

The story opens with an Imperial wagon driving four prisoners down a snowy mountain pass. All are seated and bound; the one dressed in finery is gagged.

Hey, you. You're finally awake. You were trying to cross the border, right? Walked right into that Imperial ambush, same as us, and that thief over there, One says.

Shut up back there! An Imperial Soldier shouts from the front of the cart

You and the other prisoners arrive at a camp.

Do you choose to stay in line or try to run away?

choice 1 : stay

choice 2 : You try to run away but got shot by the archers.

You are pushed down on the beheading block.

Suddenly a dragon appears in the sky and starts razing the city.

You stand up and decide what to do.

Choose between following the soldiers, prisoners or try to escape alone.

choice 1 : prisoners

choice 2 : soldiers

choice 3 : alone

You follow the soldiers into the tower to seek shelter.

You grab a sword and continue further into the castle.

A soldier opens a door and gets jumped by the prisoners with shivs. Hey you, one scream. You're a traitor. He promptly starts swinging his sword towards you.

Choose between trying to fight him or trying to dodge

choice 1 : fight

choice 2 : dodge

Inside the barracks a prisoner named Rolaf helps you cut the rope binding your hands together

The group then proceeds to hear the clacking sounds of gears turning.\n\nYou turn towards the door which slowly opens, from within several soldiers appear.

Do you fight with the group, flee or try to solo?

choice 1 : fight

choice 2 : flee

choice 3: solo

You all heroically fight the soldiers and somehow are victorious  
You and Rolaf thank each other and together with the others you escape the castle

Once inside the shed you hear the sounds of screaming and fighting outside. You decide to look around for any useful items

Looking around you notice several bits and tools. looking further into a pile of scrap metal you find a lockpick.

Also you notice a trapdoor on the shed floor.

What do you decide to do first?

choice 1 : lockpick

choice 2 : trapdoor

Do you leave or go towards the trapdoor?

choice 1 :leave

choice 2 : trapdoor

You wake up in shock but surprisingly you aren't hurt. you look around and see a iron gate on one side and a pathway on the other

Do you try the gate or the pathway?

choice 1 :gate

choice 2 :pathway

do you open the gate with the lockpick

choice 1 : yes

choice 2 :no