**DM DIALOGUES**

* Start
  1. Intro
     + So, the great Vioarr has already judged you, as expected
     + But just in case do you really need an explanation of the rules
  2. Explaining the rules
     + Oh, right, you can't talk. Here\*gives Yes no options\*
     + Use left click to point at what you would like to answer
     + Great, take this \*gives skip dialogue\*
     + I still don’t know why almighty Vioarr allows this
     + But his will is absolute
  3. Starting first combat
     + There is only one option
     + No need to chose
     + Here you can valiantly fight
     + But remember, sparing an enemy who hasn't lost their pathetic will to fight is necessary
     + You are Vioarr’s warrior
     + Never forget that they watch over you
  4. Finishing combat
     + You’re ready
     + May Vioarr bless you
* Boons
  1. Normal chapel
     + Intro
       - You stumble across a chapel
       - You can pray to any gods
       - Will you pray to almighty Vioarr
     + Pray Vioarr Success
       - Vioarr acknowledges your bravery
       - Vioarr has blessed you
       - You feel stronger
     + Pray Vioarr fail
       - Vioarr has accepted your prayer
       - You have gained favor
     + Pray outer god
       - Reprehensible
       - You have lost favor with Vioarr
       - The outer god has healed you
  2. Dilapidated chapel
* Encounters
  1. Pound
     + Intro
       - In front of you is a pound illuminated by a strange light
       - Will you take a sip?
     + Success
       - The water is invigorating
       - You feel blessed by Vioarr
     + Fail
       - The water was muddy
       - The outer god must have cursed it
  2. Armor sacrifice
     + Intro
       - You come across a Vioarr pedestal with an armor painted on it
       - Will you donate your defense to Vioarr
     + Success
       - Vioarr has blessed you
       - You feel stronger
       - You lost your armor
     + Fail
       - You gain favor with Vioarr
       - You lost your armor
  3. Outer god idle
     + intro
       - You encounter the outer god idle
       - Will you touch it
     + Success
       - You feel healthier
     + Fail
       - Shameful
       - You lost favor with Vioarr
  4. Green liquid
     + Intro
       - You find a green liquid in a pouch
       - Will you drink it
     + Success
       - Vioarr has blessed you
       - You feel faster
     + Fail
       - You feel slower
       - That liquid must have been cursed by the outer god
  5. Red liquid
     + Intro
       - You find a red liquid in a pouch
       - Will you drink it
     + Success
       - Vioarr has blessed you
       - You feel healthier
     + Fail
       - You feel hurt
       - That liquid must have been cursed by the outer god
  6. Blue liquid
     + Intro
       - You find a blue liquid in a pouch
       - Will you drink it
     + Success
       - Vioarr has blessed you
       - You feel invigorated
     + Fail
       - You feel burnt
       - That liquid must have been cursed by the outer god
  7. Perfect Voiarr statue
     + Intro
       - You come across a perfect statue of Vioarr
       - Will you pray to it
     + Success
       - Vioarr shows great benevolence
       - You feel healthier, faster and mightier
     + Fail
       - Vioarr scorns your dishonesty
  8. Voiarr statue
     + Intro
       - You come across a statue of Vioarr
       - Will you pray to it
     + Success
       - Vioarr shows benevolence
       - You feel faster and mightier
     + Fail
       - Vioarr scorns your dishonesty
  9. Damaged Voiarr statue
     + Intro
       - You come across a damaged perfect statue of Vioarr
       - Will you pray to it
     + Success
       - Vioarr shows meager benevolence
       - You feel mightier
     + Fail
       - Vioarr scorns your dishonesty
* Enemies
  1. Bandit
     + Description
       - A bandit tries to rob you along the way
       - Vioarr juges them as a pathetic opponent
       - Regardless, they are quick on their feet
     + Attack
       - They brandish a dagger and lunges at you
     + Low health description
     + Combat reward
       - You find a small dagger
       - Will you equip it
  2. Armored knight
     + Description
       - An armored knight advances
       - There is murder behind his eyes
       - Vioarr juges them as worthy
       - Their chest and legs is heavily armored
       - But their and arms are bare
     + Attack
       - Their greatsword swings in your direction
     + Low health description
     + Combat reward
       - Options1
