

Elder Scrolls Adventures narrative branch

Link to the narrative branch diagram:- https://prezi.com/zyi_lyqd7ilq/esa-deadlands/

Damned Souls - Prison Cage

index	0					
text	As your eyes flicker open you notice a sharp pain in your head. As your eyes begin to adjust and unblur you see blood covering the floor, obsidian walls towering over your head, and strange dark magics pulsing through the room. You are trapped, stuck behind blackened bars smeared with dried blood, no visible way to escape.					
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Look around prison</td><td>1</td></tr></table>		text	index	Look around prison	1
text	index					
Look around prison	1					

Damned Souls - Prison Cage - Looking around

index	1											
text	It is just you in the room and only one cage, yours. The cage is tiny and littered with ash and small black stones.As you look around you see a pile of bones next to your cage, probably the poor soul that occupied the cage before you. Other than that there is nothing in the room that you can see, even if you did it wouldn't help.											
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Scream for help</td><td>2</td></tr><tr><td>Attempt to break the bars</td><td>3</td></tr><tr><td>Reach for the pile of bones next to the cage</td><td>4</td></tr><tr><td>Find the lock</td><td>5</td></tr></table>		text	index	Scream for help	2	Attempt to break the bars	3	Reach for the pile of bones next to the cage	4	Find the lock	5
text	index											
Scream for help	2											
Attempt to break the bars	3											
Reach for the pile of bones next to the cage	4											
Find the lock	5											

Damned Souls - Scream for help

index	2					
text	Your calls go unanswered. You're on your own...					
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Try something else</td><td>1</td></tr></table>		text	index	Try something else	1
text	index					
Try something else	1					

Damned Souls - Attempt to break the bars

index	3					
text	You grab the bars and begin to pull but nothing happens, these bars are stronger than any iron or steel you've ever seen. Breaking these will be impossible.					
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Try something else</td><td>1</td></tr></table>		text	index	Try something else	1
text	index					
Try something else	1					

Damned Souls - Reach for the pile of bones

index	4					
text	The tip of your finger graces one of the many bones but you can't get a grip on it. Instead in your frantic reaching you just push the bone further away...					
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Try something else</td><td>1</td></tr></table>		text	index	Try something else	1
text	index					
Try something else	1					

Damned Souls - Find the lock

index	5					
text	<p>You search the cage for a lock, your finger sliding along the cold ebony metal and crusty blood. After a few minutes of searching you notice that this cage doesn't have a lock which baffles you. It must be locked via magical means...</p> <p>Suddenly you hear a noise! Someone is walking up the ramp towards you!</p>					
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Talk</td><td>6</td></tr></table>		text	index	Talk	6
text	index					
Talk	6					

Damned Souls - Sigil Keeper

index	6										
text	“Hello!” you shout out. The footsteps keep coming but there is no reply. It is then you see a horrific blue skinned demon, horns as long, and sharp, as daggers protruding from his head. A Dremora... servant of the Daedra. He stares at you with his red blood coloured eyes... his tongue licks his lips as he grins. “You will die here mortal! You and your kind are weak!” His harsh voice sent shivers down your spine. He walks closer to you, almost as if to smell you... this dremora might hold the key to your escape! You need to think of something and quick!										
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Grab the Dremora and smack his head against the bars</td><td>7</td></tr><tr><td>Pick pocket the Dremora</td><td>8</td></tr><tr><td>Throw something at the Dremora</td><td>9</td></tr></table>			text	index	Grab the Dremora and smack his head against the bars	7	Pick pocket the Dremora	8	Throw something at the Dremora	9
text	index										
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Pick pocket the Dremora	8										
Throw something at the Dremora	9										

Damned Souls - Smack head

index	7	
text	As he comes closer you suddenly reach out grabbing him by his chest plate and wrenching him towards the cage. With a massive thud he smashes into the cage hitting his head and collapsing to the floor in a lump. You reach down and grab what appears to be a magical glowing rune stone with Daedric writing on, it vibrates in your hand and glows brightly as you hold it near the cage. All of a sudden the stone flashes and the cage unlocks...	
choices		
	text	index
	Open Cage	10

Damned Souls - Pick Pocket

index	8	
text	You stand there staring at the demon, both of your eyes intensely looking at each other. Still staring at the Dremora you slip your hand down the side of the cage towards his greaves where you slip out what you feel is a cold stone. The Dremora moves as you quickly move your arm away but it seems he is oblivious because he walks away laughing. You look at the thing in your hand and it appears to be a magical glowing rune stone with Daedric writing on, it vibrates in your hand and glows brightly as you hold it near the cage. All of a sudden the stone flashes and the cage unlocks...	
choices		
	text	index
	Open Cage	10

