

Skyrim

Start

After a long night in the tavern, you find yourself sleeping in your bed. You're comfortable, and are dreaming contently, until it's interrupted by a knock at the front door. You yawn and stand to answer it, but a quick glance through the window shows that a guard is knocking. A shiver of fear runs up your spine. Had you done something under the influence? You couldn't go to jail! Should you...

[[Answer the door]]

[[Jump out the window]]

Answer the door

You keep a brave face and look the guard in the eye. He is an Imperial, wearing standard guard armour and his sword in it's sheath. He smiles and asks, "Have you seen a dog wandering around town? The local blacksmith is offering a reward for his capture." You shake your head silently and he nods. "Sorry for the bother then. Good Day." Without a moments hesitation you slam the door closed. What should you do now?

[[Get ready for the day]]

[[Continue sleeping]]

Jump out the window

In a state of panic, you do the only thing you can think of in that moment. Jump out of the window! It's easy to pry open and your out without a sound...until your foot gets stuck in the window sill and your danggling out of your window by your foot. You panic, until you remember you keep a health potion in your pocket at all times. Do you...

[[Pour the health potion over your foot to try and slide it out]]

[[Yank at your foot until it comes loose]]

Pour the health potion over your foot to try and slide it out

You don't hesitate to pour the health potion onto your foot, allowing it to slip out smoothly. However, you're down a health potion. You breathe a breathe of relief and make your way out of town. No point in staying right? Might as well take a walk until the guard activity dies down. A few hours later on your way back home, you hear the bark of a dog. Do you...

[[Check what the barking is]]

[[Continue on your way home]]

Yank at your foot until it comes loose

You save your health potion for something more important. Instead, you grab at your foot and yank with all your might, but a ghastly crack causes a spike of pain to shoot through your leg. You yell, and fall to the ground. It hurt, but you realize that your foot has come loose. However, upon further inspection, you realize you've fractured your ankle. What do you do?

[[Use the health potion]]

[[Put up with the pain and get out of town]]

Get ready for the day

Now that you're wide awake you might as well get ready, right? You slip on your leather armour and put your dagger into it's sheathe. You grab an apple of the shelf and eat it as a light breakfast. Now that your dressed and have eaten, do you...

[[Go out and look for the dog]]

[[Go to the tavern]]

Continue sleeping

You sigh and roll your eyes, climbing back into bed. You drift off again peacefully. You dream of a statue of some kind, but the image is foggy. A voice seems to be speaking, but you're not listening. What could it be? You don't know how much time has passed, but the sound of barking wakes you up. Do you...\

[[See what the barking is]]

[[Get ready for the day]]

Use the health potion

This pain is unbearable! You open the potion and chug it down quick. The pain subsides not a moment later, and you find yourself able to stand again. You sigh in relief. Now that you're free and healed, what should you do?

[[Go for a walk until the guard leaves]]

[[Go to the tavern]]

Put up with the pain and get out of town

Why use the potion for a simple fracture? You could easily find a healer somewhere to fix you up. For now however, you should wait and get out of town. You hobble into the woods, suppressing a groan of pain with every half taken step. Eventually, you need a break, so you pick the nicest bolder to sit on. While regaining your stamina, you hear a voice. "You are exactly who i've been looking for!" You certainly can't run, but you can fight! Do you...

[[Go in swingging]]

[[Accept your fate]]

See what the barking is

You stick your head out of your window and come face to face with a dog. You can only assume it's a war dog from its size. It has gray fur and it seems to be happy to see

you. It licks your face and begins to walk away. It hesitates and looks back at you. Does it want you to follow it? It could be a trick...

[[Follow the dog]]

[[Ignore him and go to the tavern]]

Continue on your way home

You ignore the barks and walk back home. Before you get into town you check for guards. Only a lone man walking up the streets catches your eye. You hurry to your house, only to find a dog laying on your front step. Was it the same dog as before? How did it get here so fast without you noticing? Do you...

