Initial Description

Caught in a fatal car crash, Vesemir blinked only to find himself in a realm where dragons roared and magic thrived. With a mysterious artifact in his hand, he realized he was destined to save this fantastical world.

First Scene

Vesemir stood amidst the smoldering remains of a dense forest, the air thick with the scent of burnt wood and magic. The ground trembled as a colossal dragon soared overhead, its roar echoing through the valley. Clutching the glowing artifact, Vesemir could feel its ancient power coursing through his veins. In the distance, a shadowy figure emerged from the trees, their eyes glinting with a mixture of curiosity and caution.

Options:   
A. Approach the shadowy figure and demand answers about the artifact.

B. Explore the charred forest to search for clues about your new surroundings.

C. Scream very loud holding the artifact.

Scene A

Vesemir faced a cloaked figure in the charred forest, clutching the glowing artifact. The figure's eyes gleamed. "You hold the key to this world's fate. What will you do with it?"

Options

A1)Ask about the artifact's origins.

A2)Give the artifact back to shadowy figure (kills the player)

* Player learns the artifact keeps him alive

A3)Propose an alliance to understand the artifact's power

Scene B

Vesemir wandered through the charred forest, the artifact glowing softly in his hand. Among the ashes, he spotted a hidden path leading deeper into the woods.

Options

B1) Follow the hidden path.(This option kills the player)

B2) Point the artifact to the hidden path.

B3) Climb a nearby tree to get a better view of the area.

Scene C

Vesemir screams very loudly, making the birds fly and the forest echo. But….nothing happened.

Goes back to start.

Scene A1  
  
The cloaked figure's eyes gleamed. "This artifact was forged by ancient mages to awaken the Guardians, protectors of our realm. Beware, dark forces seek its power."

Options

A1\_1) Teach Me Ancient Magic To Control This Artifact.

( Shadowy Figure Embeds Knowledge of Ancient Magic To Vezamir)

A1\_2) Show Me To The Guardians

(He Guides The Player To The Temple)

A1\_3)Leave The Figure To Find The Dark Forces He Mentioned

( The Dark Forces Mentioned Kill The player Before he Could even Try)

Scene A2

As Vesemir handed over the artifact, a sense of trust washed over him. But as the figure took it, Vesemir's vision blurred, and he collapsed. It was then he realized the artifact was keeping him alive

-Death

Scene A3

Vesemir cautiously approached the figure, artifact in hand. "What if we join forces to understand its power?"

The figure nodded in agreement. "Together, we may Reawaken The Guardians to Stop The Drakkar."

Options

A3\_1) Follow The Figure To a Temple  
A3\_2) Ask the Figure to follow You To a Town  
 ( Lost and Get Eaten By The Living Plants Of The Forest)  
A3\_3)Ask The Figure To Fight The Drakkar First

(Figure Takes You To a City State Called Drakonis)

Scene A1\_1

The cloaked figure placed a hand on Vesemir's forehead. "Hold still," they whispered. Ancient magic surged into Vesemir, filling his mind with the artifact's secrets and the Guardians' power.

Staggering back, Vesemir gasped, "I understand now."

Options

A1\_1\_1) Use The Power Of The Artifact On The Shadowy Figure  
 ( Kills Player)

A1\_1\_2) Take Me To The Guardians

( Goes To Temple)

A1\_1\_3) Go To The Town Of Drakonis To Challenge The Dark Forces

Scene A3\_1

Goes to temple  
Connect to a B Node

Scene A3\_2

Vesemir turned to the figure. "Follow me to the nearby town."

In the dense forest, vines suddenly ensnared them. The living plants tightened their grip, pulling them into darkness.

Vesemir struggled, but it was too late. The forest consumed them both.

SceneA3\_3  
  
Vesemir, filled with newfound knowledge, turned to the figure. "Let's fight the Drakkar first."

The figure nodded. "Follow me." They arrived at the city-state of Drakonis, its towering walls and vigilant guardsProtecting The City.

Inside, the figure gestured to three paths.

