



NARRATIVE DESIGN/WRITING PORTFOLIO

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Faction Document – Fantasy MMORPG, Adventure

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**NOTE – the formatting of scripts written in Final Draft has altered due to transfer.*

Faction Document – MMORPG, Fantasy

ESRB – Teen

Anura-Rana (The Frog'uk Tribe)



Synopsis

The Frog'uk Tribe play a crucial role in one of the game's main questlines – The Fragments of the Old God. After arriving in Ikkiyuk Swamp, PCs will be able to choose to align with either the Frog'uk or Troll factions based on the choices they make, depending upon which endgame unlocks the PCs wish to pursue. Once their faction is chosen, the PCs are not allowed to switch sides. Either path eventually unlocks access to the end game dungeon – The Ancient Ruins of Zug'uk.

Location

The Ikkiyuk Swamp – a vast marshland filled with trolls, ogres, leeches, fungal monstrosities, giant mosquitos, the Frog'uk Tribe, and a young Black Dragon. Dense with humidity, twisting roots, and murky bodies of water, Ikkiyuk Swamp is impossible to navigate for any non-native. Many who venture into the mists of the labyrinthine bog end up as food for swarms of leeches or as skeletal trophies for Troll Witchdoctors. Ikkiyuk Swamp is a vast everglade that takes up much of southeastern region of Vacrand. Much of it remains unexplored due to its inherent danger.

Lore and Background

History – The Anura-Rana lived for centuries in the labyrinth city of Zug’uk. An elaborate network of stone tunnels adorned with intricate carvings, Zug’uk was one of the wonders of the ancient world. Everything was great until a cursed visitor sought refuge with the Anura-Rana, seeking their aid in curing his mysterious flesh devouring ailment. The stranger carried with him a glowing purple gemstone, which he could not let go of. They tried everything. From rare herbs to experimental nature magic, nothing seemed to help. As a last resort, they amputated his arm, unleashing the curse on the city of Zug’uk. Dark power spread through the city, corrupting life with horrific mutation. The few families near enough to the exit are all that remains of the Anura-Rana. Much of their culture and knowledge has been lost within the cursed depths of their ancestral home.

Present day – Since the cursed stranger brought ruin to the Anura-Rana, the fragmented remains of their culture have survived as forsaken nomads, constantly on the run from the predators of Ikkiyuk Swamp. The stories of old which were once known as historical truth, have dwindled into myth and hearsay. Even the spiritual name of the Anura-Rana has been diluted and replaced with the brash – Frog’uk. For the majority, the everyday struggles of survival outweigh the hope they once had for something better. A few still cling to the old ways. They dream of reclaiming their ancestral home and restoring the identity of the Anura-Rana.

Prominent Characters

Oogi (Lead Hunter) – Oogi is the main NPC that interacts with the PCs throughout the Frog’uk questline. She is a highly skilled hunter and master of survival in the Ikkiyuk Swamp. She carries one of her eggs with her so that it can already start learning through observation. Although skeptical of outsiders, Oogi is hopeful to find help in restoring her people’s home – The Ancient Ruins of Zug’uk.

Glarb’ik (Vendor/Alchemist) – Needing to constantly be on the move, Glarb’ik is always scrambling to brew potions and keep his reagents organized. Glarb’ik is the NPC the PCs will be interacting with when purchasing faction unlocks and rewards. He is a Frog’uk of few words but is happy to give discounts and aid to those who help his people.

Plip (Lost Adolescent) – Plip is a tadpole on his path to adulthood. Wanting to prove his worthiness to the tribe, Plip ventures out into the swamp alone to round up some leeches. The PCs first interact with Plip when finding him lost, deep within the swamp. Rescuing Plip awards the player with a large amount of faction gain. After getting lost in the swamp, Plip remains at the camp and helps with watching over the younger tadpoles.

Bogoge (Spiritual Leader) – Bogoge, the Frog’uk elder, is the leader of the Frog’uk Tribe. He wears decorative armor fashioned from fishbones and leech skins. After a mushroom induced vision, Bogoge prophesized that an outsider will come to aid the Frog’uks in liberating their home from the evil that has consumed it. The PCs must prove themselves worthy of Bogoge’s

blessing by helping the tribe. Only then will the PCs be shown how to enter The Ancient Ruins of Zug'uk.

Function in Game

The Frog'uk's are a neutral faction within Ikkiyuk Swamp and won't attack the players unless provoked. The PCs can meet with Oogi to begin to increase their faction standing **OR** kill the Frog'uks and pursue faction quests with the Trolls. Frog'uk quest progress is crucial for the player to be able to safely unlock different regions of Ikkiyuk Swamp as well as end game dungeon progression. As the players progress to a high enough rapport with the Frog'uk faction, they will unlock the following benefits:

Neutral (starting value) – PCs are only able to complete the Leech Hunting quest, with limited access to Ikkiyuk Swamp.

Cordial – PC's can now complete the Corrupted Fungi quest in addition to Leech Hunting. They also unlock a temporary water walking buff to help them traverse the swamp. They can now purchase potions and reagents from Glarb'ik.

Friendly – PC's can now complete the Frog'uk Tadpole Sitting quest in addition to Leech Hunting, and Corrupted Fungi. Upon reaching the friendly ranking, Bogoge gifts the PCs with sacred spores allowing them to understand Ton'gah, the Frog'uk language. Interactions with the Frog'uks shift from croaks and gestures to actual dialogue. The PCs can now set their bind point to the Frog'uk encampment. Additional potions and reagents are also unlocked for purchase.