[[Shoo the dog away]]

[[Step over the dog]]

Go out and look for the dog

You decide to get out of the house and look for the dog. That guard had mentioned a reward, right? You leave the town and scour the paths for any dog prints or loose fur. Suddenly a voice calls out behind you. "You are just who i've been looking for!" Fear takes over, was it the guard again? Who else would've followed you out here? Do you...

[[Run]]

[[Respond]]

Go to the tavern

The tavern is beckoning you again. You can't resist it's call. You can practically taste the ale and warm boiled cream treats that Hulda, the tavern owner, sells. Before you can get to the tavern, a beggar grabs your pant leg. "Please, can you spare but a septim? I haven't had a meal in days." You hesitate for a moment. You know that Talos smiles upon those who are charitable, but this man could be lying to you. You recall seeing him around town begging the richer folk for coin. You remember he got quite a

few handfulls of golden septims. Should you...

[[Give the poor man a septim]]

[[Ignore him and go to the tavern]]

Run

They'll never catch you alive! You dash away down the path, avoiding the town entirely. You run and run until your stamina fails you. How long had you been running for anyways? Either way, you're unfamiliar with your surroundings. To your left, there is a cave. You swear you could hear a voice coming from the entrance. Wasn't that the voice from your dream? What should you do?

[[Try and find a way back to town]]

[[Enter the cave]]

Respond

"Who goes there?" You half-yell into the forest. There's silence, then a shuffling in the bushes. You jump and ready your dagger, only to find a dog scamper out of the bushes. You're very confused. You pet the dog and chuckle. "Do you know who was yelling at me, boy?" The dog licks you and suddenly says, "Yeah, me!" By the gods, a talking dog! Was it possessed by a demon? No demon could get the better of you! Do you...

[[Try to stab the dog]]

[[Talk to the dog]]

Follow the dog

You're up for a bit of adventure! You put on your leather armor and grasp your dagger before hurrying out and following the dog. You follow it down the path away from town, but it stops when you get about a mile away. It turns to you, and you're shocked when it says, "Well aren't you something! I've been trying to get someone to follow me for

ages!" A tsalking dog! Well, you said you were up for an adventure, right? May as well play along.

[["How are you talking?"]]

[["Are you some kind of demon?"]]

Give the poor man a septim

You pull one of your hard earned septims out of your pocket and place it in his palm. The beggar smils in glee, saying "Blessing of the devines upon you!" before scampering off. You feel the blessing wash over you. You're not sure what kind of blessing the strange man gave you, but you shake off the tingle and enter the tavern. The warmth of the hearth makes you smile, and there are already a few patrons laughing together and the bard in singing the song 'Ragnar The Red'. Should you...

[[Join the revelers]]

[[Speak to Hulda]]

Ignore him and go to the tavern

You're not easily fooled! You leave and go to the tavern. It's still the same as you remember, warm and inviting. A group of men are happily sharing a drink at one end of the tavern while the bard plays 'Ragnar The Red'. Do you...

[[Join the revelers]]

[[Speak to Hulda]]

Shoo the dog away

You wave your arms and yell for the dog to get out of your way. The dog snorts and raises its head towards you. Somehow it looks mildly offended, but it obeys, only growling before running off and leaving you alone. You enter your home quietly and climb back into bed. You aren't tired, but you fall asleep anyways. Sometime later a violent pounding sound wakes you up. It's coming from the window. You approach it with

caution and open it, revealing the dog from earlier. "Who do you think you are, yelling at a poor defenceless dog like that?! Honestly, if you hadn't peaked my interest my master would've had you killed!" Was this a dream? The dog was talking to you!

[["How are you talking?"]]

[["Are you some kind of demon my mind has created?"]]

Step over the dog

You politely step over the dog, letting it rest. It's not like it's causing any harm, right? Before you can step into your home, the dog suddenly stands and bolts inside. You jump in surprise, but recover quickly enough to follow it inside. "Hey, what are you-?" "Sorry! But you are just the kind of person I need!" A talking dog? That needs your help?

