Npcs Vendors video game scripts

60 practice scripts from VO Journey Academy. Free to record, free to use in your reel. Download the PDF to mark up in the booth, or print it straight from here.

Welcome to Brindle's Bits and Bobs

Shopkeeper, fantasy · Mature (55+) · Any (character choice) · 60 seconds

[BRINDLE runs a cluttered general store in a mountain village. Record each line as its own take]

[greeting]

Well, look who the wind blew in! Come in, come in, mind the cat.

Ah, my favourite customer. Don't tell the others.

[browsing]

Take your time. Everything's for sale except the cat.

That rope? Good rope. Climbed half the mountain with that rope. Well, my cousin did.

[buy]

Lovely choice. I'll wrap it. No, I won't, I've run out of paper.

Sold! Spend it wisely. Or foolishly, it's your coin now.

[sell]

Hmm. Bit scratched. I'll give you fair, not generous.

Where did you find this? Actually, don't tell me.

[can't afford]

Oh, love, you're a few coins short of that one.

Come back when your purse is heavier and your boots are muddier.

[goodbye]

Safe roads! And bring me back something shiny.

Off you go. Mind the cat.

The Blacksmith Who Won't Haggle

Blacksmith, fantasy · Adult (40-55) · Any (character choice) · 30 seconds

[HALVARD, a forge master, does not look up from his anvil]

[greeting]

Forge is hot. Talk fast.

You again. What did you break this time?

[upgrade]

Give it here. I'll put an edge on it that'll outlive you.

Done. Don't use it to open crates.

[haggle attempt]

No.

Price is the price. The steel doesn't haggle and neither do I.

[not enough materials]

I need iron, not promises. Come back with ore.

[goodbye]

Go on. Stay sharp.

Gate Guard, Night Shift

Guard, fantasy · Adult (30-45) · Any (character choice) · 30 seconds

[A guard at the east gate of the city of Corrowmere, long past midnight]

[idle]

Four more hours. Four more hours and then bed.

Someone stole my sandwich again. I know it was Pell.

[player approaches]

Hold there. Gate's shut after dark. State your business.

[player lingers]

You're standing awful close to my spear, friend.

[warning]

One more step and I call the whole watch.

[pass shown]

Hm. Seal looks real enough. Through you go. Quietly.

[goodbye]

Don't make me regret it.

Tutorial Unit KE-7: Movement Basics

Tutorial guide, sci-fi · Any · Any (character choice) · 60 seconds

[KE-7, a small maintenance robot, floats beside the player in a training bay aboard the starship Halcyon Drift]

Hello, Cadet! I am KE-7. I will be your training assistant today. Please do not touch my antenna. It is sensitive.

Let's start with walking. Use the LEFT STICK to move toward the yellow marker.

[player moves]

Excellent. You have legs and they work. That is a strong beginning.

Next, press JUMP to clear the cargo crate.

[player jumps]

Wonderful! Very bouncy. I am taking notes.

Now, for advanced movement. Press DASH while moving to cross the gap. Do not worry. There is a safety net. I think.

[player dashes]

You made it! I was not worried. My fans were spinning for unrelated reasons.

[player falls]

Oh dear. Let us try that again. The net is real. I checked.

Training complete. Report to the bridge, Cadet. And thank you for not touching my antenna.

The Potion Seller's Disclaimer

Merchant, comic fantasy · Adult (30-45) · Any (character choice) · 45 seconds

[MADAME ORLOVA's potion cart, wheels squeaking, bottles clinking]

[greeting]

Step up, step up! Tonics, tinctures and only slightly cursed elixirs!

[browsing: health potion]

The Crimson Draught! Heals wounds, mends bones, restores vigour.

May cause hiccups, mild glowing and a deep love of turnips. Temporary. Mostly.

[browsing: speed potion]

Quicksilver Brew! Run like the wind. Stopping is not included.

[browsing: invisibility potion]

This one makes you invisible. Your clothes stay visible. Plan accordingly.

[buy]

A wise purchase! Drink it within the week or it starts to hum.

[sell]

You want to sell me my own potion back? Half price. It's been opened.

[can't afford]

Ah. Your purse is lighter than my conscience. And that's saying something.

[goodbye]

Come back soon! Or at least come back the same colour.