Ally – PC's have now unlocked the dungeon – The Ancient Ruins of Zug'uk (levels 45-60). During a short cut-scene, Oogi leads the players to Zug'uk and tells them the story of how the Frog'uks lost their home. Oogi asks for the PC's aid in cleansing their home on behalf of her tribe. PC's unlock additional potions and reagents, namely Frog'uk poison which can be used to coat weapons with a powerful direct damage on-hit effect.

Revered – PC's can only reach the revered ranking after successfully completing The Ancient Ruins of Zug'uk dungeon, destroying the Fungal Hivemind, and recovering the Fragment of the Old God's gemstone. After returning to camp, a cut-scene will trigger and Bogoge conducts a ceremony which inducts the PCs officially into the Frog'uk tribe. The Frog'uks now permanently reside in their ancestral home and thank the PCs for the unexpected victory. PCs also unlock additional potions and unique crafting reagents needed for all max level professions. PC's will receive a title, and one of two rewards for completing the faction questline, listed below:

Title - *Savior of the Anura-Rana.*

Lost Idol of the Anura-Rana – (No Trade). Trinket item. Melee/Ranged classes will be rewarded with a Frog'uk Idol which has a clickable effect that polymorphs you into a Frog'uk for 1hr and gives your melee and ranged attacks a chance to trigger the Frog'uk poison on-hit effect.

Corrupted Fungal Wand - (No Trade). Off-hand item. Spellcasting classes will be rewarded with

a fungal wand which has a clickable effect that infects your target with a powerful damage over time effect (2hr cooldown).

The Mushroom Spirit - (No Trade). Neck item. Priest classes will be rewarded with a spectral mushroom item which grows out of the PC's neck when worn. It has a power passive hitpoint regeneration effect when worn.

*Faction quest reward items can be exchanged once by any class by turning in their current item to Bogoge and choosing a new reward. Many Necromancers might prefer to have the regeneration effect as many of their spells require health to cast.

Questlines & Repeatable Quests (Faction increasing)

Quest 1 - Leech Hunting (repeatable daily)

Ikkuyuk Swamp is absolutely infested with leeches of all sizes. From tiny annoyances to anaconda-sized terrors, leeches are an important resource to the Frog'uk Tribe. The tribe uses their skins for armor and their saliva for their strong anticoagulant properties. The Frog'uks seek the PCs' aid in gathering materials and keeping the leech population in check.

After picking up a Frog'uk spear from Oogi, the PCs can begin skewering 20 small to medium sized leeches from the murky waters to bring back to the Frog'uk Tribe. The PCs may be ambushed at times from Giant Leeches and be forced to fight or flee. This is an aiming focused mini game where the PCs charge up their spear attack and if successful, are able to skewer multiple leeches per thrust. Quest completion rewards a moderate faction increase. Estimated time to complete – 3 to 5 minutes.

Quest 2 - Corrupted Fungi (repeatable daily)

Strange fungal creatures have been spotted shambling from the cursed entrance of The Ancient Ruins of Zug'uk. Their spores infect the bog with unnatural mutations. The Frog'uks seek the PCs' aid in managing this threat as well as conducting research.

Bogoge will give the PCs a medicine pouch to recover 10 spore sacs from the corpses of Corrupted Fungi in the eastern region of Ikkuyuk Swamp. Corrupted Fungi are dangerous enemies which may require a group of 2-3 players. Their regeneration, high health pool, and armor penetrating spore attacks pose a substantial threat to players level 45 to 50. Quest completion rewards a moderate-high faction increase. Estimated time to complete – 30 to 45 minutes.

Quest 3 - Frog'uk Tadpole Sitting (repeatable daily)

The Frog'uk's nomadic lifestyle in the swamp is far from ideal. The constant moving to ensure the tribes safety can make caring for rambunctious tadpoles near impossible.

After reaching the Friendly level of faction with the Frog'uks, the PCs will come across Plip, a

Frog'uk tadpole, jumping around alone in the swamp. The PCs will need to chase the tadpole down, click on him to capture, and bring him to safety back at the camp. After doing this, the PCs are praised for rescuing Plip and is now trusted enough to activate the Frog'uk Tadpole Sitting quest.

