

1. Arrive in town. (STAGE 0)
2. Explore the town/Talk to Gerdi. (Parents have lost two kids already; afraid to lose third)
3. Accept quest. (MOVE TO STAGE 10)
4. Travel to hagraven den
5. Fight whatever creatures are inside. Find her nest.
6. Confront Sigdis. (Lots of little children running around) (STAGE 20)
7. She offers a new quest. (Either accept or deny. Denying the quest activates battle.)
8. Return to the town with your new quest. (You can approach other people in the town and question them, or you can just go straight to the kidnapping Lilo)
 - there was a famine, but things are looking up. Harvest looks promising this year.
 - Sigdis took children during the famine, but she hasn't stopped
 - some of the families are super fucked up. incapable of caring for kids
9. Bring Lilo to hagraven or return to hagraven and defeat her
10. Convince Lilo to go to Sigdis's den. (STAGE 30)
 11. Kill Sigdis
 11. End of Quest (STAGE 40)

VOICE TYPES:

Gergi - Female Commoner

Verdandi - Female Shriill

When Sigdis talks about Lilo, she describes her as a “starving child” without offering any other backstory.

Evasive way of talking

Crazy cat lady — crazy child lady. Doesn't see the kids as individuals. Objectifies the children like pets

We want here to use words like “morsel” and “nibble”, like Melka

Lilo and Nani — Eir and Verdandi

- Eir is super sweet and endearing. Quiet. Kind. Hard to hand over to a hagraven. She wants to help her sister. You can trick Eir into going to see Sigdis by telling her that there is a lot of food in the hagraven's den.

- Verdandi is tough. She's under a lot of stress. Does her absolute best to take care of her sister. Gives her sister her food. She's angry because she's hungry.

Quest-giving parents — Gerdi and Njall. They claim that Sigdis stole their children due to the famine, but really they're alcoholics. (Someone else mentions they're drunks when you're questioning townsfolk)

Sigdis lures kids away. She uses a spell to compel them.

The villagers are suspicious of her, so she no longer feels safe about coming out of her cave to snatch kids. She can't leave her kids unattended. She enlists you to do it for her.

Okay, so in an effort to create a model that will allow us to see branching dialogue all written out I've devised a convoluted and incomprehensible system. Basically it works like this: black bullet points are

sequential dialogue (meaning it just goes in a straight line from point a to b) and the white bullets are multiple dialogue options that appear together.

(Gerdi approaches you by her own volition.)

Gerdi: Excuse me, but... are you the one they call dragonborn?

- *Yes, that's me.*
- Then Talos has answered my prayers. Long we've waited for a skilled warrior to venture out here. Our town needs your help.
- *What's happened?*
- Look around you, dragonborn. Doesn't our little village seem like it's missing something?
There aren't many children around.

Our children were stolen from us. Almost every family here has lost a son or daughter or more.

I'm not here to play guessing games.

Our children were stolen from us. Almost every family here has lost a son or daughter or more.

- *All the children? How can that be?*

The force behind their abduction is cunning. My oldest, Noralf, is still with us, but our two younger children were taken.

- *I'm so sorry. Do you know who could've done this?*

There's a hagraven, Sigdis, that roosts somewhere in Blackreach. We've sent our people to confront her, but none returned. She's the one who took my boys. I would bet my last child on it.

- *Sigdis?*

A vile creature. I only pray she doesn't take Noralf, my first-born. With our harvest coming up we can't afford to lose him.

- *How can you be sure she has your children in Blackreach?*

We've seen her skulking through the forest, hunting beasts for far more meat than she needs to feed herself. And Verdandi swears she saw the hag creeping along the edge of our village in the middle of the night.

I'll look into it.

Bless you. Find Sigdis in Blackreach and slay her. Our town does not have much gold, but we will reward you however we can.

(Speak to Noralf)

Noralf: Yes?

- *Your mother tells me that your brothers disappeared. Do you know anything about it?*

Urmas was kidnapped a month ago. Oleg went about a week ago. I didn't see anything.

- *Where were you?*

I went for a walk.

- *There's a kidnapper on loose and your parents let you go for walks by yourself?*

I can take care of myself.

- *Where were your parents when your brothers were taken?*

Just leave me alone!

- *(Speech) Do you take walks often, Noralf? I like the fresh air myself.*

Every once in a while I like to get out of the house, I guess. Mother and father get loud when they've been drinking mead.

- *What do you know about Sigdis?*

She's a hagraven who's supposed to live in the Blackreach. People say she eats children. I hope that's not true.

(Speak to Njall)

Njall: What do you want?

Your wife told me of your misfortunes.

Njall: Aye, they are plenty.

What can you tell me about your children's disappearance?

Njall: Little rats ran off to the Blackreach, no doubt.

Ran off?

Njall: Gerdi was too soft on them. "Parenting is for the hard of heart and hard of hand," my Da always said. You got any drink on ye?

VENTURE TO THE BLACKREACH

(Speak to Sigdis)

Sigdis:

(Speak to Aslog/Child 1)

Aslog: Hello, wanna play?

(Speak to Balder/Child 2)

Balder: I wish my mom was here.

