

Narrative Design Multiple Choice

Scene 1:

...During your travels in Dhara, you enter the remote town of Kar'eh with your party. Clearly devastated by the dark tide, which swallowed nearly half the town, once thriving streets fell into oblivion.

Your blood runs cold, as you take in the all too silent scenery. All shutters are closed. The square is deserted. "This place gives me the creeps," Kevin whispers.

Suddenly, you hear a strange sound coming from a dark corner.

Player Choice A: Kevin investigates (Courage)

Success!

"Stay behind, Laila," Kevin says in a caring whisper.

His gun poised, he carefully rounds the corner and gasps in surprise.

"A kid? What's a kid doing here, of all places?"

Player Choice B: Laila uses her powers (Magic)

Failure!

"Let's see who's hiding here..." you think, casting a spell to illuminate the darkness.

"The light! Be careful!" Kevin shouts, as an eerie, unnatural growl echoes in your ear.

"A **Shade**," you stutter. "I exposed us!"

Player Choice C: Laila retreats (Caution)

Success!

"We should be careful, who knows what sort of a creature it might be?" you say, taking a few steps back.

A small child walks out of the dark corner.

“A kid? Here, of all places?” Kevin lowers his gun in surprise.

Player Choice D: Kevin uses his gun (Attack)

Failure!

“Whatever it is, it’s not getting past me!”

Kevin attacks. An eerie shadow emerges from the corner, squeals and jumps at him.

“Kevin, look out!” You shout in distress, “It’s a **Shade!**”

Player Choice E: Kevin shields Laila (Protection)

Success!

“Stand back!” Kevin places his hand on your shoulder, caringly. “Whatever it is, I’ll take care of it!”

You stand still behind Kevin and wait. A small figure steps out of the dark corner.

“No way,” Kevin mutters, “A kid? What’s a kid doing here, of all places?”

Scene 2:

...After you accept the request of the village headman to investigate the strange disappearances occurring in the area during the new moon nights, you and your party enter the Sisukh Forest.

Snow falls thick in the woods, and you hear the frostwind blow, as if whispering the echoes of lost spirits lurking in the dark. The gruesome silence and solemnity send chills through your bones.

A crack of a twig reaches your ears from up ahead. Out of the shadows, steps a young boy, but something seems off about him.

Player Choice A: Kevin approaches the stranger (Interaction)

Failure!

“A boy?” Kevin says in surprise, advancing towards the stranger. “Who are you? Are you lost?”

The boy’s breathing intensifies. His eyes glow red as he snarls, exposing his fangs.

“Kevin, look out!” you cry in distress, “He’s possessed!”

Player Choice B: Laila uses her powers (Magic)

Success!

“What’s this boy doing here in the woods alone?” you wonder. “This seems fishy...”

You activate a light sphere in your hands to take a better look at the stranger. Exposed to the light, the boy lets out an infernal squeal. His eyes turn bloody red and his fangs and claws show.

“You were right, Laila,” Kevin says, “this boy is possessed!”

Scene 3: Scene Description Example

...You and your party enter the city of Ah'di, famous for its large sea port full of sumptuous vessels, the colourful flags on their masts blinding your eyes. The countless tongues, both familiar and foreign, deafen your ears as you walk through the open markets displayed in the streets.

The horses' hooves clip-clop on the pavement, carrying the carriages of rich gentlemen in suits and madams in lavishing dresses. All the while, you inhale the blackened fumes emerging from the city factories and overshadowing the sky.

In the dark corners, beggars are sitting wrapped in rags, their skin sallow and their faces - sickly. Some of their men eye your foreign weapons and clothes with jealousy and greed, while from within their pockets, sharp daggers are glimmering. You sense goosebumps down your spine - these men clearly seem a threat.