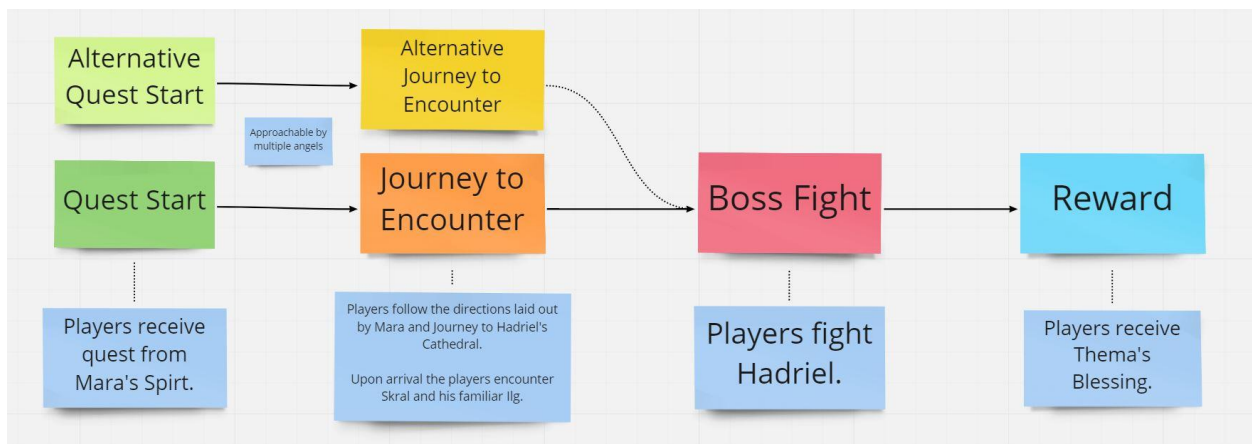
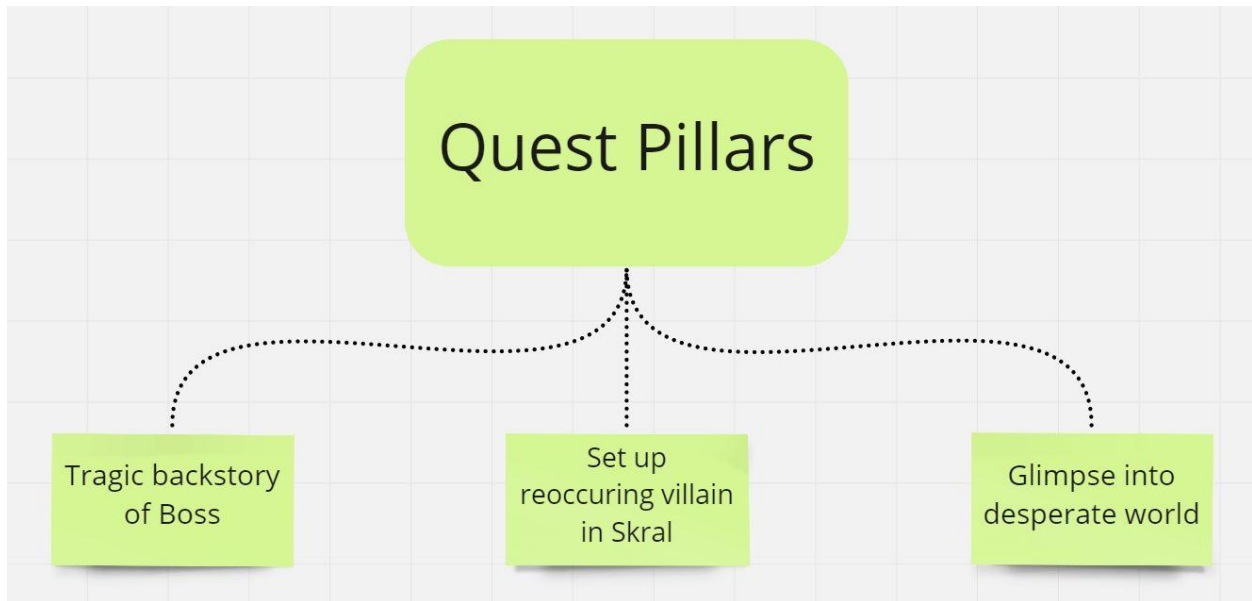
The PCs activate this quest by talking to Plip at the Frog'uk camp. A mini game then activates where the players must attempt to keep jumping Frog'uk Tadpoles inside a wooden pen. As one tadpole begins to jump, more and more catch on and chaos ensues. The PCs must use different tactics to prevent the tadpoles from escaping, such as: distracting them with a fly on a string, mimicking a Frog'uk croaking sound, or as a last resort, catching them with a net. Quest completion rewards a high faction increase. Estimated time to complete – 5 minutes (timed event).

Bonus Title Reward - If the PCs complete the Frog'uk Tadpole Sitting quest 50 times, they will unlock the title – *Tadpole Wrangler*. Only the most patient adventurers will dare complete this achievement!

Boss Encounter & Barks– RPG, Dark Fantasy

ESRB – Mature 17+

Hadriel's Curse



Player Experience

Divine monster slayer who restores balance to the world.

Player Motivation

Meaning - Elaborate plot and captivating characters

Power - Powerful reward/experience gain

Challenge - High difficulty encounter/unique mechanics

Boss Profile

Name: Hadriel the Fallen

Race: Monstrosity (formerly human)

Gender: Male

Age: 42

Culture: The Templars of Thema

Occupation: An enforcer Paladin of Thema (Goddess of Justice and Truth)



Background

Hadriel was a lifelong devotee to the goddess of justice – Thema. From child acolyte to a teenage squire, he rose through the ranks of the order and became the youngest Paladin Enforcer ever. He was revered for his fairness when dishing out punishments for crimes, often favoring second chances and community service over a trip to the gallows.

Through his devotion to Thema, he met the love of his life. Mara, a beautiful Priestess of Thema. She saw his fair and humble nature and pursued his hand in marriage. She won his heart with her

kindness and her devotion to charity.

Times got tough during the plague years, and Mara insisted on bringing supplies to help support struggling neighboring villages. Hadriel pleaded with her not to go, as the risk of travel was too great. Mara went anyway, valuing helping others over her own safety.

Starving bandits murdered her and took her supplies before she could ever reach her destination. Broken by the loss of Mara, Hadriel prayed to Thema for the power to avenge her. Thema's response was to forgive the bandits, for they were in great need. This was something Hadriel could never do. Sensing the opportunity, the devil prince Skral presented himself in front of Hadriel and offered him the power to avenge his wife. In his desperation, Hadriel broke his sacred oath to Thema and agreed to sell his soul in exchange for demonic power.

Using his dark blessing, Hadriel obliterated the bandit encampment. Women, children, it didn't matter. Driven by despair, Hadriel keeps the bandits magically preserved through a terrible curse in the former Temple of Thema, forcing them to suffer in a state worse than death. A wound that will never heal in his heart.