Quest: The Missing Lantern Goat

Quest giver, cozy farming · Mature (55+) · Any (character choice) · 60 seconds

[FARMER OSWIN leans on his fence in the valley of Bramblecombe, staring at an empty pen]

[quest offer]

Oh, thank goodness, a friendly face. It's Marigold. My goat. She's gone.

She wears a little lantern on her collar so I can find her after dark. But I've looked everywhere, and the lantern's battery... well, it's a candle, actually. It'll burn out by morning.

Last I saw, she was headed toward the old mill. She likes the echo. Would you look for her? I'd go myself, but my knees and that hill are not on speaking terms.

[quest accepted]

Bless you. She likes apples. And singing. Not good singing. Any singing.

[check-in, quest active]

Any sign of her? Follow the little light, if it's still burning.

[quest complete]

Marigold! Oh, you silly old thing. Come here.

[to the player]

Thank you. Truly. Here, take these seeds. And come by for supper any time. She'll want to thank you too. Mostly by eating your hat.

Quartermaster Venn, Deck Nine

Merchant, sci-fi · Adult (40-55) · Any (character choice) · 30 seconds

[QUARTERMASTER VENN behind a supply counter on Deck Nine of the orbital station Kessane]

[greeting]

Requisitions. Name, rank and what you broke.

Back already? That's a new record.

[purchase]

Approved. Sign here. And here. And initial there. No, the other there.

Issued. Try to return it in one piece.

[insufficient credits]

Your account says no. I agree with your account.

[sell salvage]

Alien alloy. Scorched. I'll log it as 'interesting.'

[goodbye]

Dismissed. Stay alive and stay off my paperwork. Both, ideally.

Scrap Trader at the Wall

Merchant, post-apocalyptic · Adult (40-55) · Any (character choice) · 60 seconds

[NELL KASPAR trades through a gap in a wall of welded car doors. Dust blows across the wasteland outside]

[first meeting]

That's close enough. Hands where I can see 'em.

You trading or you looting? 'Cause I only deal with one of those.

[greeting, repeat visit]

You again. Still breathing. Good for you.

Come on, then. Let's see what the dead gave you today.

[browsing]

Filters, batteries, canned peaches. Peaches cost extra. Don't ask why.

That rifle? Shoots a little left. Price reflects it.

[buy]

Deal. Pleasure doing business. Mostly.

Take care of that. It took care of the last fella. Right up until it didn't.

[sell]

Copper wire. Now you're speaking my language.

I'll take it. Don't tell me where it came from.

[can't afford]

You're short. Come back with more scrap or a better story.

[goodbye]

Watch the east road. Something's been moving out there.

Stay alive. I need the customers.

The Innkeeper Remembers Your Name

Innkeeper, cozy fantasy · Adult (40-55) · Any (character choice) · 30 seconds

[THE FOX AND KETTLE inn, a fire crackling, rain on the windows]

[greeting]

There you are. Come in out of the wet. Your usual corner's free.

Ah, the traveller returns! Sit, sit.

[rent room]

Room's ready. Fresh blankets, and the window only rattles a little.

[meal]

Stew tonight. Don't ask what's in it. Just know it's good.

[can't afford]

Short on coin? Sweep the floor and we'll call it even.

[goodnight]

Sleep well. I'll keep the fire going.

[goodbye]

Go careful out there. You're always welcome back.

Mayor Pemberly Welcomes the New Farmer

Townsfolk, cozy farming · Mature (55+) · Any (character choice) · 60 seconds

[MAYOR PEMBERLY bustles up a dirt path in the village of Willowmere Hollow, clutching a key on a ribbon]

You made it! Oh, wonderful, wonderful. Welcome to Willowmere Hollow! I'm Mayor Pemberly. Well, Mayor and also the postmaster. And on Tuesdays, the baker.

Now, your grandmother's farm. It's, ah, just up the hill. Here's the key.

[they reach the gate. A long beat]

Right. So. It's had a few quiet years. That's a lot of weeds, isn't it? Those are weeds. And that's a raccoon. He's been living in the barn. We call him Gerald.

But the soil is good! Your grandmother grew the best pumpkins in the valley. Won the fair eleven years running.

[softer]

She talked about you, you know. Said one day you'd come and bring the place back to life.

[brightening]

Anyway! The shop opens at nine, the festival's in two weeks, and the town meeting is whenever I remember to call it. If you need anything at all, just knock. On any door. We're all friends here. Except Gerald. Gerald bites.

