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Writing Sample 02

**I wrote the following set of scenes to drive the core story through inter-battle dialogue and mini-cinematics. They involve three of the iconic characters (Braham, Eir, and Rytlock) and one main secondary characters (Knut).**

(Video: https://www.youtube.com/watch?v=tdH4GfFe0Hc)

**Rytlock Office – Braham**

*Scene triggers when player enters.*

Braham: You have to send troops. My friends, my home. We're losing everything. People are dying.

Rytlock: Who do you think you are, barging into my office like this?

Braham: My people, they don't know how to handle an invasion!

Rytlock: True. But that doesn't make me your keeper. You're in the wrong place, norn. Go talk to Whitebear. I'm up to my eyeballs in refugees.

Braham: I'm Eir's son. I heard…I thought you would help.

Rytlock: Eir has no son. Get out of my office. Now!

*Braham walks away and despawns.*

Rytlock: Those norn need to take care of their own messes.

**Knut Office - Braham**

*Scene triggers when player enters instance area. Includes Knut, Eir, and Braham.*

Braham: All I'm asking is that you send a group of Wolfborn to Cragstead. Dredge and flame charr are burning our homes!

Knut: I'm well aware. The smart ones are evacuating, coming here, where we can protect them.

Braham: The smart ones? You mean the wounded and near-death ones! The fierce are fighting. Dying.

Knut: I'm sorry. I can't spare anyone. Perhaps there are others who will help you?

Braham: What about you, Eir?

PAUSE

Eir: Braham, you need to stay here, in Hoelbrak. The people of Cragstead will—

Braham: No. You stay, cowering around your bonfires. Soon as I restock my supplies, I'm going to get my people.

*Braham walks toward the exit. He has a conversation* (a private dialogue with player on click) *that tells players where to go to find Cragstead. It also tells the story of the steaders who refused to evacuate Cragstead, and how Braham found out they were still up there.*

*Plays as Braham walks away.*

Eir: I didn't mean… (sigh)

Knut: Who was that kid?

Eir: My son.

PAUSE

Knut: I see the resemblance. He has your stubbornness.

**Cragstead - Braham**

Braham: (out of breath) I can do this.

PAUSE

Braham: (out of breath) Hey. Smell that smoke? That's not a good sign. We have to go. My friends…

*After first battle, Braham talks to survivor.*

Survivor: What are you doing here? You’re supposed to be in Hoelbrak!

Braham: I came back for you. Where are the others?

Survivor: They were chased up the mountain. I…I couldn’t move fast enough.

Braham: I’ll go. Will you be—

Survivor: I’ll be okay. You be careful.

*On appearance of the boss*

Braham: Hey, ugly!

PAUSE

Boss: (laugh) You’re kidding, right? Look at you. I’m surprised you can even lift that mace.

Braham: This mace will be the last thing you see.

Boss: I’m going to enjoy punishing you.

*After second battle, Braham talks to survivor.*

Survivor: Oh, my young wolf. We should never have stayed behind! I’m glad to see friendly faces.

Braham: C’mon, let’s get out of here.

Survivor: Braham, they took Ottilia and her family.

Braham: They what? Where? Why?

Survivor: They’re collecting prisoners. I don’t know where they took them or why.

*Plays after “Save Group 02” scene; Braham turns to face player*

Braham: I hate this. We have to help Ottilia—and her family—but first, I have to make sure these steaders are okay.

Braham: I’ve got this under control.