

# NELL RABAN, Writing Samples

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## ***Sea of Legends - Branching Adventure (2 pages)***

For this competitive pirate fantasy board game, I contributed a number of adventures that would be delivered by the game's companion app. Adventures branch at every step, leading the player down different paths depending on their playstyle and goals. This sample includes two examples of paths the player can take through one such adventure. Published by Guildhall Studios.

## ***Dragon Age: Inquisition - Ambient Dialogue (2 pages)***

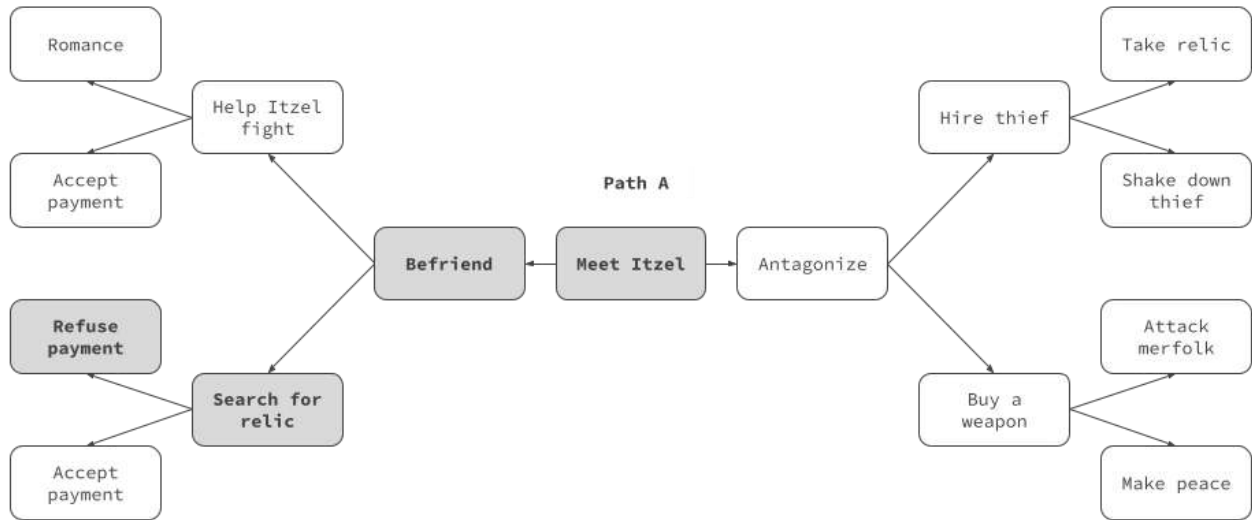
This is the first of a number of samples based on the popular RPG *Dragon Age: Inquisition*. This first sample is a variety of ambient dialogues featuring established characters from the game. I wanted to showcase my ability to match the voices of well-known characters as well as convey their personalities in constrained scenarios.

## ***Dragon Age: Inquisition - Action Cinematic (3 pages)***

This sample, also based on *Dragon Age*, is an excerpt from the recruitment quest for a companion of my own design. In the actual quest, the player would have the option to engage in combat properly, but I extrapolated this beat into its own action cutscene to see how it would look in a different narrative context. To play an interactive version of the quest, visit the itch.io page: <https://nell-raban.itch.io/the-reluctant-dragon-slayer>.

## ***Dragon Age: Inquisition - Interactive Cinematic (4 pages)***

One last sample based on *Dragon Age*, this interactive cutscene constitutes the conclusion of Aya Flor's loyalty quest. Unlike the action cutscene above, this one combines interactive dialogue and simple character and camera animations into a seamless experience.



By the dock of your ship, a floating, fish-like creature greets you. "Pirate, your kind and mine may be at odds, but we have business this day. The Children of Tlaloc need allies in our quest to reclaim our relics. Would you call yourself friend?"

**Say you're a friend to all merfolk.**

**Say you're a friend to no one.**

**Back to Capt. Locations**

"You can call me friend," you say. The merfolk nods, "And I am Itzel. Sail tomorrow morning and meet me at Smugglers Cove. We seek one of the Eyes of Tlaloc." They hand you something. "I recovered this from a shipwreck; take it as aid."

**Result:** Draw from the Tavern Deck until you find a consumable and claim it immediately. Place an **Adventure Marker** on Smugglers Cove.