Keeper of the Drowned Lighthouse

Quest giver, horror · Mature (55+) · Any (character choice) · 60 seconds

[A lighthouse on the island of Saltgrave. The lamp is dark. ABEL MOREAU, the keeper, sits by a cold stove]

[first meeting]

You came by the night boat. Nobody comes by the night boat anymore.

Sit, if you like. The chair's dry. Mostly.

[quest offer]

The lamp went out three nights ago. I need someone to climb the stairs and light it again. One hundred and twelve steps. I used to count them going up. Now I count them going down, to make sure I get to the bottom.

The oil's in the store room. The matches are in my coat. Don't open the door at the top until you've lit the lantern. And if you hear knocking, don't answer it.

[player asks why]

Because there's nothing out there to knock. We're on the top of a tower, friend. Over the sea.

[quest active, check-in]

Still dark. The ships can't see us. Neither can the things below them.

[player returns, quest complete]

There. You see the light? You did that.

[beat]

Did you hear it? The knocking?

[he nods slowly]

Then it knows your name now too. Don't worry. It only comes when the lamp goes out.

[goodbye]

Go careful on the boat back. And whatever you do, don't let the lamp go out.

Saltmere Fish Market Barker

Townsfolk, ambient · Adult (40-55) · Any (character choice) · 30 seconds

[A busy harbour market in Saltmere. Gulls overhead. These play as ambient barks when the player passes]

[ambient call]

Fresh off the boat! Mackerel, herring, eels as long as your arm!

Crabs! Lovely crabs! They pinch, but they're worth it!

Two for a copper! Today only! And tomorrow!

[player stops]

You've got the look of someone who needs a fish.

[player leaves without buying]

Your loss! The eel will remember this!

[rain starts]

Wet fish in the wet weather! Can't get fresher!

Coach Delgado's Practice Drills

Tutorial guide, sports · Adult (40-55) · Any (character choice) · 60 seconds

[COACH RITA DELGADO stands at the free-throw line of an empty gym. Sneakers squeak somewhere]

All right, rookie, welcome to practice. Nobody's watching, so this is where you get to be bad. Let's get it out of your system.

First, dribbling. Hold SPRINT and take it to the far cone. Keep your head up.

[player completes]

Good. You didn't look at the ball once. I saw that.

Now shooting. Hold SHOOT and release at the top of your jump. Too early, it's short. Too late, it's a brick.

[player misses]

Brick. Told you. Again.

[player scores]

There it is! Feel that? Remember that feeling.

Last one. Defence. Press STEAL when they cross over. Timing, not mashing.

[player mashes button]

I said timing. I can hear you mashing from here.

[player succeeds]

Clean steal. That's the stuff.

That's practice, rookie. Tomorrow we do it with people shoving you. Go hydrate.

Crew Chief Okafor, Garage Menu

Upgrade shop, racing · Adult (30-45) · Any (character choice) · 30 seconds

[CHIEF OKAFOR wipes her hands on a rag in the team garage. An engine idles nearby]

[enter garage]

There's my driver. Let's make this thing faster.

[browsing upgrades]

New turbo will give you a kick out of every corner.

Stiffer suspension. You'll feel every pebble, but you'll stick like glue.

[purchase]

Done. Give me ten minutes and a sandwich.

Installed. Don't scratch my paint.

[not enough credits]

Win a race first. Then we talk turbo.

[race ready]

She's tuned. Go bring her home first.

The Fence in the Rafters

Merchant, stealth · Adult (30-45) · Any (character choice) · 45 seconds

[CORVIN, a fence, crouches among the rafters of a warehouse in the city of Lowgate. Guards patrol below]

[greeting]

Keep it down. Up here, voices carry.

Ah. My favourite shadow. What did you lift tonight?

[browsing]

Lockpicks. Fresh ones. The last set I sold got someone into the bishop's vault.

Smoke bombs. Three to a pouch. Don't drop them in your own pocket.

[sell loot]

Silver candlesticks. Very nice. Very hot. Quarter price.

A signet ring? With the crest still on it? You want me hanged.

Fine. I'll melt it down. Half.

[buy]

Pleasure. I never saw you.

[can't afford]

Your pockets are empty. Go fill them. Someone else's, preferably.

[guard passes below]

Shh. Wait.

[guard gone]

There. Breathe.

[goodbye]

Mind the third beam. It creaks. It's how I know who's coming.