[["How are you talking?"]]

[["You need my help?"]]

Go for a walk until the guard leaves

The guard may be looking for you now. You quickly recover and escape into the forest. You half walk, half run through the trees, hoping that the guards had gotten rid of any lingering bears or frostbite spiders around the town. The sun starts to set eventually, and you decide enough time has passed and head home. However, you hear a bark echo through the woods.

[[See what the barking is]]

[[Go to the tavern]]

Try and find a way back to town

You ignore the mocking voice and run away, weaving through the trees and ignoring the echoing pleas to stop. You run and run, just trying to get away when a soft voice calling you makes you stop. It's a nice voice, beckoning you towards the cave. You

can't find a reason to protest and follow its instruction. You enter the cave numbly, walking to the end until you reach an open room. The voice disappears and before you can react a figure jumps at you. Dazed, you are unable to resist and the figure bites your neck. You feel your life drained away as the vampire sucks away your blood, killing you.

Start Over?

[[Start]]

Enter the cave

You feel a pull in your gut, and it seemed to be urging you to enter the cave. You can't ignore a gut feeling now, can you? You enter the cave holding your dagger up just in case. You follow the cave path down until you come upon an open room. It's lit only by torches, giving the room an ominous glow. From where you stand you can see a figure snoring in a chair at the far end of the room. If you squint you can see fangs peeking out of the man's mouth. A vampire?

[[Charge up and attack the Vampire]]

[[Sneak up and stab his heart]]

Go in swinging

You turn faster than lightning, unleashing a flurry of punches and kicks around you until you realize that you're punching air. "You done yet buddy?" You stop attacking the air and look for the voice, only finding a wardog trotting over. "Yeah, don't know why you thought that would work when you have a dagger on you. Not the brightest adventurer huh?" A talking dog? Insulting you!? How dare it!

[[Try to stab the dog]]

[[Try and find a way back to town]]

Accept your fate

Well, you've lived a good life. You turn with your eyes shut, ready for what ever attack may come. Then you hear a bark. You open your eyes and see a wardog at your feet. It's staring at you, as if it was waiting for a response. You bend over and pet it's head. "Did you hear who yelled at me boy?" You ask. "Yeah, it was me, dummy!" A talking dog? Amazing!

[["How are you talking?"]]

[["Are you some kind of demon?"]]

Try to stab the dog

You take your dagger and lunge, letting the iron dig into the dog's side. It howls in pain and flees, leaving you with a small puddle of blood. You sheathe your dagger triumphantly. That'll show that demon! You walk home with your head held high, fearing nothing. You treat yourself to a drink and head home, going to sleep peacefully. However in the middle of the night you suffer from a random heart attack, killing you in your sleep.

Start Over?

[[Start]]

Talk to the dog

"Uh, Hi?" The dog laughs. "Hello to you to! You know, you're taking this a lot better than the last three guys I talked to. Guess I chose right in picking you!" Confused, you ask, "Why me? What do you need me for?" The dog's voice is grim as it responds, "My master's shrine has been overrun with Vampires! I need assistance exterminating them so I may return to my master's side! Will you help me, adventurer?"

[[Accept the dog's offer]]

[[Refuse the dog's offer]]

Join the revelers

You grab an ale from a friendly reveler and join in their drinking and singing. Soon a pleasant feeling comes over you and you decide to call it a night. You have a sway in your step as you stumble out of the bar towards your home. In your daze, you can faintly hear a voice calling for you. It's a beautiful sound and you follow it numbly. You leave town and go into the forest, letting the sound guide you. The sound is interrupted by the sound of barking. It makes you angry, how dare that dog interrupt the beautiful sound?