Description

Formerly human, Hadriel is a demonic monstrosity. 15ft (457cm) tall. He is a hulking tank who lumbers slowly and swings a massive, devastating sword. The player must be especially aware of his tentacles as they are much faster moving and can disable their PC long enough for Hadriel to land a fatal blow.

When the PC enters the cathedral, Hadriel is sitting on a throne of kneeling bandits, who are trembling underneath his massive weight. He is covered in black corroded armor which has grown out of his bone structure. Fighting Hadriel head-on is simply not an option. First aiming at his exposed tentacles will help the player avoid death. Above him, is a circular rift which feeds dark power to him from the Nine Hells, the mark of his curse. As the PC damages him with the zones of light, the hole will begin to shrink, simulating his life bar.

Personality

Hadriel's humanity hangs from a thread. What remains of him, is swallowed up in a manic-depressive state. Throughout the fight, the players experience the following emotional states from Hadriel:

Grief – Hadriel stops combat all together and bursts into tears because of what happened to Mara. Though he has no regret for what he has done to the bandits.

Hopelessness – Hadriel ask's the PC to end his life and this suffering once and for all.

Rage – Hadriel blames the PC for interfering with him torturing the bandits. Outbursts about how Thema failed him and how the guilty deserve to suffer *forever*. Only this eternal penance serves as just punishment for their crime. During combat, Hadriel becomes distracted by bandit taunts and goes back to torturing them. They taunt Hadriel to help aid the player in freeing their cursed souls.

Characters

*Want to see these characters in higher resolution? Click [here](#).



Mara's Spirit – A green spectral ghost, Mara's Spirit appears to the players as the initial quest giver. Trapped between worlds, she seeks the aid of adventures to put an end to her husband's twisted vengeance and free souls wrapped up in Skral's devious curse. Having already sent many former adventurers to their doom, Mara is torn between needing help and not wanting to cause any more harm.

Skral – The albino devil prince, Skral seeks out those most desperate in order to offer one sided deals in exchange for their souls. Skral uses his bardic abilities to manipulate the emotions of those around him. During the Boss Encounter, Skral dances upside down on the pillars of the cathedral and plays his haunting yet beautiful violin. He taunts the PC and uses music to intensify Hadriel's emotions, driving him into a vengeance fueled madness.

Ilg – Ilg, Skral's depraved familiar, is a demon revered for his shapeshifting abilities. Ilg uses his shapeshifting ability to lure adventures to the cathedral. Ilg is slow moving but incredibly sneaky, always looking for an opportunity to poke the PC in the leg with his prod. During the Boss Encounter, Ilg lurks amongst the pews, eager for the opportunity to stab the PC.

Mechanics

The PC must avoid Hadriel while attacking the tentacles in order to survive the first phase of the boss fight. At the far end of the cathedral is an altar with Mara's skeletal body. Overhead, an enormous ornate stained glass window which depicts Thema with a blindfold on, holding scales.

The player must kite Hadriel around the room in order to have space to break the windows, bathing the combat zone with light. Light entering Thema's Cathedral is empowered with purifying divine magic and is the only way to kill Hadriel. If the player can access Mara's body,

they can pick up her locket and use it to lure Hadriel into zones of light which damages him.

Demonic Greatsword Attack

15ft – Arc in front of Hadriel.

With his non-tentacle arm, Hadriel swings his mighty blade in an arc. PC must dodge or be out of range, this attack cannot be parried. It is quite long range due to Hadriel's size.

Tentacle Grasp

When adjacent to Tentacles.

Independently from Hadriel's other actions, his tentacles pursue the PC like large lumbering snakes and constantly try to trip them up or bite and ensnare them. The PC can destroy the tentacles with successful attacks but after a while, more will grow out of Hadriel to pursue them.

Aura of Mourning

10ft radius around Hadriel.

If the PC gets too close to Hadriel, they are consumed by loss. Causing them to cry, move slower, and suffer severe stamina loss. This is one of his most dangerous abilities as it ensures the player will be hit by Hadriel.

Shadow Word: Despair

20ft range, Psychic and Necrotic damage.

Hadriel chants a demonic curse infecting the players mind with negative thoughts. This cannot be dodged. Shadow Word: Despair slows the player and causes damage over 6 seconds. This ability puts pressure on the PC to finish the fight as soon as possible as it will drain their health potions and other resources. Can be cleansed with dispel magic.

Leap of Vengeance

30ft range with a 10ft knock back.

If the players interact with Mara's corpse on the Altar, Hadriel will leap at them to defend her.

Destroying the altar and her remains with his massive body. Hadriel will then enrage, increasing his movement speed. The player must be sure they have broken enough windows before interacting with the altar so that they will be able to kite Hadriel through the zones of light. If the PC has Mara's locket equipped in their main hand, Hadriel follows them into zones of light with reckless abandon.

