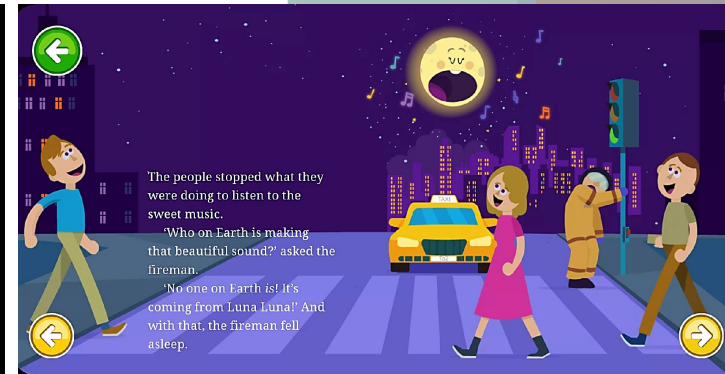
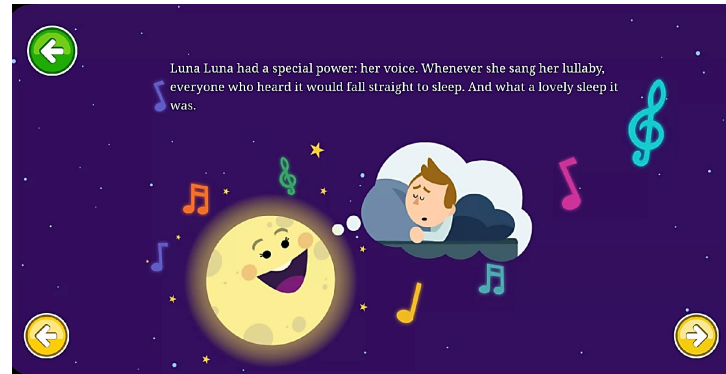
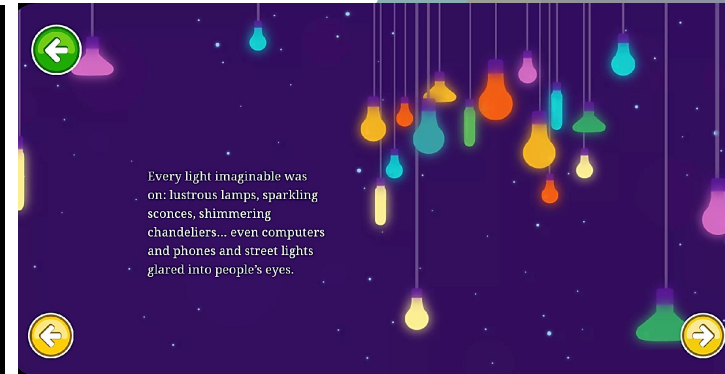
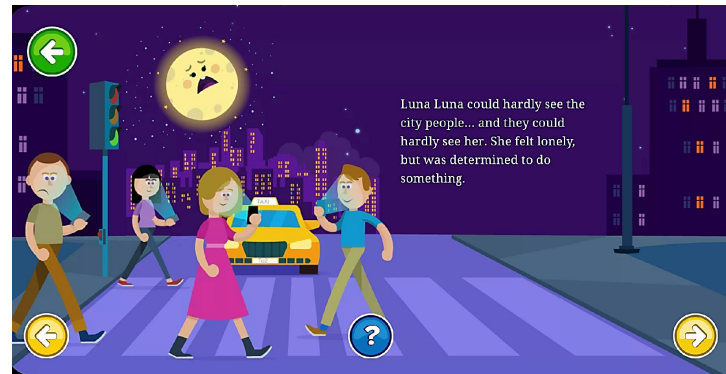
Lipa Land - Luna Luna



Role: Lead Writer

Task: Write the script of a digital picture book for ages 1-5. Help kids learn about the value of our night sky and how light pollution affects it.

Example: In-app screenshots of the picture book and a synopsis.



Writing Publications

Short Story - "Toxoplasmosis"

Grim & Gilded Magazine

TTRPG Campaign Setting - "Islands of Asterius"

Bygone Lodge on itch.io

TTRPG Adventure - "Lost Souls"

Bygone Lodge on itch.io

Poetry - "Field of Reeds"

Z Publishing House

Poetry - "Evergreen"

Anthropoid Magazine

Poetry - "Quicksilver"

Rogue Agent Magazine

Poetry - "I Am Not Painted Blue or Pearl"

Red Paint Hill Magazine

Poetry - "Mercury Retrograde"; "Priestess"

Sweet Tree Review

Poetry - "Wellspring"; "Aqua Vitae"; "The Haunted"

Big Bridge Press

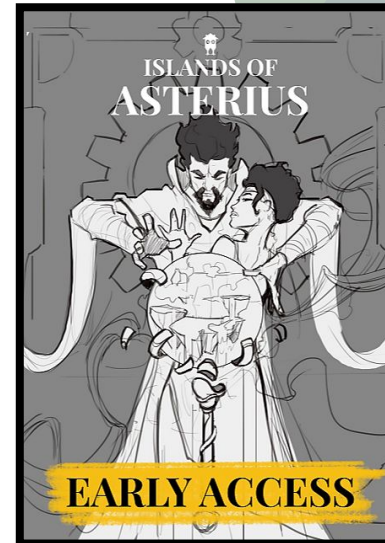
Poetry - "Blood Sport"; "Doppler Shift"

Pretty Owl Poetry

Priestess

by Mar Von Zellen

Think for a moment of your grandmother's arthritic hands. They don't clutch at translucent things like they used to, or peel grapes for picky babies, or smooth back the hair of an uninterested male, or cleave the rain into dust before it hits your soft, soft eyes. They don't point at masochist mothers & mothers with cellphones for children or at the dismantled dome of a breast radiating from the television as a kind of tinker-toy; your grandmother's are long & worn but still hers, still warmly attached, still a comfort in the night as she lies next to hymnals & the memories of unfulfilling sex, & if there are gods—gods of free motion, gods who banish needless build-up—she'll teach her grandchildren not to smile at delivery men or touch that which isn't sung about longingly at funerals. Her hands are curled into spirals. They are only good for one thing: for kneading the early morning bread in the wake of a disaster and that, she knows, is enough.



Doppler Shift

Marika von Zellen

There's a fracture in the mantelpiece
below the painted mask from Africa

Mom bought before, before
she was this—*wed thing*, whispering

little resignations to the clock
on the oven door at midnight.

There's a fly on its back, legs stacked
up to holy heaven though I

think its soul left through the padded
apartment door; the same way

Dad goes on nights he needs
refuge from being *wed*—*wed things*

don't paint the food dishes clean
or have sleepovers with pony

breeders who're restaurant owners
who're the leaders of folk music bands.

There's half-eaten carrot cake, moist
still with some kind of personal therapy

the curl of Mom's fingers when
she mixed up new fears with good

memories—like a homeless shadow
edging in circles around a three-story

mansion, waiting for a key to emerge
from the dry solid ground.

There's a man and a woman
sitting quiet on the sofa & holding hands

watching TV couples look for houses
as blank expressions turn to scars on their faces.