Damned Souls - Throw something

index	8	
text	You pick up the small black stone and throw it at the Dremora. You achieve nothing but making him angry, and unfortunately for you the Dremora draws his sword, plunging it into your stomach. You fall down to your knees bleeding out, as you look up you see the Dremora laughing, and with one more stab, this time to your neck, your body crumples. Your soul now belonging to Dagon...	
choices		
	text	index
	Death	0

Damned Souls - Tower Level 1 - Open Cage

index	10	
text	The obsidian cage door drops open, a loud metallic crash echoes through the tower, you step outside but that feeling of dread still lingers. You know you are in Oblivion, the Deadlands, but you still don't know what to expect. You venture down the winding stairway, picking up the small Dremora's dagger as you walk down, until you come to the first floor. There you see a door, from what you can remember it is the torture room, this was where you came from before being dumped in the cage at the spire. Maybe your gear is still in there? Instead you could just carry on down tower.	
choices		
	text	index
	Go through the door	14
	Carry on down the Tower	13

Damned Souls - Through the Door

index	14
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text	<p>Inside the room you see cages lined up against the walls, blood smeared into the floor along with the entrails and body parts to go with it. The blood has dried and the bodies are already starting to decay... <i>'how long was I in here'</i> you ask yourself...</p> <p>You see these sac's of flesh in the middle of the room. From what you can remember this is what the Dremora stored things in like a chest.</p>								
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Go towards the cages</td><td>16</td></tr><tr><td>Go explore the flesh sac</td><td>17</td></tr><tr><td>Leave</td><td>18</td></tr></table>	text	index	Go towards the cages	16	Go explore the flesh sac	17	Leave	18
text	index								
Go towards the cages	16								
Go explore the flesh sac	17								
Leave	18								

Damned Souls - Towards the Cages

index	16							
text	Despite the mutilation, blood, and gore you recognise the corpses of the men you came here with. Good men, and strong soldiers. They were Imperial Guards just like yourself before being ripped apart and brutally murdered. The sight makes you sick to your stomach but it also makes you angry. A red mist descends on you, hoping to rip apart the next Dremora you see...							
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Go Explore the Flesh sac</td><td>17</td></tr><tr><td>Leave</td><td>18</td></tr></table>		text	index	Go Explore the Flesh sac	17	Leave	18
text	index							
Go Explore the Flesh sac	17							
Leave	18							

Damned Souls - Flesh sac

index	17					
text	It almost moves, beating like a heart. It puts you on edge as you've never seen anything like this. As you peer inside the sac you notice your gear is inside. You suit up in your Imperial cuirass, forester trousers, and boots before strapping your sword to your belt.					
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Leave</td><td>18</td></tr></table>		text	index	Leave	18
text	index					
Leave	18					

Damned Souls - Leave

index	18							
text	You leave going back the way you came and into the tower. Only thing to do now is descend the Tower unless you want to go back into the room?							
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Go through door</td><td>14</td></tr><tr><td>Carry on down the tower</td><td>13 (19)</td></tr></table>		text	index	Go through door	14	Carry on down the tower	13 (19)
text	index							
Go through door	14							
Carry on down the tower	13 (19)							

Damned Souls - Tower Ground Level

index	13											
text	You finally make it to the bottom of the Tower, a small room with a huge door which you can only assume leads to the Sigil Keep you heard the guards talking about whilst imprisoned. You pause for a second as you finally feel as if the worst is behind you, however it's not. The huge doors begin to slowly open, vibrating the ground, and the silhouette of horned demon blocks the light from the pillar of fire in the room behind him. The doors shut and you finally get to see the Dremora Churl before you, just as ugly and scary as the last Dremora you saw. The Churl draws his mace ready to put you into the ground...											
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Swing your sword first</td><td>20</td></tr><tr><td>Prepare your Defence</td><td>21</td></tr><tr><td>Cast Flare</td><td>22</td></tr><tr><td>Run Away</td><td>23</td></tr></table>		text	index	Swing your sword first	20	Prepare your Defence	21	Cast Flare	22	Run Away	23
text	index											
Swing your sword first	20											
Prepare your Defence	21											
Cast Flare	22											
Run Away	23											

Damned Souls - Swing Sword

index	20							
text	You meet the ferocity of the Dremora head on with your own. You sword has the longer reach and you use that to your advantage as you slash at your enemies armour, blood seeps from the crack. The Dremora Churl staggers back shocked, but he grins as he rushes towards you.							
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Prepare your Defence</td><td>21</td></tr><tr><td>Cast Flare</td><td>22</td></tr></table>		text	index	Prepare your Defence	21	Cast Flare	22
text	index							
Prepare your Defence	21							
Cast Flare	22							