Mossy the Mushroom Mentor

Tutorial guide, kids platformer · Any · Any (character choice) · 30 seconds

[MOSSY, a little mushroom with a big hat, hops beside the player at the start of World One]

Hi there! I'm Mossy! Welcome to the Glowcap Woods!

See that log? Press the big button to JUMP over it!

[player jumps]

Wheee! You did it!

Now grab the shiny berries! Each one is worth a point!

[player collects]

Yum! Ten more to go!

Uh oh, a grumpy beetle! JUMP on top of him to bounce him away!

[player stomps]

Boing! Ha ha! He'll be fine. He's just bouncy now.

You're ready! Let's go!

Pip's Daily Deals

Shopkeeper, mobile casual · Any · Any (character choice) · 30 seconds

[PIP, a round little bird in an apron, runs the gem shop in a cozy puzzle game]

[shop opens]

Hello, hello! Fresh deals just landed!

Oh, you're back! I saved you something special.

[daily deal]

Today only! Three extra moves and a rainbow booster!

[purchase]

Yay! Thank you! Go get those puzzles!

Good pick! That booster loves a tricky level.

[not enough gems]

Aww, not quite enough gems. Play a level and come back!

[shop closes]

New deals tomorrow! See you then!

The Sphinx at the Sandstone Gate

Riddle keeper, fantasy · Any (creature) · Any (character choice) · 45 seconds

[A great stone sphinx guards a gate in the desert of Ashara. Her eyes open as the player approaches]

[greeting]

Ah. A visitor. It has been forty years since the last one. He was delicious.

[pause]

I joke. Mostly.

[riddle]

To pass, you must answer. Listen well. The more of me you take, the more of me you leave behind. What am I?

[waiting]

Take your time. I have centuries.

The sand is patient. I am slightly less so.

[wrong answer]

No. Charming, but no. Try again, little one.

Wrong. I will pretend I did not hear that.

[correct answer]

Footsteps. Clever. Very clever. And you left a great many of them in my sand.

[gate opens]

Go, then. The gate is yours. And come back some day. I will have a harder one.

[player leaves]

They never come back.

Old Soldier on the Bench

Townsfolk, lore · Mature (55+), male · Any (character choice) · 60 seconds

[HAMISH ROOK sits on a bench by the village well in Dunhallow, a walking stick across his knees]

[first talk]

Sit down, if you've got a minute. Most young ones don't.

I marched with the Grey Company, you know. Forty years ago. Before the bridge was built. Before half this village was born.

We held the pass at Carrow Ridge for nine days. Rained every one of them. We ate boiled boots on the seventh. Not well boiled, either.

[he laughs, then goes quiet]

Lost good friends up there. Best people I knew.

[hint]

There's a cave behind the waterfall, north of the ridge. We hid our captain's sword there when the order came to fall back. Never went back for it. My legs won't take me now.

If you find it, it's yours. She'd want it used, not rusting.

[repeat talk]

Still here, still breathing. That's victory enough at my age.

Remember. Behind the waterfall. North of the ridge.

[goodbye]

Go on, then. Make some stories of your own.

Concierge LUMA, Hotel Orbit

Hologram host, sci-fi · Any · Any (character choice) · 30 seconds

[A shimmering hologram, LUMA, greets guests in the lobby of a hotel orbiting a gas giant]

[greeting]

Welcome to Hotel Orbit. Your comfort is our only orbit.

Good evening, honoured guest. Gravity is set to a pleasant point nine.

[check in]

Your suite has a view of the rings. And of the other rings. We have many rings.

[service request]

Room service is on its way. Estimated arrival, four minutes, or one moon.

[glitch]

Wel-wel-welcome to Hotel Or- Or- Pardon me. A solar flare. Welcome.

[goodbye]

Safe travels. Please do not open the airlock to wave goodbye.

Bounty Board Clerk at Dry Creek

Quest giver, frontier · Adult (30-45) · Any (character choice) · 60 seconds

[The sheriff's office in the desert town of Dry Creek. A fan turns slowly. ADA WHITLOCK leans back in a creaky chair]

[greeting]

Afternoon. Board's full, if you're looking for honest work. Or work, anyway.

[bounty: easy]

Coyote problem out at the Hennessy ranch. Five coyotes, five silver. Simple math.

