

Here are 3 new story-concepts made in the universe of the game **Dishonored** (2012) from Arkane Studios and Bethesda Softworks.

These story concepts aim to write a brand new story while keeping the rest of the story stack (player fantasy, actions, economy and world) intact.

Here my personal goal was to work with Dishonored's flow to give a voice to some interesting characters I like and would have loved to see more of their agenda in the game itself.

In a timeline point of view, all of these stories could replace the original story of Dishonored.

But first, the original structure of the game:

Game: Dishonored

Story stack:

Player fantasy

Being a renegade assassin who can murder or neutralize the bad guys (= the government) with his dark powers in a quest of vengeance in a steampunk setting.

Actions

- Stealth and infiltration
- Use of (dark) Magic
- Different ways of killing/neutralize enemies
- Moral choices

Economy

- Completing missions
- New abilities
- Challenges the player to do special runs aligning with the genre of this game (ex: ghost mode - this is a stealth/infiltration game)
- Chaos system: depending on the actions of the player, the world will be more chaotic or not.

World

- A victorian-era setting with advanced technology for that time (aka steampunk) using whale oil as a fuel for that technology so the city has to be a port.
- The city is ravaged by a plague so the government (the bad guys) can imprison innocent people at their discretion. Also this leads to having a lot of rats and sick citizens.

Story (original)

- Corvo, our protagonist, is framed as the murderer of the Empress of Dunwall (also his love interest). He will seek revenge after the government for the murder of his (secret) love and also for the kidnapping of the heir of the

throne, Emily (who happens to be his daughter). He is gifted a magical dark force by the Outsider to achieve his goals.

- After murdering/neutralizing the people from the government, he will find a whole conspiracy against him led by his fake allies.
- The story of the final mission (Corvo saving Emily) will change depending on the player's actions and this will affect the way Emily will grow as a woman and empress (either kind or impartial) and the way the world will be (on the edge of rebirth or destruction).

Then, the 3 new story concepts:

1) The Empress' Coven

- The Empress Jessamine (the player avatar) fakes her own death because she knows there is a conspiracy that will try to kill her. The plan goes wrong and her bodyguard/lover Corvo is killed and her daughter Emily is abducted.
- She finds refuge among witches that worship the Outsider, an old God. Reluctantly, she asks his help to take her throne and daughter back. With her new powers she will take revenge against her old government and take back what is hers.
- The leader of the witches, Delilah, is jealous of Jessamine because she wanted the power of the old god for herself. She will take Emily as a hostage (to sacrifice her for the Outsider) and betray the player avatar. Jessamine will have to rescue her daughter in the last mission. Delilah will notice that the Outsider has given up on her and depending on the player's choices (Jessamine embracing the dark powers of the Outsiders or not), she will either commit suicide or kill both herself and Jessamine.
- Emily will be alive either way.

This works with the story stack, but with a different point of view: here you dive deeper into the Dark Magic lore and face the rivalry between two strong women.

2) Wrath of the Old God

- The Outsider (the player avatar), an old God, wants to take his revenge on humans because he once was a human child who has been sacrificed and accidentally became a god. He has been waiting for centuries and the time has finally come. He has introduced the rat plague on the city of Dunwall but a scientist (Sokolov) may have found a cure to it.
- The Outsider befriends the scientist (with a fake identity) and learns a lot from him (he even starts to see some good in humanity). The scientist needs someone to help him investigate the government, as he thinks the rat plague is a conspiracy coming from them.
- While the Outsider is investigating the palace, Sokolov will be killed by Daud, an assassin marked by the Outsider in the past. He is acting for the government which is indeed using the plague to secure its position of power.

- The Outsider will now want to stop the rat plague he has started (he doesn't want to be used again by humans), but there is only one way: killing/neutralizing his old disciple, Daud, and the government.
- Depending on the choices of the player (killing or neutralizing) and the gameplay (be a ghost or acting in the view of everyone); the final encounter will either be Jessamine, the Empress (good ending, she surrenders and will become a disciple of the Outsider and work to stop the rat plague), or Corvo, the bodyguard of the Empress (bad ending, he tries to kill the Outsider and fail, the Outsider takes him under his control and force him to kill the Empress and Corvo rules to stop the plague). Emily will watch everything and this will affect her behavior in the future.

This also works with the story stack, as you play the character who started it all. Playing as the bad guy yourself to then find there is beauty in humanity and you become a good guy thanks to that seems really appealing to me.

3) The Corrupted Child

- Emily (the player avatar) is kidnapped while she sees the Empress, her mother, being murdered in front of her eyes. In the room where she is a prisoner, she will be visited in her dream by the Outsider, who will offer her to be his disciple. She will accept and receive dark powers.
- She then manages to escape and learns that her father, Corvo, is alive. In order to find him, she will need allies that are not part of the Court. She finds refuge at the Golden Cat, a house of pleasure run by women. There she will meet Callista, a fervent loyalist who was once at the service of the Empress. She wants to help Emily get back her throne and find Corvo. Together they will establish a plan to kill or neutralize every member of the government and get revenge.
- The boss of the Golden Cat will betray them and Havelock, leader of the Loyalist Conspiracy, will kill everyone at the Golden Cat. Emily manages to run and find Corvo along with Havelock. Depending on the player's action (kill or neutralize), Corvo will either kill innocent people with Havelock or confront Havelock on what he did. Either way, Havelock will try to eliminate him and take power, pretending that Emily is dead and there is no one left to rule besides him. Emily will manage to save Corvo and if Corvo didn't murder innocent women, they will find together the usurpator and stop him, then rule together (Corvo as Regent). Otherwise the final confrontation will be Emily alone against Havelock, then she will rule with the Outsider.

I was tired of seeing the original story with women in weak positions so I wanted to take the weakest character of the game, Emily, and make her the player avatar so that I could show that even her has the strength to lead this story and works with all of the story stacks.