**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 come across a chapel
       - You can pray to any gods
       - Will you pray to Vioarr
     + Pray Vioarr Success
       - 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 give donate your defense to Vioarr
     + Success
       - Vioarr has blessed you
       - You feel stronger
     + Fail
       - You gain favor with Vioarr
  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
     + 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
     + Success
       - Vioarr has blessed you
       - You feel healtier
     + 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
     + Success
       - Vioarr has blessed you
       - You feel invigorated
     + Fail
       - You feel burnt
       - That liquid must have been cursed by the outer god
* 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
       - Would you like to equip 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