

DARK SOULS II™

SCHOLAR OF THE FIRST SIN

Tell a story visually

Use visual elements to reinforce the narrative. You can see that this castle is bad news, telling you would be redundant. Show don't tell as they say. Let your players judge and make their own conclusions. Giving them room to interpret for themselves gives them room to become interested in the plot rather than forcing them into it.

Focus on one core idea, and explore it completely



A single persistent element can reveal varying themes through its impact throughout the narrative. DS2 explores the undead curse that ravages the land and the different ways an inescapable destiny can affect someone. This character exploration helps to carry the themes of the game closely along the player's journey and helps to avoid creating an overabundance of unnecessary plot elements.

Subvert expectations

Exploit your player's understandings of the narrative to create more powerful plot moments. A betrayal will hurt so much more if the player has invested their trust and will make the plot feel much more intimate. In a world where nothing is to be trusted and everything can kill you, the few things you do decide to trust become that much more critical. Losing the very last bit of trust you had left is a compelling way to make the players feel the theme of despair. Just be careful as too much subversion can create dissatisfaction that hurts the narrative or break the conventions of the narrative. Trust is valuable so make sure you manipulate it with great caution.

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