**Purpose**

This scene revolves around the hunter, a quiet, deadly, tactical villain who has assassinated the queen and is after the princess primarily for monetary gain.

**Script**:

H: Watch out!

N: You gasp as you see the hero jump to block an arrow headed straight for your chest. If not for his incredible reaction time, you likely would have been dead before you even knew it. Turning your head to where the arrow came from, you spot a mysterious, cloaked figure, carrying a crossbow of sorts. The quiver on their back is filled to the brim with arrows.

V: Not bad, hero! I knew you weren’t all talk after all! As for you princess, you won’t be getting away again!

**Dialogue Options**

(Explore) Are you the hunter who slayed the queen?

(Explore) Wait… Are you the same villain we faced earlier?

[1 (Act) Prepare to fight](#dzavzay8jrui)

[2 (Act) Prepare to flee](#mze8ayu04mkz)

[3 (Act) Try to reason with the figure](#4z5z4uoccsr4)

**1 (Act) Prepare to fight**

N: The hero, seeing your courage to fight, draws his sword.

V: You will fight me? Come! Let me show you… HELL! (horrible aatrox reference, obviously we won't put this in)

[2 (Act) Prepare to flee](#mze8ayu04mkz)

[4 (Act) Tell hero to prepare a spell](#ag6mh5epsrzh) (If you have magic)

[5 (Act) Fire an arrow at the hunter](#6cs6ut44nphp) (If you have a bow)

**2 (Act) Prepare to flee**

P: Let’s just run away again. He isn’t worth our time.

N: The princess and the hero start to run away from the hunter, but the hunter is surprisingly fast, and able to keep up. Eventually, you start to get tired, and realise that you won’t be able to run from him forever.

[6 (Act) Hide and prepare an ambush](#sqvyz08kiiip)

[7 (Act) Charge at the hunter with the hero](#r0ncjhbm0f9h)

**3 (Act) Try to reason with the figure**

[put some dialogue, but ultimately this option does not work out and you are forced to pick one of the other two]

[1 (Act) Prepare to fight](#dzavzay8jrui)

[2 (Act) Prepare to flee](#mze8ayu04mkz)

**4 (Act) Tell hero to prepare a spell**

[hunter gets scared and starts answering your questions, maybe he can also explain his lore, then you have the chance to spare him]

[10 (Act) Tell hero to fire a spell at the hunter](#hzj7f6nd182y)

[11 (Act) Spare the hunter](#qmdcrmas04io)

**5 (Act) Fire an arrow at the hunter**

[he dodges the arrow, you have a fight with the hunter, he starts using the trees to his advantage so it's hard to directly fight him, he catches the hero off guard but you have the option to jump in front of the arrow, if you don't jump in you go to the path where the hero is shot in the leg]

[14 (Act) Jump in front of the arrow](#qe5emnwv1qcy)

[15 (Act) Do not jump in front of the arrow](#psaehfjbx6g0)

**6 (Act) Hide and prepare an ambush**

N: You signal to the hero to hide behind a large tree, to which he nods and follows you. Suddenly, you realise that you have lost sight of the hunter, and he is nowhere to be seen. All of a sudden, you hear a cry of pain from the hero as an arrow pierces his leg. Suddenly, you spot the hunter slowly approaching, seemingly triumphant that he has taken the hero out of the fight.

H: Run away! I can buy some time for you!

[8 (Act) Shoot the hunter with the hero’s bow](#e5b3xm1e9lbc)

[9 (Act) Run away](#nrwyj9nebum1)

**7 (Act) Charge at the hunter with the hero**

[hero blocks the hunter’s arrows but the hunter starts to run away and uses the bushes well, pivot to the branches where you either save the hero or don’t]

[14 (Act) Jump in front of the arrow](#qe5emnwv1qcy)

[15 (Act) Do not jump in front of the arrow](#psaehfjbx6g0)

**8 (Act) Shoot the hunter with the hero’s bow**

N: With his guard lowered, the hunter is not able to react fast enough and you pierce him directly in the chest. He collapses to the floor in a cry of pain. You did it! The hunter is defeated. Unfortunately, when you turn to see the hero, you see him lying in a pool of blood. He seems to have bled a lot since being hit by the arrow. You quickly tend to his wounds, doing [whatever wound tending stuff, idk, i guess covering the wound and putting a tourniquet?].

**SAVED HERO ENDING**

**9 (Act) Run away**

N: You muster up the strength to run away one final time. Stopping to hide behind a tree, you see the hunter approach the hero, ready to finish him off. Just as the hunter is about to fire an arrow straight into the hero’s chest, you see the hero quickly knock the hunter off his feet and jump on top of the hunter. He beats the hunter with his bare hands, showing incredible strength. However, as you prepare to back the hero up, the hunter retaliates, driving a hidden knife straight into the hero’s chest before falling limp. You rush to the hero, but it is clear that he will not make it. [insert cheesy dialogue before hero dies]

**SACRIFICED HERO ENDING**

**10 (Act) Tell hero to fire a spell at the hunter**

[hunter gets defeated by magic]

[12 (Act) Go back to village and hide magic](#2caybarmrwhi)

[13 (Run away with hero)](#70h1qjmqzavo)

**11 (Act) Spare the hunter**

[hunter catches you off guard and shoots you in the chest, hero becomes enraged and defeats the hunter, since you took magic the hero uses the taboo spell to resurrect you, leading to the banished hero ending]

**BANISHED HERO ENDING**

**12 (Act) Go back to village and hide magic**

[you go back to village, the village discovers that the hero has used magic, he gets banished]

**BANISHED HERO ENDING**

**13 (Run away with hero)**

[you and hero run away together with your magic]

**HAPPILY EVER AFTER ENDING**

**14 (Act) Jump in front of the arrow**

[the hero gets enraged and defeats the hunter, you have some dialogue with him before you die, since no magic you can't be revived]

**SACRIFICED PRINCESS ENDING**

**15 (Act) Do not jump in front of the arrow**

[hero gets shot in the foot similar to 6, you get the same options as that path]

[8 (Act) Shoot the hunter with the hero’s bow](#e5b3xm1e9lbc)

[9 (Act) Run away](#nrwyj9nebum1)

**Other dialogue ideas**:

(Explore) We already escaped from you once… Do you really think we can’t get away again?

(Thought) I should wait for the hero to act…