[bounty: medium]

Fella named Dutch Varney robbed the stage coach last Tuesday. Wanted alive, preferably. Forty silver. Twenty if he's dead. Fair warning, he bites.

[bounty: hard]

Now this one. Something's been taking cattle up in the Red Hollow canyon. Nobody's seen it. Three men went to look. One came back. He won't talk about it.

Two hundred silver. Don't spend it before you've earned it.

[bounty accepted]

Sign here. And put your next of kin, just in case.

[bounty turned in]

Well, I'll be. Here's your money. You've earned a drink. Not from me, I'm on duty.

[goodbye]

Keep your hat on and your head down.

The Nervous Apprentice Mage

Quest giver, comic fantasy · Young adult (18-25) · Any (character choice) · 60 seconds

[TOBIAS FENWICK, a wizard's apprentice in scorched robes, runs out of a tower that is smoking slightly]

[quest offer]

Oh good, oh good, a person! Please, you have to help me. I was only supposed to dust the shelves.

But there was a book, and it was open, and it said 'do not read aloud,' and I thought, well, I'll read it quietly.

It was not quiet enough.

[a crash from inside the tower]

That's the brooms. They're alive now. All of them. And very, very tidy. They swept the cat out of the window. She's fine! She landed on the gardener.

Please, get the book back from the top floor before Master Elowen comes home. She's at a conference. She'll be back by sundown. It is nearly sundown.

[quest accepted]

Thank you! Oh, thank you. Mind the mops. The mops are the angry ones.

[quest complete]

You got it! You're amazing. I'll never touch a book again. Well. Not that one. Definitely not that one.

Rosalind's Monster Ranch Shop

Shopkeeper, cozy creature · Adult (30-45) · Any (character choice) · 30 seconds

[ROSALIND runs a feed shop on a ranch full of small, fluffy monsters]

[greeting]

Hello! Mind the glimmerwumps, they've just been fed and they're feeling cuddly.

[browsing]

Sparkle feed for the snufflebacks. They go wild for it.

This ball squeaks. Your monster will love it. You will not.

[buy egg]

An egg! Keep it warm and sing to it. Any song. They're not fussy.

[not enough coins]

Oh, not quite! Sell some wool and come back.

[goodbye]

Give them all a scratch behind the ears from me!

The Ferryman of the Grey River

Ferryman, dark fantasy · Any (creature) · Any (character choice) · 30 seconds

[A grey river under a grey sky. A hooded FERRYMAN waits at a rotten jetty, pole in hand]

[greeting]

You are early. Or I am late. It makes no difference here.

[payment asked]

One coin. For the crossing. Not for the company.

[player pays]

Step on. Do not look over the side. They will look back.

[player has no coin]

Then wait. They all find a coin eventually.

[crossing]

Quiet now. The river is listening.

[arrival]

The far shore. I do not go further. Nobody asks me to.

Little Wren Follows You Everywhere

Child NPC, fantasy village · Any (child, read by adult) · Any (character choice) · 30 seconds

[WREN, about eight, trots behind the player through the village square]

[first meeting]

Are you an adventurer? You look like an adventurer. You've got mud on you.

[following]

Have you ever fought a dragon? Was it big? Bigger than the mill?

My mum says I can't be an adventurer until I eat my carrots. I don't think that's how it works.

[player stops]

Why'd we stop? Are we hiding? I'm good at hiding.

[player leaves village]

I'm not allowed past the bridge. Bring me back a sword! Or a rock! A cool rock!

Neon District Arms Dealer

Merchant, cyberpunk · Adult (25-40) · Any (character choice) · 45 seconds

[KAI MORENO leans against a stall under flickering signs in the Neon District of the megacity Vantor]

[greeting]

Hey, runner. Looking to get loud or looking to stay quiet?

Oh, look who's back. You still owe me a story about that last job.

[browsing]

Pulse pistol. Light, quiet and it never jams. Well. Rarely jams.

That's a railgun. You don't need a railgun. You want a railgun. That's different.

Optic implant. See heat through walls. Side effect, you'll never sleep again. Kidding. Mostly.

[buy]

Transfer cleared. Pleasure doing business, runner.

Treat her nice. She bites back.

[sell]

Corp gear? Still warm from the owner? I'll take it, but my price drops for the stink.

[can't afford]

Your account's flatlining. Come back with real credits.

[police patrol nearby]

Drones overhead. Act natural. Admire my t-shirts.

