**Villain Encounter**

0 Villain Encounter Start

1 (Act) Hide

2 (Act) Tell hero to brandish sword

3 (Act) Tell hero to brandish bow with poisonous arrows

4 (Act) Try to reason with the villain

1 (Act) Hide

P: Quick! Let’s hide!

N: The princess and the hero ran to hide behind a thick tree. They heard the shadowy figure’s footsteps slowly get closer as it searched for them.

5 (Act) Set a trap for the villain

6 (Act) Run in the opposite direction as the villain

(Act) Ambush the villain as he passes → 19 (Act) Use sword / 20 (Act) Use bow with poisonous arrows

2 (Act) Tell hero to brandish sword

[hero pulls out his sword, villain is scared]

11 (Act) Charge at the villain

4 (Act) Put away sword and try to reason with the villain (if you didnt give up on reasoning with him before)

3 (Act) Tell hero to brandish bow with poisonous arrows

[the hero nods and takes out the bow, gets ready to fire, villain is scared]

12 (Act) Fire a shot into the darkness

4 (Act) Put down bow and try to reason with the villain (if you didnt give up on reasoning with him before)

4 (Act) Try to reason with the villain

[no dialogue here, maybe just show the 3 options to reason with him]

13 (Act) Offer a bribe so they stops chasing you

14 (Act) Try to reach the villain emotionally

15 (Act) Persuade the villain that capturing you is a waste of time

5 (Act) Set a trap for the villain

N: The hero and princess set a trap for the villain to fall into.

H: They probably won’t fall for the trap without us luring them in.

7 (Act) Taunt the villain to lure him in the trap

8 (Act) Run away and hope the trap stops him from chasing you

6 (Act) Run in the opposite direction as the villain

P: Let’s take our chance to get away!

N: The princess and hero ran in the opposite direction as the shadowy figure, but the villain was close enough to hear their footsteps.

V: Running away now? You’ll regret it later if you don’t face me now.

9 (Act) Keep running

10 (Act) Stop and prepare to face the villain

7 (Act) Taunt the villain to lure him in the trap

N: The princess pretended to slip and fall while running away.

V: Hahahaha! You really think you can get away from me when you can’t even run without slipping?

**DARK MAGIC LORD**

8 (Act) Run away and hope the trap stops them from chasing you

P: Let’s run away! I think they’ll be caught off guard if they have to run fast to chase us!

N: The princess and the hero ran away, leaving the trap in between them and the shadowy figure. As they got further and further, they heard the shadowy figure’s voice slowly getting quieter.

V: A trap? You really think I would fall for such an amateur plot? You might have delayed me now, but you won’t be able to escape me forever!

**HUNTER**

9 (Act) Keep running

[you get away from the villain]

**HUNTER**

10 (Act) Stop and prepare to face the villain

2 (Act) Tell hero to brandish sword

3 (Act) Tell hero to brandish bow with poisonous arrows

4 (Act) Try to reason with the villain

11 (Act) Charge at the villain

[villain is evasive, you aren't able to directly reach him, you realize he’s running in circles]

16 (Act) Set a trap (weapon)

17 (Act) Block his path and catch him off guard with an attack

18 (Act) Let the villain run away

12 (Act) Fire a shot into the darkness

[arrow misses, you hear the villain start to run]

24 (Act) Keep chasing and firing arrows

18 (Act) Let the villain run away

13 (Act) Offer a bribe so they stop chasing you

P: You know, I’m a very wealthy princess. If you agree to stop trying to capture me, I could reward you handsomely.

V: Trying to offer me a bribe? I’ll have you know that no amount of money you can pay will be enough to change my mind.

(Act) Try to reason with him in some other way → 15 (Act) Persuade the villain that capturing you is a waste of time / 14 (Act) Try to reach the villain emotionally

23 (Act) Give up on reasoning with him

14 (Act) Try to reach the villain emotionally

P: You know… You don’t have to do this. You weren’t always trying to capture me, right? Come with us back to the kingdom, we can make things right.

N: The villain stepped out in front of the princess, revealing a tall, muscular figure similar to that of the hero.

V: You know… you’re right. I used to be a part of your kingdom. But forget it. There’s no way I can go back now. If I don’t capture you, I- I’ll-

N: The villain turned and ran away. Somehow, the princess was sure that this wouldn’t be the last time they encountered him.

**FALLEN HERO**

15 (Act) Persuade the villain that capturing you is a waste of time

P: Do you really think you can capture me again? You’re just wasting your time. You can’t overcome the hero and I!

V: You greatly overestimate your abilities. I’ve already captured you before, I know all about you. There’s no way you can escape me forever.

(Act) Try to reason with them in some other way → 13 (Act) Offer a bribe so they stop chasing you / 14 (Act) Try to reach the villain emotionally

23 (Act) Give up on reasoning with them

16 (Act) Set a trap (weapon)

21 (Act) Drop your weapon and pretend to reason with them

22 (Act) Keep chasing them

17 (Act) Block their path and catch them off guard with an attack

[you catch the villain off guard, vengeful spirit revealed]

**VENGEFUL SPIRIT**

18 (Act) Let the villain run away

[villain runs away while being scared, princess and hero progress]

**VILLAIN TYPE FOR LETTING HIM RUN AWAY**

19 (Act) Ambush the villain as they pass → (Act) Use sword

[The hero catches the villain off guard, stabs him, but then it gets revealed that it’s the vengeful spirit]

**VENGEFUL SPIRIT**

(Act) Run away

20 (Act) Ambush the villain as they pass → (Act) Use bow

N: The hero fired a shot into the darkness as the footsteps drew near. It sounded like the arrow pierced something!

V: Nice shot, but your poison has no effect on me! I will leave you be for now, but this is not over!

**POISON WITCH**

21 (Act) Drop your weapon and pretend to reason with them

[he gets caught in the trap]

**DARK MAGIC LORD**

22 (Act) Keep chasing them

[it took too long for you to set the trap, the villain got away]

**VILLAIN TYPE FOR LETTING HIM RUN AWAY**

23 (Act) Give up on reasoning with him

2 (Act) Tell hero to brandish sword

3 (Act) Tell hero to brandish bow with poisonous arrows

24 (Act) Keep chasing and firing arrows

[you hear the arrow pierce flesh, the villain is revealed to be the poison witch, she tells you your poison wont work on her, she leaves you for the time being]

**POISON WITCH**

**Idea: separate poison witch and femme fatale**