(Speak to Canute/Child 3)

Canute: Stay away from me!

(Speak to Didrik/Child 4)

Destin: Are you gonna take care of us now too?

(Speak to Freja/Child 5)

Freja: Would you like some bread?

ACCEPT OR DENY QUEST

DENY:

(Speak to Sigdis)

Sigdis:

(Children crying/screaming)

(Speak to Hagen/Child 6)

Hagen: Why did you hurt Sigdis? Get out of here!

(Speak to Ianthe/Child 7)

Ianthe: Are we going home now?

BACK TO TOWN

(Speak to Gerdi)

Gerdi: May Talos bless you, dragonborn! Now our family can finally get back our lives back. This won't be forgotten.

Take good care of them.

>>Receive reward. Children run around the town, some back to their families, others wander around looking lost, others cry.

ACCEPT:

Sigdis: Very good. I'll be waiting.

BACK TO TOWN

(Speak to Hamund)

Hamund (the farmer): Yes?

-What do you know about the missing children?

Hamund: Don't have any myself, but it's a terrible thing. It started around this time last year.

- What about their families?

Hamund: What about them? Nice people, but everyone has their problems. Hard times bring out the worst in folks.

- What do you mean by that?

Hamund: This last year was a struggle. Lots of crops didn't make it, but we're doing better now.

- How's the harvest?

Hamund: Potatoes and wheat are growing beautifully. It looks like there'll be a full recovery from last year.

- What was it like last year?

Hamund: It was merciless. Nobody could feed their families. Lot of folks died and left behind orphans. Then the orphans started vanishing and people got scared. Then children with living parents vanished as well. The town hasn't been the same since.

(Speak to Verdandi)

Verdandi: What is it?

Could you tell me anything about the missing children?

Verdandi: Ah, you're the one Gerdi's been talking about, ain't ye? The great dragonborn?

Yes, that's me.

Verdandi: Well, good luck. I've been trying to catch that hag for the past year. I'll be damned if she ever lays even the tip of a talon on Eir.

Gerdi enlisted me, yes.

Verdandi: Well, good luck. I've been trying to catch that hag for the past year. I'll be damned if she ever lays even the tip of a talon on Eir.

Eir?

Verdandi: My sister. Not that it's any of your business.

I don't mean to pry. You say you've been trying to catch Sigdis yourself?

Verdandi: On a first name basis with the witch, are we? Look, dragonborn, I'm not supposed to be talking on the job, and whether or not you mean it, prying's what you're up to.

(Speak to Gerdi again)

Gerdi: Yes? Did you find my boys?

- *About that...*

Gerdi: Oh Stendarr have mercy, what did you find in Blackreach? Oh my poor boys...

- *No, they're safe! Safe and well-fed. Sigdis has not harmed them.*

Gerdi: What are you saying? You didn't leave them there, did you?

- *I... found Sigdis to be a difficult adversary. But I haven't given up.*

Gerdi: Thank the gods you came to us. Go then. Please do whatever you can.

- *Yes, but things aren't quite as they seem.*

Gerdi: What does that mean?

- *I spoke to Sigdis. She refuses to return the children. They're better off under her care. I've seen now what kind of town this is, and frankly, I don't know if I can kill her in good conscience.*

Gerdi: "Better off"? Can you even hear yourself? You left my sons to die with a hagraven.

- *No, they won't die. They aren't in any danger.*

Gerdi: If you won't rescue my children, then I'll find someone else who will.

- *Your cheeks seem a little red, Gerdi.*

Gerdi: Excuse me? What are you saying?

- *It's a bit early for mead, wouldn't you say?*

Gerdi: How dare you. That's none of your business.

(Gerdi ends the conversation and refuses to interact further.)

(Speak to Eir)

A) Eir: I'm not supposed to talk to strangers.

But I have bread.

Eir: How much bread?

Enough to share, do you want some?

Eir: Where is it?

In Blackreach.

Eir: I can't leave.

You don't want any bread? (Speech)

Eir: Well, ok, maybe I can go there for a little while. (end)

B) Eir: I'm not supposed to talk to strangers.

Did your sister teach you that? Is she here?

Eir: You know Verdandi? She's at work.

Yes, I do. She's a very hard worker.

Eir: I wish she could be home more.

What do you usually do while she's at work?

Eir: I look for food. I know which mushrooms are good to eat.

Is there not enough food at home?

Eir: Sometimes Verdandi brings home food, sometimes she doesn't.

C) Eir: I'm not supposed to talk to strangers.

Why not?

Eir: Children have been disappearing, don't you know?

Yes, I know where they've been going.

Eir: You do? That's great! You could get them back!

Some of them don't want to come back. Sigdis is taking care of them, they never feel hungry anymore.

Eir: What are you talking about? Canute disappeared just last week. He was my best friend and he'd never want to be away from his family.

Miscellaneous Lines for Miscellaneous Characters

Hilbert: The great dragonborn in my little town. Never thought I'd see it.

Ingvart: Thank Talos you came to us. Please save our children

Torvald: Our children are in your hands.

Lissa: Please bring my daughter home.

Anselma: I thought I'd never see my children again. Now that you're here, my hope has returned.