**End Turn**

Arriving at Smugglers Cove, you find an ancient temple in a cave occluded by rough waves. Inside, Itzel and Axe Fist are locked in combat. When Itzel sees you, they grunt, "Don't worry about me! Look for the Eye—it's got to be here somewhere!" Axe Fist snarls.

**Help Itzel defeat Axe Fist.**

**Search for the relic.**

**Back to Capt. Locations**

You leave Axe Fist in Itzel's hands as you search for the Eye of Tlaloc. Finding it in a clamshell coffer, you hear a scream and a thud. "I have it," you exclaim. You find Itzel clutching their side next to an unconscious Axe Fist. "Take me to San Juan, or I fear I'll be chum."

**Result:** Gain an Eye of Tlaloc. Place an **Adventure Marker** on San Juan.

**End Turn**

You solemnly help Itzel into a shallow pool outside Smugglers Cove. An elder merfolk approaches. "This seaweed poultice will help. As for the Eye of Tlaloc—we will pay you handsomely for your aid." Itzel frowns, straining to address you. "Is gold all you care about then?"

**Take the gold and be on your way.**

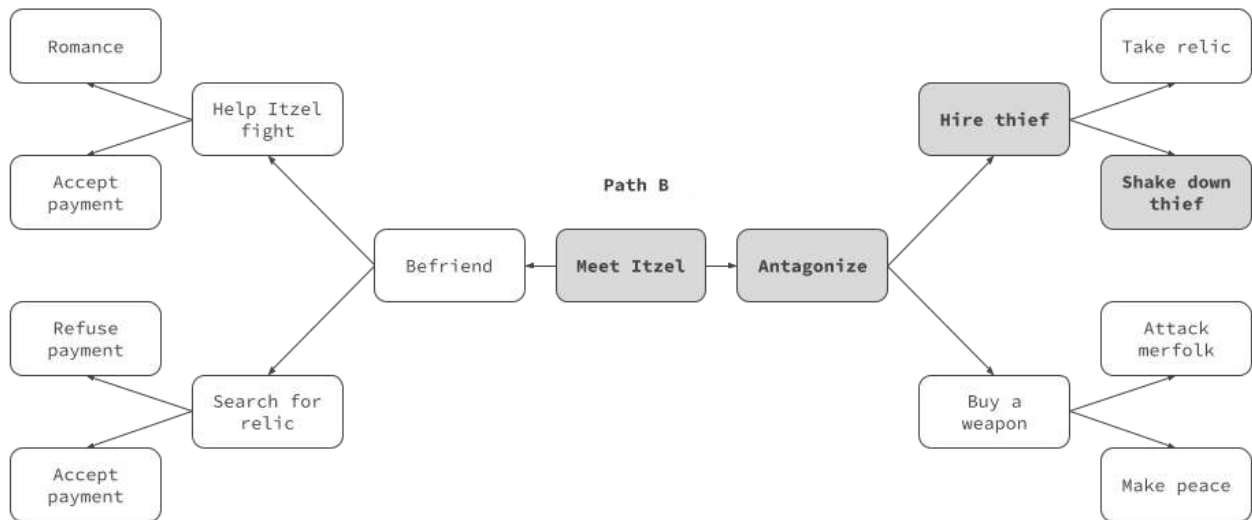
**Refuse the gold and offer to help.**

**Back to Capt. Locations**

Both Itzel and the elder open their watery black eyes wide. "Not so mercenary after all. I'm impressed," Itzel remarks. The elder holds up a hand. "Keep the Eye." "Does it do anything?" your first mate inquires. The elder scowls. "It represents our bond, airbreather."

**Result:** +1 Notoriety. Place a Merfolk Guardian on this region.

**This ends your Captain's quest**



By the dock of your ship, a floating, fish-like creature greets you. "Pirate, your kind and mine may be at odds, but we have business this day. The Children of Tlaloc need allies in our quest to reclaim our relics. Would you call yourself friend?"

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Say you're a friend to no one.

Back to Capt. Locations

"I'm friend to no one," you spit. "Then we'll seek another," the merfolk says, and slips away. "I thought I was your friend, Cap'n..." your first mate pouts. "Let's go to the gambling hall to earn a bit of luck. Then we'll figure a way to toy with those manfins," you decide.

Result: +4 Gold. Exhaust a crew. Place an Adventure Marker on Cartagena.