Hadriel In-Game Barks

TRIGGER	DIRECTION	LINE
Player fleeing/evades an attack	Taunting, Righteous, Frustrated	<ol style="list-style-type: none"> 1. You only delay the inevitable. 2. Surrender, and I will spare you their fate. 3. Justice is inevitable.
Hadriel takes damage	Exhausted, Disappointed, Hopeless	<ol style="list-style-type: none"> 1. There is nothing more you can take from me. 2. Vengeance...give me strength. 3. You come to the aid of these murderous cowards?
Hadriel Distracted by Bandits	Enraged, Offended, Sadistic	<ol style="list-style-type: none"> 1. Their tears shall mend my broken heart. 2. Scream for me, coward. 3. How dare you speak her name!
Hadriel uses Demonic Greatsword Attack	Sinister, Reckless, Blaming	<ol style="list-style-type: none"> 1. My blade offers absolution. 2. For her! For my love! 3. You have chosen the wrong side. You have chosen death.
Hadriel uses Tentacle Grasp	Threatening, Empathetic, Virtuous	<ol style="list-style-type: none"> 1. Now, you shall share their fate. 2. Surrender and be exculpated. 3. Now you face the consequences of interfering.
Player within range of Aura of Mourning	Disturbed, Mournful, Regretful	<ol style="list-style-type: none"> 1. Bathe in my anguish. 2. Share in my suffering. 3. I should have never let her leave on her own (crying).
Hadriel casts Shadow Word: Despair	Depressed, Desperate, Broken	<ol style="list-style-type: none"> 1. My soul, for her... (crying) 2. You will suffer, as she did. 3. Penance...eternal.
Hadriel uses Leap of Vengeance/Player acquires Mara's Locket	Concerned, Hurt, Vengeful	<ol style="list-style-type: none"> 1. Stay away from her! 2. Give me the locket! It's all I have left (crying). 3. I will rip you apart!
Death	Pleading, Remorseful, Spiteful	<ol style="list-style-type: none"> 1. What other choice did I have? 2. Mara...forgive me. 3. I regret nothing.

Bandit Interference

During the fight, the animated remains of dismembered bandits and adventurers taunt Hadriel in order to aid the player. Several times during the fight, Hadriel will stop to torture/dismember one of the bandits, giving the player time to recover. Once Hadriel is killed by the purifying light, their souls will finally be able to rest.

Bandit In-Game Barks

TRIGGER	DIRECTION	LINE
Player at 25% health or lower	Mocking, Belittling	<ol style="list-style-type: none"> 1. That stupid wench deserved to die! 2. How could she ever love an idiot like you?
Player enters range of Aura of Mourning for the first time	Sinister, Taunting	<ol style="list-style-type: none"> 1. Mara the dumb...Mara the feeble...Mara the dead. 2. We left her body to rot in the sun.
Hadriel at 50% health	Sadistic, Blaming	<ol style="list-style-type: none"> 1. She squealed like a pig when we stuck her! (Then squeals). 2. You're weak. She died because you couldn't protect her.
Hadriel casts Power Word: Despair	Cheeky, Righteous	<ol style="list-style-type: none"> 1. Mara... Isn't that a goat's name? 2. Your soul will burn in hell! You'll never see her in the afterlife.

Skral In-Game Barks

TRIGGER	DIRECTION	LINE
PC's enter the cathedral	Welcoming, Taunting	<ol style="list-style-type: none"> 1. My my....what do we have here? 2. More lambs for the slaughter.
PC at 25% health	Mocking, Threatening	<ol style="list-style-type: none"> 1. Just one more mistake... 2. Beg. Beg for mercy.
PC uses a health potion	Playful, Sarcastic	<ol style="list-style-type: none"> 1. You don't happen to have any fairy dust on ya, do ya? No? It'd be a lot cooler if you did.
PC dies	Prideful, Demeaning	<ol style="list-style-type: none"> 1. Another meager attempt by a pathetic human. 2. And nothing of value was lost...

Interactive Cutscene & Encounter – Action, Children’s Adventure

ESRB - Everyone

Monster Cheese



Synopsis

While unpacking groceries, Kathy offers her son Timmy and her daughter Annie some muenster cheese as a snack. Using his wild imagination, Timmy pretends that the muenster cheese was, instead, MONSTER cheese, a cheese with the unique ability to turn you into a terrifying monster when eaten.

As Kathy goes off to rest and watch her shows, Timmy and Annie go downstairs and pretend to be monsters. They roar, stomp their feet, and jump on pillows, but as things continue to escalate, Timmy’s old brother Greg’s Lego set is too tempting for the two young monsters to leave intact.

They lay waste to Greg’s carefully crafted city just as he comes home from boy scouts. Despite the fun they were having, Timmy and Annie feel incredibly guilty for making Greg so upset and, in the end, help him put it all back together again.

Characters

Timmy – 5yrs old. 3’5” tall. Light brown hair filled with cowlicks. Timmy is outgoing, imaginative, and curious. He can’t help but to wander off and get himself in some trouble. Like a typical boy, he loves rough play and breaking things!

Annie – 3yrs old. 2’8” tall. Dark brown pig-tail hair. Annie loves everything creepy, scary, and yucky. If there is a spider, Annie wants to keep it as her pet. Annie still stumbles with a few words here and there. She has no problem jumping in and getting messy with the boys, especially

when hanging out with her older brother Timmy.

Kathy – 32yrs old. 5’3” tall. Short blonde hair. Kathy is exhausted by being a single mom and is doing her best to keep it all together. She loves her kids but is often exhausted from late nights working at the magnesium factory.

Greg – 12yrs old. 5’1” tall. Short blond hair. Greg is laid back, athletic, and mechanically gifted. He spends his free time constructing epic Lego creations. Although he loves his little brother Timmy, they are often at odds due to Timmy’s passion for destroying Greg’s Lego sets.

Cutscene Dialogue

QUEST TRIGGER: Kathy begins to unload the groceries during snack time.

INT. KITCHEN– DAY

Kathy is unpacking groceries as Timmy and Annie chase each other around the kitchen table.

Mini-Game:

Catch me if you can!	Mash X to sprint around the table. Press Y to skip.
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KATHY

You crazy kiddos...who wants a snack?

TIMMY

Ooo! Ooo! What is it?

ANNIE

Yes, prease!

KATHY

I picked up a new kind of cheese for you two to try. It’s called muenster cheese.

