

Sunset and Sunrise

An Interactive Story by  
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INT. WAR TENT - MORNING

Avad enters the tent, where Erend and Ersa stand on either side of a large table. A map can be seen on the table, with a large red marker standing at the center and several smaller markers off to the side.

AVAD

Friends, councilors, good morning.

*Player is given three choices, they can choose one of the following lines, each leading to a different dialogue set. The choices rejoin when scene shifts back to Int. War Tent.*

AVAD - HEART

What news comes in from the field?

AVAD - BRAIN

Have we any news from the scouts?

AVAD - FIST

Has Jiran been seen?

HEART 1

AVAD

Quickly, before the two of you fall asleep where you stand.

EREND

This revolutionary thing is great, but what I wouldn't give for a soft bed and a cold beer.

ERSA

Victory at our doorstep and still you care most about your drink. You really are hopeless, Erend.

Erend goes to respond, before Avad claps him on the back before stepping up to the table.

AVAD

Worry not, once Meridian is liberated the drink will flow like water and the beds softer than silk.

BRAIN 1

ERSA

Yes and with that news may come our victory, as long as we move with caution.

EREND

Now's not the time for caution, sis, now's the time for action. For victory!

ERSA

And how many of our Oseram are you will to risk for that victory?

Avad steps to the table between the two, leaning over the map.

FIST 1

ERSA

Yes, but he is constantly surround by Carja royal guards.

EREND

Nothing a few Oseram with a purpose can't handle!

Avad smiles and clasps Erend on the shoulder as he steps up to the table.

AVAD

I appreciate your confidence friend, but your sister is right. We must be strategic when we take him.

INT. WAR TENT

AVAD

Now, have we located my family?

ERSA

Yes, the scouts have seen them in the Palace of the sun.

*Player is given three choices, they can choose one of the following lines, each leading to a different dialogue set. The choices rejoin when scene shifts back to Int. War Tent.*

AVAD - HEART  
And the scouts?

AVAD - BRAIN  
And our forces?

AVAD - FIST  
And my brother?

HEART 2

AVAD  
They returned unharmed and unnoticed?

Ersa and Erend's faces fall

EREND  
Most yes, but we lost Fehlez

AVAD  
I see... Let us observe a moment for him, his sacrifice will not be in vain.

EREND  
Even in the face of the king? Not doubting your resolve just uh... y'know.

BRAIN 2

AVAD  
Do they seem ready for what the must do?

*(If Fist 1 chosen)*  
Up for a battle with the Carja royal guard?

EREND  
Ehh, they're ready for what we tell 'em. But they're confused, and restless.

AVAD  
Restless I understand, we've had them holed up here for weeks as we gather information. But confused?

EREND  
They, hell even we, don't know what your plan is for the capital. For when you uh...get to the king.

FIST 2

AVAD

If he so much as laid a finger on him  
I'll-

ERSA

He's safe, living the life of luxury  
one would expect of the Carja's  
prince.

AVAD

Good, we must make sure he, along  
with my mother, are safe during the  
assault.

ERSA

Of course, but Avad we have to talk  
about Jiran.

INT. WAR TENT

Avad pulls back and crosses his arms, his expression turning  
from contemplation to concern.

AVAD

Ah, yes, that. I suppose the time has  
finally come then.

ERSA

Jiran has been a plague on all of us  
for too long. He must be taken down.

EREND

You don't think that's a bit harsh?  
(Erend gestures to  
Avad)  
He is his father.

AVAD

I-

ERSA

Harsh? Do you think Jiran cared about  
being harsh when he torched our  
homeland?! When he took our families  
to the Sun Ring for slaughter?!

EREND

Hey, I couldn't care less about the  
king, I'm simply suggesting some  
compassion for Avad!

Avad slams his hands on the table, interrupting the others' argument.

AVAD  
Enough! I will not have us quarreling  
with each other!

*Player is given three choices, they can choose one of the following lines, each leading to a different dialogue set. The choices rejoin when scene shifts back to Int. War Tent.*

AVAD - HEART  
You're concern is appreciated Erend.

AVAD - BRAIN  
What matters now is planning.

AVAD - FIST  
Ersa is right.

HEART 3

AVAD  
But now is not the time for concern.  
(If Brain 1 chosen)  
You said yourself, now is the time  
for victory  
(Back to normal)  
We must not let our hearts allow us  
to lose resolve.

EREND  
What'd ya think all this armor was  
for, huh?

ERSA  
Our blades and braces are yours, as  
long as you need them.

AVAD  
I shudder at the thought of what will  
happen to those who get in your way.

BRAIN 3

AVAD  
If we are not ready not only will we  
lose many troops, we will lose this  
chance at my father.

EREND

Of course, of course.

ERSA

We will be with you in the battle,  
and when you confront your father.

AVAD

Thank you, friends. I would not have  
made it this far without you.

FIST 3

AVAD

My father has brought nothing but  
pain, suffering, and shame to the  
Carja. I will cut him down myself if  
I must.

ERSA

We'll be with you when you do, no  
matter what.

EREND

I've always wanted to see the inside  
of the palace, just wish it were  
under better times.

AVAD

As do I...as do I.

INT. WAR TENT

AVAD

(If Heart 3 chosen)

Speaking of, Ersa I have something  
else to ask of you.

(Else)

Ersa, I have something else to ask of  
you.

*Player is given three choice, they can choose one of the  
following lines, each leading to a different dialogue set.  
The choices rejoin when scene shifts back to Int. War Tent.*

AVAD - HEART

Your resilience in the face of all  
the horrors we've seen is remarkable.

AVAD - BRAIN

Your skill as a leader and knowledge  
of the world have proved invaluable.

AVAD - FIST  
Your strength, both in and out of  
battle, is apparent to all.

HEART 4

EREND  
Yeah, without you I don't know where  
I, or the rest of the crew would be.  
Probably dead to some Carja.

Ersa looks down at her feet.

BRAIN 4

EREND  
Never thought I'd be hearing someone  
compliment your head for being  
anything other than thick, eh sis?

Ersa crosses her arms and rolls her eyes.

FIST 4

EREND  
You should've seen her when we were  
kids. Made quick work of anyone who  
dared pick a fight, and everyone  
else.

Ersa shoves the table into Erend's knees.

INT. WAR TENT

AVAD  
In lieu of this, I would ask you to  
take the title of captain of my  
Vanguard.

Ersa and Erend step back, awe spreading across their faces.

EREND  
That's incredible! My sister,  
Vanguard Captain to the Sun-King!

ERSA  
Avad...I...I don't know what to-

Avad puts his hand up.



AVAD

Do not worry about answering me today. Instead focus on taking back Meridian so there is a Vanguard for you to captain.

He reaches across the table and knock the red marker onto its side.

AVAD (cont'd)

Tomorrows, the Mad King falls and the Carja are free.