[[Look for the dog]]

[[Follow the sound]]

Speak to Hulda

You greet Hulda with a smile and she passes an ale to you. "Back so soon? I thought after last night you would give yourself a break." You laugh and take a sip of the ale, letting the taste comfort you. Hulda reaches under the counter and gives you a piece of paper. "The Jarl's men came by and dropped off this bounty. The reward is five hundred septims. Interested?" You read the bounty. It's a command from the Jarl to clear out a nearby cave of Vampires. Do you...

[[Accept the Jarl's Bounty]]

[[Refuse the Jarl's Bounty]]

"How are you talking?"

"Magic, my friend! Now as I was saying, I need help from an adventurer to rid my master's shrine of Vampires! He will reward you with endless riches if you succeed! Will you help me?"

[[Accept the dog's offer]]

[[Refuse the dog's offer]]

"Are you some kind of demon?"

"Demon!? No! I am a companion, a guardian! How dare you mistake me for a lowly demon! My master will strike you down for refering to me as such!" The dog runs away into the forest, leaving you alone. That sounded very...ominous. You shrug and return home late in the evening. You go home and get into bed, ready to sleep the night away. Unfortunatly in the middle of the night you suffer from a random heart attack and die in your sleep.

Start Over?

[[Start]]

Charge up and attack the Vampire

You yell as you charge up to the sleeping man's post, waking him from his sleep. He jumps up and meets you half way. You attemp to strike him down with your dagger while he uses his claws to try and rip you open. The battle earns you many scratched, but with a final blow to the chest, the Vampire goes still. Sweat runs down your back from the battle and your chest is heaving. You take a few minutes to compose yourself and glance around the room.

[[Search for loot]]

[[Continue down the cave]]

Sneak up and stab his heart

Quietly you sneak up to the vampire's post and stab his heart, ending the fight before it could even begin. Now that that was taken care of, what should you do?

[[Search for loot]]

[[Continue down the cave]]

Accept the Jarl's Bounty

"I'll do it. For both the Jarl, and to keep the town safe." You announce confidently. Hulda raises an eyebrow, and she laughs at your declaration. "Well then, enjoy your ale on the house. Just in case it's your last." Hulda talks jokingly, but you can hear the serious undertone in her voice. You assure Hulda you'll come back fine and you finish your ale. When it's done you take the bounty and head home to gather your stronger equipment. An iron chest plate and shin guards replace the old leather armor you normally wear. Before you head out, you head to the blacksmiths. The man in charge, Hrold, asks you what you need. "A steel sword, if you'd please. I've taken a bounty to rid a cave of Vampires for the Jarl." Hrold look impressed. "Tell you what, take the sword free of charge, and in return you help me find a dog wandering the outskirts of town."

[[Take Hrold's offer]]

[[Deny Hrold's offer and pay]]

Refuse the Jarl's Bounty

"Vampires? No thank you! I'd rather not have to live the rest of my life needing to drink blood!" Hulda accepts your denial easily. You finish your ale and leave. You head home having nothing else to do. With a content sigh you lounge in your bed, eating dried meats and fruits you picked up at the market. A barking interrupts your peace, but you're too comfy to move.

[[Ignore the barking]]

Accept the dog's offer

With a sigh, you say, "Fine, i'll do it." The dog barks happily. "My name is Barbas by the way. Now let's go! My master has been known for killing mortals who waste his time!" Immediatly you run alongside the dog to a cave opening.

Refuse the dog's offer

"Sorry, dog, but I value my life. Try going to the next town over or talk to one of the guards. They may be able to provide better support." With that, you leave the wardog alone and march back to town. There was no way you'd be risking your life, even if it was for a talking dog! The rest of your day goes by without a hitch and you settle into bed for the night. However, in the middle of the night, the sounds of screaming and crying scare you awake. You stumble out of bed and look out of the window, watching as a herd of vampires devour the townfolk. Terrified, you escape through your window, only to find yourself stuck by your ankle. A vampire lunges at you, and ends your life in just a split second, leaving your body danggling from the window. Guess this wouldn't have happend if you had helppped that dog, huh?

Start Over?

[[Start]]

"You need my help?"