ANNIE

(Gasps)

TIMMY

What’s wrong?

ANNIE
Monster cheese!?

KATHY
Muenster cheese! There are no monsters here except for you two little critters! (Kathy tickles their shoulders)

KATHY (Cont'd)
Now, who wants a slice?

TIMMY
Me! Me! Me!

ANNIE
(Quietly raises her hand)

KATHY
And what's the magic word?

TIMMY
Pa-lease!

ANNIE
Prease!

Kathy hands out three slices of cheese. Both kids scramble to get their fair share.

Mini-Game:

Grab the cheese!	Hit the buttons on the gamepad in the correct order to grab multiple slices.
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**New inventory item – MONSTER cheese. A delicious waxy square with unforeseen side effects.*

Depending on the mini-game outcome, Annie will end up with only one slice of cheese or none at all.

KATHY
Now Timmy! Remember to share.

TIMMY
But Mom, you know I am not a share-y person!

Kathy gives Timmy a look that says, “You better share that cheese, young man!”

Mini-Game:

Resist the look!	Mash X to resist Kathy's threatening gaze! (Victory not possible)
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TIMMY

Fine. Here you go, Annie.

Timmy carefully rips the third slice in half and shares it with Annie.

ANNIE

Thank-ooo.

KATHY

You two go downstairs and play so that mommy can watch her show in peace. Oh, and promise me you'll leave your brother's Lego City alone. Okay?

TIMMY

(Stares at the ground)

ANNIE

Okay!

KATHY

Timmy?

TIMMY

Yes, mam.

INT. BASEMENT – DAY

Timmy and Annie hurry downstairs to play. There are couches, a TV, and a vast Lego City, carefully set up at the back of the room. Timmy bites a hole in the middle of his slice of cheese and peeks at Annie.

TIMMY

What if it really is monster cheese, and when we eat it, we turn into monsters.

ANNIE

Yeah, we could be monsters! Then no one could get us!

TIMMY

Yeah! I'll turn into Big-Zilla! A big lizard that has and tail. Oh! And shoots fire!

KATHY

I'm a Giant Yuckapus!

TIMMY

I think you mean octopus Annie...

ANNIE

YUCKAPUS!!!

TIMMY

Okay fine! Hey, look, I am an egg!

ANNIE

Me too! Me too!

Timmy and Annie crawl under the blanket and begin to make monster sounds as they stuff the rest of the cheese into their mouths. Using their imagination, they transform into monster eggs. As they break free from their eggs in their new monster form, there is no better target for two giant monsters than Lego City.

Mini-Game:

Metamorphosis	Rotate the analog stick to hatch from the monster egg.
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Big-Zilla and Yuckapus begin their devastation of Lego City. RAMPAGE Encounter start.

Mechanics & Gameplay

Timmy (Big-Zilla) and Annie (Yuckapus) attack the Lego city in a RAMPAGE-style gameplay encounter. Lego figures run for their lives as tanks and pirate ships fire upon Big-Zilla and Yuckapus. Using their basic attacks and special abilities, the two must reduce the Lego City to a pile of rubble before time runs out.



Big-Zilla Special Abilities

As Big-Zilla uses his basic claw and bite attacks, he charges his Ultimate Devastation Meter (Hot Cheeto Orange), which can be used to cast special attacks.

Ultra Tail Swipe

Big-Zilla swings his mighty tail in an arc, bludgeoning everything in its path. Arcing attack (C Shape). Moderate building damage. Meter cost: 25%

Super Epic Giga-Kick

Big -Zilla prepares a powerful stomp, Single target attack. Heavy building damage. Meter cost: 50%

ULTIMATE: Flaming Hot Cheeto Breath

Big-Zilla unleashes a blast of fiery magma from his mouth. Frontal cone attack damages buildings and sets them on fire (damage over time effect). Meter cost: 75%

Big-Zilla barks:

TRIGGER	LINES
Use Basic Attack	“Hi-Ya!” “Keee-Yahhh!”
Use Ultra Tail Swipe	“Boof!” “Get em’ tail!”
Use Super Epic Giga-Kick	“Khaaaaa CHAAAA!” “Blamo!”
Use Flaming-Hot Cheeto Breath	“BLEHHHHHHhhhh!” “Fire! Ahhhhhh!”
Steps on a Lego	“Ow! Ow! Owie! Ow!” “OUCH!” “Schnikies!”

Yuckapus Special Abilities

As Yuckapus uses her basic tentacle and water blast attacks, she charges her Ultra Ucky-Yucky Meter (Mountain Dew Green), which can be used to cast special attacks.

Tentaclenado

Yuckapus winds up and spins her tentacles around as she flies across the game map. Short ranged AOE attack. Duration 10 seconds. Can move while casting. Meter cost: 25%

It's Bubble Time!!!