Damned Souls - Defence

index	21					
text	Bring your sword up you are ready for his attack. His mace glows red. You step to the side as he brings the mace down, you see an opening and take it, your sword connecting to the back of the Dremora's neck. His body crumples to the floor, head rolling away.					
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Go through the Tower Doors</td><td>27</td></tr></table>		text	index	Go through the Tower Doors	27
text	index					
Go through the Tower Doors	27					

Damned Souls - Cast Flare

index	22	
text	Even though you're no mage you do know one spell. As you reach out your arm a small ball of flame shoots out towards the Dremora. The Flame ignites the Dremora briefly but you realise that it hasn't done anything other than annoy him. Look's like Dremora are immune to fire!	
choices		
	text	index
	Swing your Sword	20
	Prepare your Defence	21

Damned Souls - Run away

index	14	
text	Scared... Petrified... this thing before you is not natural... you feel fear creeping up inside you, stiffening your limbs. You decide to run turning around, but before you can run you realise your legs have turned to mush as you trip over. The Dremora laughs as he brings up his mace. The last thing you see are those deep fiery red eyes as the mace crashes down on your skull...	
choices		
	text	index
	Death	0

Transcript of ESA - Deadlands

Damned Souls

Prison Cage

Damned Souls

Tower level 1

[0]-intro

[1]-look around prison

[2]-scream for help

[3]-attempt to break the bars

[4]-reach for the pile of bones next to the cage

[5]-find the lock

Sigil keeper comes

[6]-talk

[7]-grab the Dremora and smack his head against the bars

[8]-pick pocket the Dremora

[9]-throw something at the Dremora

[10]-Open Cage

[0]-Death

[11]-venture down the tower

[12]-look around (finds bone dagger)

Door

[13]-Carry on down the tower

[14]-go into the room

From Torture Cages

[19]-carry on down the tower

Damned Souls

Tower ground level

Dremora Guard

[20]-Swing your sword first

[21]-prepare your defense

[22]-cast flare

[23]-run away (results in death)

[24/0]-death

[25]-look around

[26]-loot the guard

[27]-go through the tower doors

Damned Souls
Torture Cages
Inside the Torture Cages
[15]-look around

[16]-go towards on the the cages
[17]-go towards the flesh sack in the corner of the room (find's full set of armor and sword)
[18]-leave room through the doors you came through

Sigil Keep
Blood Feast
[28]-fight the lesser daedric creatures in the blood feast

[29]-venture up the left side of the Blood feast
[30]-venture up the right side of the Blood feast

Damned Souls

Sigil Keep
-Rending Halls-
left staircase
[31]-wander through the halls

[32]-Fight the daedroth guarding the passage to the next room

[33]-leap out of the way (sudden action)
[34]-charge the beast
[35]-duck behind one of the pillars

[36]-venture into the room
Sigil Keep
-Rending Halls-
right staircase
[37]-wander through the halls

[38]-Fight the Dremora Caitiff guarding the passage to the next room

[39]-wait for the dremora to attack
[40]-attack the Caitiff head on
[41]-cast flare (you know how well that worked last time)

[42]-Slide to the right as you parry his sword and cut him down
[43]-swing your weapon down on his head
[44]-keep attacking until you see a opening

[45]-venture into the next room
Sigil Keep
Corridors of Dark Salvation
[46]-walk up the staircase to the next level

[47]-fight off the horde of summoned Daedra
[48]-charge through the summoned creatures and attack the Dremora summoner
[49]-activate the lever on your left hoping it will activate some sort of trap

[50]-charge the Dremora summoner

[51]-carry on up through the tower up the staircase
Sigil Keep
Blood Feast
floor 2
[52]-run up the ramp towards the top of the tower

[53]-Fight off the lesser daedra
[54]-ignore the scamps and rush through the doors to the sanctum

[55]-activate the blood well by the door (heals you)
Sigil Keep
Sigillum Sanguis
Fight
[56]-rush towards the top of the spire where the flaming pillar leads

face off with sigil keeper
[57]-dodge as he casts his spell
[58]-defend yourself and wait to strike (leads to death)
[59]-strike him quickly before he can react but getting hit by the spell
[60]-cast flare to throw him off guard before attacking him

[61/0]-death

[62]-throw your shield at the keeper then run towards your sword
[63]-run at the keeper throwing yourself and him off the edge onto the platform below
[64]-rush him punching the keeper in the face (leads to death)

[65/0]-death

[66]-grab the keeper's enchanted sword and finish him off

[67]-venture up to the sigil stone

Sigil Keep

Sigillum Sanguis

End

[68]-grab the sigil stone

[69]-strike the sigil stone

[70]- END

Sigil Keep