End Turn

Strolling through a crowded market in Cartagena, your first mate explains, "There's a temple not far from here that's bound to contain good loot. How 'bout we sit this one out, hire a thief, and take a break?" Something catches your eye, though—the most handsome weapon you ever saw.

Hire a thief to storm the merfolk temple for you.

Buy the weapon so you can stick it to the merfolk.

Back to Capt. Locations

Their face obscured, the thief palms the coins and shifts them into their pocket. "Meet me in Claw Bay in two days. I'll bring you what you desire." Your first mate raises his ale. "I'll drink to that!" The thief stares and says, "You got any saltwater?"

Result: -3 Gold. +1 Consumable. Place an Adventure Marker on Claw Bay.

End Turn

You meet your freelancer in a dark alley. "Here is your bauble," the thief hisses. They hand over a strange-looking idol. As you reach for the idol, your first mate stops you, whispering. "I dunno, Cap. Somethin' seems... pardon me... fishy about all this. Those look like—claws to ye?"

Take the idol without any questions.

Shake down the suspicious thief.

Back to Capt. Locations

You rip the thief's hood off to reveal a scheming merfolk. "I knew it, Cap! I never met a thief who would order saltwater at a tavern!" You shake the manfin down for their gold and then shove them out the door. "Fine, airbreather. You found me out. But the Children of Tlaloc will take back what's ours, one way or another."

Result: +5 Gold. +1 Notoriety. Itzel becomes a Nemesis.

This ends your Captain's adventure.

Combat barks	Cassandra	Iron Bull	Varric	Sera
<b>A dragon approaching</b>	Dragon incoming!	Dragon's coming, get ready!	Don't like the look of that dragon...	Oh, that's a big one.
<b>The dragon strafing with fire</b>	It's strafing, watch the fire!	Fire attack overhead!	It's about to get hot!	Almost singed my eyebrows!
<b>Cute dragonlings attacking</b>	Reinforcements-- little ones!	Dragonlings underfoot!	Watch the babies--crap, you little--!	Aw, look at the little--they're swarming! They're swarming!
<b>The dragon landing</b>	Dragon's grounded! Let's finish it!	Quick, before it takes off!	Winged it!	That's right, down girl!

Find a big dragon statue in a cave	Sera	Inquisitor
	He looks important. Do you think he's the lord of the manor?	
		The dragon? I wouldn't doubt it.
	Wonder if he even looks like that. Is he home? We can compare. Imagine being a dragon and commissioning a statue of yourself. "No no no, that's not right. Why does my belly hang so low? Can you show me breathing fire?"	
		I don't know how you come up with these things, Sera.
	Just what I would do, I were a dragon.	

Come upon really huge waterfall	Iron Bull	Varric
	Look at that...	
		Pretty, I'll give that to you.
	When we get to the top, I'm definitely jumping off. You in, Varric?	
		One thing you should know about me: I don't know how to swim. Assuming I even survive the fall, I'd just sink like a stone. Not exactly how I want to go out.
	Come on, Varric, live a little. Then worry about dying.	
		(Grumbles.)

Hear the sound of people fighting in the distance	Cassandra	Inquisitor
	Fighting ahead. Let's not linger here.	
		I agree. Maybe there's a way around it.
	I mean to join the fray.	
		What if it has nothing to do with us?
	To stand by is still a choice. If your action alone could turn the tide, would you want to waste time?	
		I'd try to live up to my title first.
	My conviction tells me all I need to know.	

INT. COTTAGE - CONTINUOUS

Aya, now wearing light armor and carrying Promise, paces the room.

Outside, a gruff voice calls out.

THUG #1

(offscreen.)

Come on, Aya, we know he's in there. Just hand him over and we'll leave you to your supper. Jarvis just wants to talk to the lad, that's all.

The Inquisitor turns away from the voice to meet the gaze of Aya, who frowns.

IRON BULL

I'll stay and watch the boy.

Aya nods.

CUT TO:

EXT. COTTAGE - CONTINUOUS

A group of FARMER PIKE'S THUGS has gathered, the lot of them mean, grizzled and large. They taunt and mug, grasping cheap weapons and farming implements.

The cottage door opens. Aya steps out, followed by the party.

AYA

No one lays a finger on the boy, not on my watch, do you hear me? I'm being civil for now.

THUG #1

Quarrel ain't with you, Aya, you know that.

AYA

Jarvis is making it my quarrel.

INQUISITOR

You have the full support of the Inquisition in this, Aya Flor.

