**DM DIALOGUES**

* Start
  1. Intro
     + You know how it goes. The great Vioarr has judged you before
     + But just in case, would you like me to explain the rules regardless
  2. Explaining the rules
     + Right I forgot you couldn’t talk
     + Then let me give you this \*gives Yes no options\*
     + Use left click to point at what you would like to answer
     + Great, now have this too \*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 or cowardly spare the adversary
     + But remember that Vioarr the powerful watches over you
  4. Finishing combat
     + You are ready
     + May Vioarr bless you
* Boons
  1. Intro
     + You come across a chapel
     + You can pray to any gods
     + Will you pray to Vioarr
  2. Pray Vioarr Success
     + Vioarr has blessed you
     + You feel stronger
  3. Pray Vioarr fail
     + Vioarr has accepted your prayer
     + You have gained favor
  4. Pray outer god
     + Reprehensible
     + You have lost favor with Vioarr
     + The outer god has healed you
* 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
* Random