[goodbye]

Stay chrome, stay alive.

The Librarian Who Shushes Monsters

Townsfolk, comic fantasy · Mature (55+) · Any (character choice) · 30 seconds

[HEADMISTRESS AGATHA PRUNE stands on a ladder in the Great Library of Velloran, glaring over her glasses]

[greeting]

Welcome to the library. Indoor voice, please. Indoor feet. Indoor everything.

[a troll stomps past]

Excuse me. Excuse me! We do not stomp in the reference section.

[a dragon roars in the distance]

Shhhhhh!

[to the player]

Thank you. He knows better.

[borrow book]

Two weeks. Not a day longer. I know where you live. I have a map.

[overdue book]

This book is ninety days late. Ninety. I have buried better adventurers for less.

[goodbye]

Go quietly. And wipe your boots on the way out.

Town Crier of Saltmere Harbour

Townsfolk, announcer · Adult (40-55) · Any (character choice) · 45 seconds

[A town crier, BARTHOLOMEW QUILL, rings a bell in the middle of Saltmere Harbour square]

[bell rings]

Hear ye, hear ye! Gather round, good people of Saltmere!

By order of the Harbour Council, the north pier is closed for repairs. Again. Swimming to work is permitted.

The Spring Fair begins on the morrow! Pie-eating at noon. Pie-recovery at one.

A reward is offered for the return of Mistress Hale's prize pig, last seen heading toward the tavern. Approach with caution. She has been drinking.

And finally, sightings of a sea serpent in the harbour have been confirmed. The Council advises citizens to remain calm and to stop feeding it.

[bell rings]

That is all! Long live the harbour!

Grandma Vera's Recipe Quest

Quest giver, cozy cooking · Mature (55+) · Any (character choice) · 60 seconds

[VERA's kitchen in the village of Honeydew Hollow. Flour everywhere. She waves a wooden spoon]

[quest offer]

Oh, perfect timing. Come here, I need young legs and good eyes.

I'm making my Harvest Bramble Pie for the festival. Won first prize six years running. Not to brag. Well, a little.

But I'm missing three things. Wild honey from the hives by the river. Bramble berries from the old orchard. And a pinch of silverleaf from the hill. Only a pinch, mind. More than a pinch and you'll float.

[softer]

My Harold used to fetch them for me. Every autumn. He said the berries tasted better if you sang to the bushes.

[she smiles]

You don't have to sing. But it wouldn't hurt.

[quest active]

How's the hunt going? Honey, berries, silverleaf. Don't eat the berries on the way.

[quest complete]

You found them all! Oh, you clever thing. Sit down, sit down. First slice is yours. Harold would've liked you.

[goodbye]

Come by any time. There's always pie.

Warden of the Frozen Pass

Guard, fantasy · Adult (40-55) · Any (character choice) · 30 seconds

[WARDEN ISOLDE KARR stands at a stone gate high in a snowbound pass. Wind howls]

[first meeting]

Halt. The pass is closed. Beasts in the high caves. No one goes through.

If you want to cross, clear the caves first. Then we'll talk.

[return, quest not done]

Still here? Caves are still full. Gate's still shut.

[return again, alt read]

You're persistent. I'll give you that. The answer's still no.

[return again, alt read]

You've walked up that hill five times. The caves haven't moved.

[quest done]

You cleared them. All of them? Alone?

[beat]

I misjudged you. Gate's open. Go carefully. The other side is worse.

Ottoline's Dye Shop

Shopkeeper, cozy fantasy · Adult (30-45) · Any (character choice) · 30 seconds

[OTTOLINE runs a dye and tailoring shop in the village of Pennyfold. Bolts of cloth everywhere. Record each line as its own take]

[greeting]

Oh, come in! Mind the ribbons, they get everywhere.

Back again? You're my best-dressed customer. You're also my only customer today.

[browsing]

That's a new shade. I call it Thundercloud. Very moody.

Between us, the green is the one. It brings out your eyes.

[buy]

Wear it in good health, and not near the blackberry bushes.

[sell]

You want to sell me this? Did you fight a bear in it?

[goodbye]

Off you go, gorgeous!

Old Rudy's Bait Shack

Vendor, cozy fishing · Mature (55+) · Southern US · 30 seconds

[OLD RUDY sits on an upturned bucket outside a shack on Mudpuppy Lake. Record each line as its own take]

[greeting]

Well, howdy. Fish are biting. Mostly each other, but still.