"Yes, indeed! A kind adventurer like yourself is perfect for the job! My master has sent me to find someone to rid his shrine of the vampures that have infested it! Will you help me, adventurer?"

[[Accept the dog's offer]]

[[Refuse the dog's offer]]

Take Hrold's offer

"Alright, i'll do it!" You take the offer with a smile and leave with a free sword. You leave town and search for the dog like you promised to do. You look around the forests surrounding the town, scanning for any paw prints or dog hairs to track. Instead, you hear a voice. "Hey, over here!"

[[Follow the voice]]

[[Continue searching]]

Deny Hrold's offer and pay

"Sorry, but the Vampire hunting will surely drain me," you laugh at your pun. "I can't help you with your dog problem." Hrold shrugs and offers up the sword. You pay the 100 septims for it with your savings and get the sheathe free. You buckle it onto your waist and head out of the Blacksmith's confidently.

[[Search for the cave]]

[[Search for the dog anyways]]

Ignore the barking

You ignore the barking, continuing to treat yourself. Eventually you fall asleep with a full belly and a content smile, Until a thud at your door startles you awake. You groan and climb out to see what it is, finding a pale man hunched over at your door. The rest of the town is deserted for some reason, but you open the door anyways. The man lunges and bites into your neck, draining your blood and killing you slowly. Guess that explains why the town was empty.

Start Over?

[[Start]]

Search for loot

You look around for anything of value. After a bit of searching you find a silver sword in a barrel full of bones. You take it, knowing it will be better than a mere dagger. With your new sword in hand you travel down farther into the cave. Eventually the cave's narrow tunnels open up to another opening. You peek in hesitantly. In the center of the room there is a mighty statue, presumably of some god. There are a few vampires roaming the room.

[[Charge in and attack the vampires]]

[[Silently take them out]]

Continue down the cave

Without hesitation you continue into the cave, adrenaline pumping through you from the kill you just scored. You find another opening revealing three more vampires prowling around the room, circling the statue in the center. You smirk, knowing what will befall them soon enough.

[[Engage the vampires one by one]]

[[Run in with a battle cry]]

Check what the barking is

You look around, and call out a few times. Eventually you get a response. "Hey you! I need some help!" you can't see who's talking through the bushes and trees. It could very well be a trap, but that person could actually need help...

[[Ignore him and go to the tavern]]

[[Look for who's talking]]

Look for who's talking

You search the area for the one who called out to you, but find no evidence of anyone ever being there. Right before you give up, the voice calls out from behind you. You turn instantly, only to find a dog staring back at you. Was this the man's dog? Did he send him to help you find him? "Lead me to your master, boy. I'll help him." The dog barks in excitement and takes off. You struggle to keep up with the dog's high speeds, and find yourself breathless by the time he leads you to a cave. "He's in there boy?" The dog barks again.

[[Go into the cave]]

[[Give up]]

Look for the dog

That dog had to pay! You abandon the path you were on and stumble angrily onto the woods, yelling for the dog to show itself. "Hey, there's no need to yell, i'm right here!" your anger dissapates as a talking dog walks up to you. "Wait, what?" you mutter, rubbing your head as the fog in your mind clears away. "I hope that means your welcome, cause I just saved your life! Honestly, mortals are so easy to hypnotize, it's ridiculous! Anyways, you are now in my debt, so I need you to help me."

[[Help the dog]]

[[Refuse to help the dog]]

Follow the sound

You ignore the rude dog and continue folowing the sound, letting it guide you into a cave. You find yourself unable to resist as a vampire emerges from the shadows and sucks all the blood out of your body.

Start Over?

[[Start]]

Go into the cave

As you enter the cave, you call out to who ever the dog's master is. The dog follows close behind you, guarding your back. "Hey! Who's there?!" you stop calling out at the new voice, then the sounds of someone running towards you grows louder. You heart thumps in your chest, and the dog begins to growl. Do you...