Yuckapus burps up a cluster of bubbles that float down from the sky and then explode. AOE damage around each bubble. Moderate building damage. Meter cost: 50%

ULTIMATE: Sticky Inky

Yuckapus shoots out a sticky black ink in a line in front of her. Everything in its path is coated with ink, slowing vehicles and damaging buildings. Four-second duration. Can aim the beam throughout casting. Meter cost: 75%

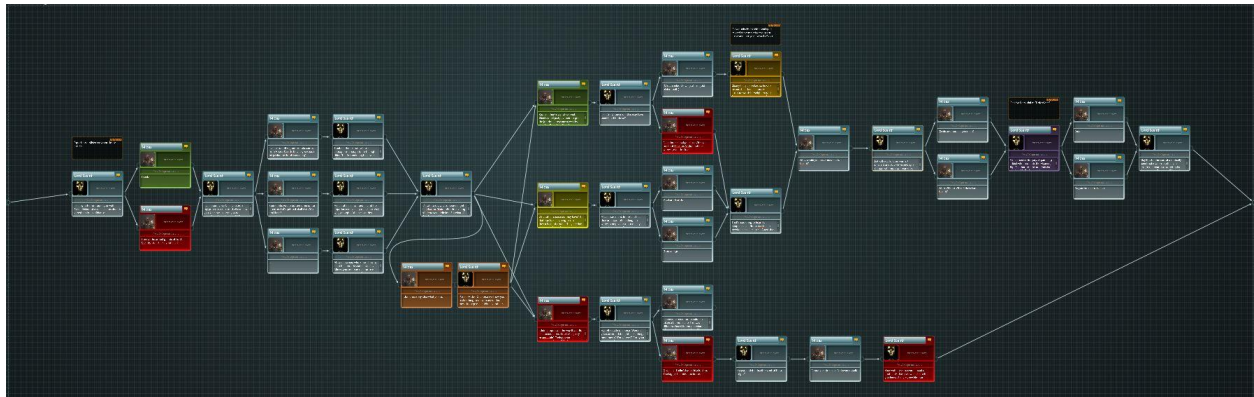
****Special Combo Move**** If Yuckapus uses Sticky Inky and then Big-Zilla uses their Flaming Hot Cheeto Breath attack, targeting the zone of ink, the fire turns green and does massive building damage! Successfully completing this combo attack also refunds 50% of each players special ability meter.

Yuckapus barks:

TRIGGER	LINES
Basic Attack	“Ten-nicle smush!” “Pow!” “I make you yucky too.”
Use Tentaclenado	“Weeeeeeeeeee!” “I am dizzy!”
Use Its Bubble Time!!!	“Berbles!” “Hahaha!”
Use Sticky Inky	“Ewwwwwwwwwwww hahahaha!” “You’re yucky now!” “Pew pew ew!”
Steps on Lego	(Cries)

Branching Dialogue Quest – RPG, Fantasy

ESRB – Mature 17+



*Want to play through this branching quest as an interactive game? Click [here](#).

World

Gavaria is a kingdom divided by constant power struggles. As the scepter of power shifts hands, Midas (Player), a former militia commander turned mercenary, is eager to play all sides for his benefit. Many noble houses are desperate to pay for a third party's "deniability." After all, someone has to do all the framing, murdering, spying, and stealing! What (if any) moral compass will guide Midas through this troubled land?

Quest – The Hypothetical

Prerequisites – Midas must have chosen to kill Maestor Alador after learning he stole from the tithe in order to feed his sadistic brothel addiction. Midas must also have chosen to kill the altar boy witness.

The morning after successfully completing the prerequisites, Midas wakes to find a letter marked with the seal of House Saelith on his chest. Throughout the game, Midas has heard much about the questionable reputation of House Saelith through barks and interaction with NPCs.

New inventory item – **Invitation to House Saelith:**

"Midas,

We at House Saelith hope this letter provides solace in your time of mourning. We assume you have heard that our mutual acquaintance, Maester Alador, has met a rather unfortunate end. His brutal slaying fills our hearts with sorrow and our goblets with remorse. We have sent a bereavement tithe to the church as a sign of our empathy for this senseless crime.

For surely, no maester has ever acted in accordance with sin and been deserving of murder. Whoever carried out this grim task took great care to ensure no witnesses was left alive and may be troublesome to track down. We invite you to join hands with us in prayer so that this killer might be found. May we find kinship in these dark times and bring those who disgrace us to justice.

With my respect and deepest condolences,
- Lord Saelith



Dialogue

QUEST TRIGGER: Midas (player) presents his invitation at the front of House Saelith.

INT. HOUSE SAELITH KEEP – NIGHT

An acolyte wearing a golden mask leads Midas through a long obsidian corridor decorated with mysterious inscriptions. After reaching a dead-end, the acolyte whispers a magical incantation causing the wall to recede and reveal a hidden room. In the center, Lord Saelith sits on a throne made from twisting golden serpents. Around him, are nine masked guards.

LORD SAELITH

1.0: I see my letter has found you well. Please Midas, take a seat. Let us discuss something in... confidence.

MIDAS (Choice)

1.1 Cordial: Thanks.

1.2 Apprehensive: (Stare at the armed guards at Lord Saelith's side. Shake your head.)

LORD SAELITH (Response)

1.1/1.2: I can assure you. While you are in my presence, no harm shall come to you. Unless of course, you do something incredibly stupid. But we both know you're not stupid Midas...in fact I'd say you're rather cunning. A quality House Saelith holds in the highest regards.

MIDAS (Choice)

2.1 Blunt: I've heard nothing but trouble comes from House Saelith. Maybe you should be paying me for this meeting?

2.2 Suspicious: Sounds like you're trying to lick my boots. Let's get to it shall we? Why am I here?

2.3 Silent: ...

LORD SAELITH (Responses)

2.1: Trouble often comes to those courageous enough to do the right thing. This is something I feel you might be familiar with.

2.2: A man of business. I understand the importance of valuing one's time. Very well, enough of the pleasantries.

2.3: Ah, a mercenary who knows how to keep their mouth shut. I must say Midas, you continue to surprise me with your competence.

LORD SAELITH (Cont.)

3.0: It's safe to say why someone might kill Maestor Alador after discovering his depraved addiction. But what of the altar boy. Why might...someone...go the extra trouble to silence a witness?