Options

A3\_3\_1)Scout Out The Drakkar Headquarters

( Player Finds Out The 4 Head Executives and also About The Boss Of The Drakkar)

A3\_3\_2)Sneak Into The Armoury Of Drakonis

(Player Get 2 Swords To Fight And Wolven Fur Armour )

A3\_3\_3)Contact The City Guards To Help Apprehend The Drakkar

( Guards Bring Player Aside And Kills Them As The Are Under The Pay Roll Of The Drakkar)

Scene A1\_1\_3

Goes To Scene A3\_3  
  
Scene A1\_1\_2

( Goes To Temple)

Scene A1\_1\_1

Vesimir, raises the artifact. Light erupts, blinding. He charges, aiming for the figures' heart. But the artifact… feeds it. The figure swells, monstrous. Vesimir stumbles back, horror etched on his face. A scream, a lunge, silence. Only ragged breaths, then stillness. The power he sought, his demise.

Scence A3\_3\_1

In Drakonis, Vesemir scouted the Drakkar headquarters. Hidden, he learned about the four head executives and their boss, the sorcerer Radovid.

Armed with this intel, Vesemir planned his next move.

Options

A3\_3\_1\_1) Confront Radovid

(Death cause Radovid was too strong for Player And The Executives Supported Radovid )

A3\_3\_1\_2)Attack The Executives  
 (Executives Die Because Of Vesimir’s Ancient magic And Player Heads To Radovid The Boss)

A3\_3\_1\_3)Give The Info To The Guards

( Guards Kill The Player)

Scene A3\_3\_2

Under the cover of night, Vesemir sneaked into Drakonis' armory.

He found two swords and a set of wolven fur armor.

Options

A3\_3\_2\_1)Try enchanting The Equipment Using Ancient Magic

( The Magic Uses The Player’s Blood And Kills Him)

A3\_3\_2\_2) Go Confront The Drakkar  
 (Radovid The Boss Kills Him With His executives)  
A3\_3\_2\_3)FIght The Executive Of The Drakkar  
 ( Player Kills The Executives and Heads On To Radovid)

Scene A3\_3\_3

The Gleaming guards, bastions of order Bring Vesemir To The Side And Their Stoic Expression shift into predatory smiles. Metal hands tighten on weapons. Vesimir's hand instinctively flies to his sword hilt, a futile gesture against the inevitable. Steel descends. Silence.

Scene A3\_3\_1\_1

Stained glass sun splashed on the opulent hall. Radovid, the cruel leader of The Drakkar, sat under an iron crown. Vesimir, challenged him. Laughter cut him short. Radovid, a blur, plunged a dagger into Vesimir's back. With The executives Following They Put 4 Swords Into vesemir's heart.

Scene A3\_3\_2\_2

Stained glass sun splashed on the opulent hall. Radovid, the cruel leader of The Drakkar, sat under an iron crown. Vesimir, challenged him. Laughter cut him short. Radovid, a blur, plunged a dagger into Vesimir's back. With The executives Following They Put 4 Swords Into vesemir's heart.

Scene A3\_3\_2\_1

Vesimir, a sword in hand, faced the inscription: "Power for a Price." Ignoring the dread, he pricked his finger, blood dripping onto the blade. Laughter echoed, warping into promises of power. The blade writhed, pain lancing through Vesimir. He wasn't enchanting it, it was feeding. Panic. A scream swallowed by the wind. The blade, a hungry light, drained him. Silence. The price of power: his life.

Scene A3\_3\_2\_3

In a dimly lit chamber, the player faces the imposing Executive of the Drakkar. Armed with two swords and Wolven Armor, they engage in a fierce battle. With swift strikes and deft maneuvers, the player overcomes the Executive's relentless assault, emerging victorious.

With the Executive defeated, the player sets their sights on Radovid, the mastermind behind the Drakkar.

Options

A3\_3\_2\_3\_1)Use Your witcher Training Against Radovid  
 (Radovid Counters Vesemir's With His Magic and Kills Him)

A3\_3\_2\_3\_2)Run Away From Radovid  
 (Radovid Chases And Murders Both The Figure And The Player)

A3\_3\_2\_3\_3)Get The Shadowy Figure to Distract Radovid and Use Witcher Training On Him  
 (Radovid Fights And Kills Vesemir But Dies By The Hands Of The Shadowy Figure)

Scene A3\_3\_2\_3\_1

Empowered by his Witcher training, Vesemir confronts the malevolent sorcerer Radovid. Their clash of swords and dark magic fills the chamber with intense battle energy.

In a moment of courage, Vesemir stood against Radovid's overwhelming power. But Ultimately Fails To Withstand Radovid’s Magic.