[[Try and Run]]

[[Stand your ground]]

Give up

"I don't think I can do this boy...I'm unarmed and there may be bandits...I'll go back to town and get some guards instead." You leave the dog at the cave entrance and head back into town. You find a guard on patrol who thankfully doesn't recognize you. You explain the situation and the guard says they would take care of it. You head home with a smile on your face, mentally giving yourself a pat on the back. The next day you find that half the guards in the city were gone. Apparently the cave was infested with vampire., and it had taken nearly the entire guard force to deal with them. many townsfolk blame you for the loss of life, but hey, at least it wasn't you, right?

Start Over?

[[Start]]

Try and Run

You turn on your heel and sprint in the other direction. You run until a force slams into your back. A man is pinning you down on the cave floor. You can see the tips of fangs poking out of his mouth. A vampire!

[[Try and punch him]]

[[Struggle against his grip]]

Stand your ground

You raise your fists. You won't be going out without a fight, that's for sure! A man turns the corner and snarls at you. Fangs are clearly visible in his mouth. The vampire lunges at you, ready to bite your throat, when the dog leaps up and tackles the vampire to the floor. he viciously tears into the vampire throat, killing him

instantly. "If you can do that, why am I here?" you ask jokingly. "Well I very well can't pull that off if i'm surrounded, now can I?" Did...did the dog just talk?

[["Uhhhh...."]]

[["Thanks, I guess?"]]

Try and punch him

You raise your fist to try and punch the vampire into submission, but fail miserably as you had forgotten that vampires have incredible strength. He has you pinned as he bits down on your neck, drawing you blood. You scream, but are saved at the last second but the dog, who tackled the vampire right off of you and mauled him to death. You feel the wound the vampire left and groan. That had really hurt! "Hey, you okay buddy? That vamp got you good!" The dog said as he licked the wound. Had the dog always been talking? Maybe you were just delerious from blood loss. "I've had better day, actually..." you mutter miserably as you stand on shaky legs. "Well as long as you're still good, let's keep going!"

[[Continue into the cave]]

[[Search for valuables]]

Struggle against his grip

You force the vampire's head back to stop him from biting your neck, but the vampire's grip is strong. His head inches closer, until suddenly the dog leaps up and tackles the vampire off of you. It tears into the vampire with it's sharp teeth, killing him. The dog walks up to you and headbutts you. "You okay?" It asks. Were you hallucinating, or had the dog just spoke to you? Maybe the vampire killed you and this was some strange limbo. Might as well be polite, right? "I'm fine, thank you." "You're welcome! Now, let's get a move on!"

[[Continue into the cave]]

[[Search for valuables]]

"Are you some kind of demon my mind has created?"

"Demon!? No! I am a companion, a guardian! How dare you mistake me for a lowly demon! My master will strike you down for refering to me as such!" The dog runs away into the forest, leaving you alone. That sounded very...ominous. You shrug and enter your home without another thought to the matter. Unfortunately after you go to bed you suffer from a heart attack and die in your sleep.

Start Over?

[[Start]]

"Uhhhh...."

"Pff, took ya long enough to talk to me. Really, you didn't even introduce yourself! Rude, my friend, rude." The dog was talking? Obviously if it had saved you it couldn't be a demon. It must be a message from the gods! You get on your knees in front of the dog and apologize for being rude. "Ah, don't sweat it. I had this whole speech to convince you to help me out with this infestation, but you did it without me even having to ask! Anyways, we should probably keep going right? You owe me either way."

[[Continue traveling with the dog]]

[[Leave]]

"Thanks, I guess?"

"No problem, now let's keep going!" It was better not to question it. You probably just hit your head too hard...or you were dead. You'd rather not think about it. You travel with the dog and let it take the lead. It seems to know more than you do about this whole deal. It stops at an opening that leads to a room with three vampires circling a statue of a god in the center. "That's my master, Clavicus Vile. We need to rid his shrie of these defilers. We can go in head on or sneak, which should we do?"