         * The chest plate is still usable
         * Will you equip it
  3. Heretic
     + Description
       - An heretic of the outer god challenges you
       - Vioarr scornes them
       - They brandish no armor
       - Yet they are skilled with the blade
     + Attack
       - Their sword flashes in your direction
     + Low health description
     + Combat reward
       - There is nothing of value in front of you
  4. Infantry soldier
     + Description
       - A lost infantry soldier is gorging on a corpse
       - He glances at you
       - Vioarr disregard them
       - They brandish leather armor on all parts
     + Attack
       - Their sword flashes in your direction
     + Low health description
     + Combat reward
       - Options 1
         * There is nothing of value in front of you
       - Option 2
         * The leather is still good
         * Will you equip it
       - Option 3
  5. Poor Infantry soldier
     + Description
       - A lost infantry soldier is gorging on a corpse
       - He glances at you
       - Vioarr disregard them
       - They brandish leather armor on it’s torso
     + Attack
       - Their sword flashes in your direction
     + Low health description
     + Combat reward
       - Options 1
         * There is nothing of value in front of you
       - Option 2
         * The leather is still good
         * Will you equip it
       - Option 3
  6. Archer
     + Description
       - An arrow flies pass you
       - There is an archer on top a tree
       - Vioarr has only disdain for them
       - They are nimble but feeble
     + Attack
       - Another arrow flies at you
     + Low health description
     + Combat reward
       - Options 1
         * There is nothing of value in front of you
  7. Old mercenary
     + Description
       - An old mercenary shows a bounty of you
       - They pulls out their sword
       - Vioarr judges them worthy
       - Their skills makes up for their lack of armor
     + Attack
       - They take a quick step and swings
     + Low health description
       - They go into a rage
       - They seem unstoppable
     + Combat reward
       - Options 1
         * Their blade isn’t very sharp
         * Will you take it
  8. Young mercenary
     + Description
       - A young mercenary shows a bounty of you
       - They pulls out their sword
       - Vioarr judges them passable
       - Their heavy armor makes up for their lack of skill
     + Attack
       - They take a step and swings broadly
     + Low health description
     + Combat reward
       - Options 1
         * Their blade isn’t very sharp
         * Will you take it
       - Options 2
         * Their armor is good
         * Will you take it
  9. Brute
     + Description
       - A large brute tries to club you but miss
     + Attack
       - Thay take a step and swings broadly
     + Low health description
     + Combat reward
       - Options 1
         * The club is too heavy for you to take
       - Options 2
         * Their armor is good
         * Will you take it
* Dialogues
  1. Enemy dodges attack
     + They are too quick on their feet
     + Your attack missed
  2. Player dodges
     + Vioarr blessed your feet
     + You dodged their attack
  3. Enemy dies
     + They have succumbed to their injuries
  4. Enemy spared
     + You have spared their life
     + You have gained Vioarr’s favor
  5. Enemy Spared failed
     + The enemy is still willing to fight
     + You bring shame to Vioarr
     + You have lost favor with Vioarr
  6. Enemy legs broken
     + Their legs are broken
     + It is harder for them to evade you
  7. Enemy arms broken
     + Their arms are broken
     + It is harder for them to put strength into their attacks
* Dialogues End
  1. Player dies
     + you were truly a brave warrior
     + you were truly a brave warrior
     + you were the warrior god's best
     + you went crazy when you got a child
     + Got out of warrior god's blessing
     + but you are now unfit to even honor Vioarr
     + what a shame
     + Now, you are deplorable
     + now you are reprehensible
     + now you are
     + \*Title screen\* ABERRANT
     + \*Roll credits\*
  2. Player wins:
     + You can go now
     + It seems part of Vioarr’s favor still resides inside you
     + I would wish you a good warrior's rest
     + But we both know that won't happen
     + Oh Vioarr, may you bless this lost soul
     + May you give him your favor once more
     + \*Title screen\* Aberrant
     + \*Roll credits\*