AYA

Did you hear that? The Inquisition wants to help me kick your ass.

With that, Aya unsheathes Promise, brandishing it with a newly restored confidence.

TWO of the thugs flee at the sight of the famous sword, leaving FIVE.

Thugs #1 and #2 charge at Aya together in a poorly coordinated attack. Aya slashes at the first, who goes down immediately. Then with the grace of a dancer, she spins on the ball of her foot, catching the second thug on the nose with her elbow.

Cassandra digs her heels in, readying her shield.

CASSANDRA

Inquisitor -- a barrier, please!

The Inquisitor raises their staff and deftly casts the Barrier spell, enveloping the party in its protective glow.

THUG #3

Heh -- won't stop me!

Clutching a pitchfork, Thug #3 lunges at Cassandra.

But the pitchfork glances off her shield, allowing her to spin Thug #3 away. He bumps directly into Thug #4, and they collapse together in a heap.

Only Thug #5 now remains -- he quivers, as Varric steps forward with his crossbow Bianca.

VARRIC

Roll the dice?

CUT TO BLACK.



EXT. SKYHOLD GARDENS - DAY

Seen as from a bird's eye, the gardens are alive with bustle and mirth -- a couple, nuzzling, admires a flower, while children play hide and seek.

But down in the dirt, a seasoned hand digs. With the other, AYA FLOR wipes the sweat from her brow.

INQUISITOR

The crystal grace is coming in nicely.

AYA

Takes a bit of patience, that's all.

Aya stops what she's doing and gets up to address the INQUISITOR, brushing the dirt off her hands.

INQUISITOR

You've really made something of this garden.

AYA

Just a little something to keep me busy.

INQUISITOR

1. **(Holding up okay?)** I wanted to see how you were holding up.
2. **(Need anything?)** Just curious if you needed anything.
3. **(Just passing through.)** You were on my way anyhow.

AYA

1. You know, I actually think I'm all right.
2. Some fertilizer, maybe.
3. Of course.

INQUISITOR

1. I'm glad to hear that.
2. I'll see what I can do.
3. (nods.)

Aya walks around to another side of the garden, and kneels again. She digs as she speaks.

AYA

My father and I tended our garden together back in Nevarra. Learned everything I know from him. You see every plant, every flower, has its own needs.

If you don't understand that, you won't grow anything. Least, nothing worth eating or looking at.

It's the same with people. That's what bothers me about Jarvis Pike. Much as he knew crop, he didn't know a thing about raising his boy. Never seemed to care to understand what Sam needs.

INQUISITOR

1. **(You do.)** You do, though. That much is clear.
2. **(Parenting's hard.)** Raising children is hard.
3. **(No kids for me.)** I could never have kids.

AYA

1. I try to.
2. Damn right.
3. Not everyone should.

AYA

Could you hand me that pot?

Aya points to a flower pot near the Inquisitor. They hand it over. Very carefully, Aya lifts a flower out of the ground and places it in the pot.

AYA

There we go.

Aya stands, holding the flower aloft -- a beautiful yellow daffodil.

INQUISITOR

Giving someone a gift?

AYA

Well, yes. After everything with Sam and all, I just wanted to show you my appreciation.

(if the Inquisitor hasn't romanced Aya:)

It doesn't have to mean anything more, I promise.

Aya offers the Inquisitor the daffodil.

INQUISITOR

1. **(accepts)** That's thoughtful of you. I accept.
2. **(rejects)** Maybe Sam would like it instead.

AYA

1. I'm glad!
2. Oh. Sure, I understand.

The Inquisitor looks around for a servant.

INQUISITOR

1. Oh, Mortimer, would you mind taking this to my chamber?

(CONT.)

INQUISITOR (cont'd.)

2. Oh, Mortimer, would you mind taking this to the young gentleman's room?

The servant takes the daffodil away.

AYA

1. You better take care of it.
2. I guess gardening isn't for everyone.

INQUISITOR

1. I promise I will.
2. Would've just died in my care.

INQUISITOR

At any rate, you're welcome. I'm glad that you and Sam are here, and that he's safe.

AYA

Me too.

INQUISITOR

I'll leave you to your garden.

Aya nods, and the Inquisitor turns and leaves.

Turning her attention back to her garden, Aya assesses the state of things, then kneels again.

AYA

All right, let's see...

Seen as from a bird's eye, Aya Flor blends into the crowd, but one of many.

FADE OUT.