MIDAS (Responses)

3.1 Professional: Because they're a professional. Clients don't just pay them to get the job done, they pay a wealthy sum for discretion. Can't have any loose ends running around alerting the guards.

3.2 Selfish: What other choice did they have? If that boy lives, it's going to cause them a heap of trouble.

3.3 Sadistic: I didn't appreciate the way that little shit looked at me. Like I was guilty or somethin'. Took pleasure in wiping that look off his face.

3.4 Denial: I don't have any idea what you're...

LORD SAELITH

3.1: I see. So, whoever did this may have been hired to do so?

3.2: A fair assessment. Important that they are aware of the danger a witness can pose. Is this a quality you might share with our...hypothetical hero?

3.3: Hypothetically of course...Weren't you concerned it might make things messier? For yourself? For... your benefactor?

3.4: Please Midas. Of course, we know you had nothing to do with any of this mess. Indulge me in this...hypothetical situation. (Revert back to Midas responses 3.1-3.3)

MIDAS (Responses)

4.1a Silent: (Midas smiles, showing off his gold-plated teeth.)

4.1b Blunt: Nah, this seemed personal. Whoever took out Maestor Alador and the witness...did it for free.

4.2a Cordial: Yes, Lord Saelith.

4.2b Silent: (Nod and grin).

4.3a Sensible: If someone hired me, I would have taken a bit more care. This was different. Once I found out what Maestor Alador was doing – I just cleared that whole place out...hypothetically, of course.

4.3b Deranged: Once I start killin', I don't like to stop. The bigger the mess the better.

LORD SAELITH

5.1 (4.1a): Clearly this person knows how to respect their benefactors. An attribute worth its weight in gold. By mere coincidence, House Saelith is in need of a similar service. Something that requires a sort of...finesse.

5.2 (4.1b, 4.2a, 4.2b, 4.3a): That is reassuring to hear. By happenstance, House Saelith is in need of a similar service. A task that requires absolute discretion.

5.3 (4.3b): So, you find it difficult to control these urges?

MIDAS (Responses)

6.1 (5.1, 5.2): What would you have me do, Lord Saelith?

6.2 (5.3): Nobody controls me, not even myself.

LORD SAELITH

7.1 (6.1): We've arrived at a bit of a quandary quite similar to our hypothetical hero. We were gracious enough to spare our witness the blade and shower them with coin in order buy their silence. It seems, however, that greed has taken its hold on them. They continue to ask for more. Even having the audacity to threaten House Saelith. This is something that will not do. Coin was not sufficient and so... we're seeking a solution with more...permanence.

7.2 (6.2): Very well, if we are ever in the need of another wild dog, we will be sure to let you know. Acolytes, see him out.

MIDAS (Responses)

8.1 Silent: (Smile and nod in agreement)

8.2 Professional: Who, where, when, and how – Lord Saelith?

LORD SAELITH (Quest received)

9.1: A man named Gregory. A gambling addict who frequents the Moaning Tap. See that this tincture finds its way into his final mead of the evening. Help him up to his room and leave the empty vial behind for the guards to find. This should give our friends, the Maestors, some extra...attention. Do not return here when the deed is done. We will find you and deliver payment.

MIDAS (Responses)

10.1 Silent: (nod)

10.2 Professional: As you wish, Lord Saelith.

LORD SAELITH

11.1: May this be the start of a mutually beneficial relationship that can ensure the realm is restored to its former glory. Farewell, Midas and remember - you were never here.

The quest log is updated, and the PC can now search for Gregory near The Moaning Tap.

Bark Lines – Historical, Sci-Fi, Fantasy

WWI Battlefield, 1917 - Mud-pits of Passchendaele

1. Edna never wrote back. Either the letter never got there, or that guy Robert wasn't a friend.
2. We need to remove the shrapnel but we're out of anesthetic. Bite down on this.
3. Keep your head down or you're gonna lose it!
4. Gas! Gas! Masks on now lads! Masks on now!
5. I hope Wilson was right... that "This is a war to end all wars."
6. Johnson and Meyer are trapped in a mud-pit just over the ridge. We've got to do something.
7. Only safe place for extra rations are in your stomach. The rats will bore a hole through your pack to get it.
8. Scheisse!!!

Cyberpunk Dystopian Future - Neon Skid

1. Woah! Is that a TI-451? That's some old school shit right there grandpa! Can you even link with that thing?
2. Hey. Hey, how bout a hit of Stim. First streams on me.
3. Damn corporate datasluts! I wonder what they're doing down here.
4. Mod repair. Cracks. Encrypted IDs. Printed organs. Splicing rigs. No refunds.
5. Did you see the line at Iridescent? I heard Trinity Ray is there tonight. I'd splice someone's eyeball to see her new holojam!
6. Pigs been poking around the cable-grotto. Not safe to stash your gear there anymore.
7. Ever wonder what it would be like to live on the surface? Not me, too much sunshine.
8. I get why they call this place Neon Skid. It's beautiful, but that smell.

Fantasy Pub – The Moaning Tap

1. *Snaps fingers* Wench, fetch me another grog! *Tosses coins at the barmaid*
2. Check out the scar on that ranger's arm. Don't just look right at 'em!
3. You keep bragging about how much coin ya got, and yer gonna find yourself floatin' in da moat.
4. Ragnar! Ye' filthy bastard! *epic dwarf hug*
5. If there is anything I know, it's that a well-placed fireball can do wonders in a goblin cave.
6. *Coughs* That *coughs* that sure is some potent haze leaf!
7. If you don't order something, Thud is gonna have to give you the hard goodbye.
8. You lookin' for work? Check out the billboard in the back. Plenty of people needin' help nowadays.