[[Sneak]]

[[Charge in]]

Continue into the cave

Double-click this passage to edit it.

Search for valuables

Double-click this passage to edit it.

Charge in and attack the vampires

Double-click this passage to edit it.

Silently take them out

Double-click this passage to edit it.

Help the dog

"Alright, but only because you saved my life..." The dog barks happily. "Great! Let's go!" You follow the dog as it leads you into the cave you had almost trapped yourself in. He takes the lead, walking in with a defensive stance. You copy the dog, because for some reason it seems smarter than you. He stops abruptly with a growl. "Get in there and distract him for me!" The dog orders in a whisper. You see a man, hunched over and partrolling the area.

[[Distract]]

[[Befriend]]

Refuse to help the dog

"No! I'm done being manipulated!" You run away from the dog, ignoring its pleading barks. You run until your chest heaves, not stopping until you're safely in town and in your home. Finally, you were free! Exausted, you climb into bed to sleep your worries away. You only get a few hours in before screaming wakes you up. You stumble out of bed and rush to the window, only to find a vampire clan killing villagers. You scream and try to escapethrough the back window, only to be caught by vampire who heard your scream. He drans your blood and you die along with the rest of the townsfolk.

Start Over?

[[Start]]

Continue traveling with the dog

"Of course, lead the way!" You say humbly, hoping you haven't displeased any of the gods. You travel with the dog until you reach a cave. You let the dog take the lead, guiding you through the cavern until you reach an opening. A man in robes is patrolling the room. "Grab hold of him so i can kill him!" The dog says quietly.

[[Grab hold of him]]

[[Attack him yourself]]

Leave

You leave and don't look back. You ignore every sound and movement until you are safely back in your home. The long walk left your legs sore and aching, so you decide to nap. With everything that just transpired, you probably deserve one. Unfortunatly, while you slept, a coven of vampires attacked the town and drained everyone of their blood, including you.

Start Over?

[[Start]]

Search for the cave

Double-click this passage to edit it.

Search for the dog anyways

You might as well keep the dog for yourself, right? You easily pick up on it's trail by tracking pawprints a loose furs, finding the dog at the mouth of a cave. You whistle at it and it turns it's head towards you. It runs into the cave immediatly after.

[[Follow the dog into the cave]]

[[Leave]]

Engage the vampires one by one

Double-click this passage to edit it.

Run in with a battle cry

Double-click this passage to edit it.

Follow the voice

Continue searching

No time for helping others, you're gonna get paid! Unfortunatly you have no luck finding the dog, so you abandon the mission and go forth to the real adventure. The map provided shows you the way to a cave entrance. You arrive and enter confidently, your sword at the ready. As you enter the cave a man lunges at you, but you easily cut him down with your new blade. You continue frealessly, utter confidence and

fearlessness running through your veins. In the final room, you encounter three more men prowling around a statue of an old god.

[[Charge in and attack]]

[[Attack each one by one]]

Distract

You throw a heavy rock far from where the man is. It creates a loud enough noise to draw his attention, giving the dog the opportunity to leap up and bite down on his neck. "Thanks, man. now, onward!" The dog begins to leave. You awkwardly step over the body and follow the dog further into the cave. The next room has a mighty statue of a god, surrounded by three more vampires.

[[Take on each Vampire one at a time]]

[[Let the dog handle it]]

[[Walk away]]

Befriend

You attempt to befriend the man instead of distract him. Unfortunately he doesn't seem to want a friend, and he slays you where you stand with a quick snap of your neck.

Start Over?

[[Start]]

Sneak

Double-click this passage to edit it.

Charge in

Double-click this passage to edit it.

Follow the dog into the cave

Double-click this passage to edit it.

Grab hold of him

Double-click this passage to edit it.

Attack him yourself

Double-click this passage to edit it.

Let the dog handle it

Double-click this passage to edit it.

Charge in and attack

Double-click this passage to edit it.

Attack each one by one

Double-click this passage to edit it.