Scene A3\_3\_2\_3\_2  
As Radovid's menacing presence draws near, the figure and the player sprint through corridors, with Radovid's dark magic close on their heels. Despite their best efforts, they find themselves cornered, the sorcerer's spell sealing their fate.

The figure and the player meet their tragic end at the hands of Radovid, their escape cut short by the sorcerer's relentless pursuit. Darkness descends as Radovid's laughter echoes through the chamber, marking a grim and final chapter.

Scene A3\_3\_2\_3\_3

As Radovid faces off against Vesemir, the shadowy figure distracts the sorcerer, allowing Vesemir to unleash his Witcher training in a fierce duel. Despite Vesemir's sacrifice in the battle, the shadowy figure intervenes, ultimately dealing the fatal blow to Radovid, ending his tyranny.

With Radovid defeated at the hands of the shadowy figure, Vesemir's legacy is avenged, marking a heroic moment in the chamber's history.

Scene A3\_3\_1\_2

The chamber crumbles, choked by obsidian dust. The Executives lie still, victims of Vesimir's Ancient magic.Radovid awaits Behind The Blood Soaked Doors Of The Drakkar.

Options

A3\_3\_1\_2\_1) Use Magic Against Radovid  
 (Radovid Counters Vesemir's Ancient Magic With His Own and Kills Him)

A3\_3\_1\_2\_2)Run Away From Radovid  
 (Radovid Chases And Murders Both The Figure And The Player)

A3\_3\_1\_2\_3) Get The Shadowy Figure to Distract Radovid and Use Magic On Him  
 (Radovid Fights And Kills Vesemir But Dies By The Hands Of The Shadowy Figure)

Scene A3\_3\_1\_2\_1

As Vesemir weaves ancient magic against Radovid, the sorcerer counters with his dark powers. In a fierce clash, Radovid's malevolent magic overwhelms Vesemir's ancient spells, ultimately leading to Vesemir's defeat and demise.

The chamber falls silent as Radovid stands victorious, his dark power reigning supreme over the fallen hero.

Scene A3\_3\_1\_2\_2

As Radovid's menacing presence draws near, the figure and the player sprint through corridors, with Radovid's dark magic close on their heels. Despite their best efforts, they find themselves cornered, the sorcerer's spell sealing their fate.

The figure and the player meet their tragic end at the hands of Radovid, their escape cut short by the sorcerer's relentless pursuit. Darkness descends as Radovid's laughter echoes through the chamber, marking a grim and final chapter.

Scene A3\_3\_1\_2\_3

The shadowy figure distracts Radovid as Vesemir engages the sorcerer with powerful magic. Despite Vesemir's fall in battle, the figure emerges to deliver a fatal blow to Radovid, ending his reign of darkness. Vesemir's sacrifice is avenged, marking a significant turning point.

Scene B1

As he stepped into the hidden path, the roads behind him got engulfed by trees and vines tied around his neck and he was strangled to death.

-death-

Scene B2

Vesemir gets spooked by a shadowy figure flying right at him. The shadowy figure touches the artifact and points into the hidden path. The artifact glows and embeds itself into the arm of Vesemir and the shadowy figure follows Vesemir.

Options:

B2\_1) Rub the Artifact gently.

B2\_2) Walk into the hidden path.

B2\_3) Try to get rid of the artifact. (death of player)

Scene B3

Vesemir climbs a tree to spot a temple in the distance which can be reached through the hidden path.

B3\_1) Walk around the hidden path towards the temple.

B3\_2) Point the artifact to the hidden path. - Goes to scene B2.

B3\_3) Throw the artifact into the hidden path. (death)

Scene B3 1

Vesemir gets an eerie feeling and all of a sudden gets hit on the head and faints. When he opens his eyes he sees a tall figure. The shadowy figure introduces itself as Ciri, one of the few spirits of the Ancient Elven Mages.

Scene\_B3\_3

Vesemir throws the artifact into the darkness. Vesemir’s eyes start clouding and not long after, he is put to sleep forever.

Scene\_B2

Two Possible Endings(

1. The Player Fights The Drakkar(Evil Organization Name Temp For Now) Defeats the top Executives But Fails To Kill The Head Due To Not Having Enough Man Power Or The Guardians)
2. The Player Reawakens The Guardians To Then Be ambushed By The Drakkar Executives And The Head But manages to Defeat The Drakkar At The Sacrifice Of The Shadowy Figure And The Help Of The Guardians