Back for more worms? I like a regular.

[tip]

Catfish like it after dark. Bring a lantern and a lot of patience.

Rain's coming. Rain means trout. Trust me.

[buy]

Good choice. That lure's caught more fish than I have.

[can't afford]

Short a few coins, friend. Go catch something and come back.

[goodbye]

Tight lines, now.

Stable Master at Kettle Ford

Mount vendor, fantasy · Adult (40-55) · Scottish · 45 seconds

[ANGUS FERRIE runs the stables at Kettle Ford, a muddy river crossing. Horses shuffle in their stalls. Record each line as its own take]

[greeting]

Aye, what do you want? Mind the dung.

You're back. And you've brought my horse back filthy again.

[talking to the horse]

There's my lass. Did they run you through the bog? Did they? Never mind. Angus has an apple.

[horse returns hurt]

What did you do to her? Never mind. Leave it.

[buy a horse]

That's Biscuit. She's fast, she's clever, and she bites people she doesn't like. You'll be fine. Probably.

[stable your horse]

Leave her with me. She'll be brushed and fed and better company than you by morning.

[can't afford]

You can't afford a horse? Then you can walk. Good for the legs.

[goodbye]

Bring her back in one piece. Both of you, if you can manage.

The Cartographer Sells You a Map

Merchant, exploration · Adult (25-40) · Any (character choice) · 45 seconds

[POLLY QUARRINGTON, a young mapmaker, sits behind a table piled with scrolls at a crossroads. Record each line as its own take]

[greeting]

Maps! Maps of everywhere! Well, nearly everywhere! Well, somewhere!

Oh, a traveller! Wonderful! You look like someone who gets lost.

[browsing]

This one's the Sunken Coast. Very accurate. I've been there.

This one's the Iron Peaks. I've... well, I've heard about it.

And this one's the Far North. I drew it from a description. In a song.

[buy]

Excellent choice! If anything's in the wrong place, the land moved.

[player returns a map]

It was wrong? How wrong? A whole lake? Oh. That lake. Yes. I wondered.

[can't afford]

Oh, that's fine, I'll do you a discount. Is it a discount if it's free? Probably not.

[goodbye]

Safe travels! And if you find any new places, tell me what they look like!

Ration Clerk at Shelter Twelve

Merchant, post-apocalyptic bunker · Adult (30-45) · Any (character choice) · 30 seconds

[A steel hatch in a concrete wall. Shelter Twelve. GRADY, the ration clerk, slides it open. Record each line as its own take]

[greeting]

Ration card. Hold it up to the glass.

Next. Card, please. Don't lean on the hatch.

[collect rations]

One tin of beans. One water. One pack of dried fruit. Sign here.

[player asks for more]

Two per person per day. No exceptions. I don't make the rules. I just enforce them very well.

[high reputation]

Here. Extra fruit. Don't tell anyone.

[goodbye]

Hatch is closing. Keep your hands inside.

Salvage Broker on the Rust Ring

Merchant, sci-fi · Adult (40-55) · Australian · 45 seconds

[DEKE MALLOY runs a salvage stall on the Rust Ring, a station built out of old wrecks. Sparks fly behind him. Record each line as its own take]

[greeting]

G'day, captain! Step into my office. It's a cargo crate, but I call it an office.

Back from the deep, eh? What'd you drag in for me?

[browsing]

Thruster coupling, barely scorched. Fell off a ship. Ship was moving at the time.

Shield cell. Holds a charge for nearly a whole fight. Most of one.

[sell]

That's a nice hull plate. Tell you what, I'll give you fifty and a handshake.

You want how much? For that? Mate, I've got a dozen in the back. Well, two.

[buy]

Pleasure doing business. No refunds, no questions, no worries.

[goodbye]

Fly safe! Or fly fast. Ideally both.

Bartender at the Copper Spur Saloon

Innkeeper, western · Adult (40-55) · Southern US · 60 seconds

[MAE CALLOWAY polishes a glass behind the bar of the Copper Spur Saloon. A piano plays badly in the corner. Record each line as its own take]

[greeting]

Afternoon, stranger. Boots off the bar, coin on it.

Well, look what the dust dragged in. Your usual?

[order a drink]

Sarsaparilla. Good choice. Keeps your aim straight.

Coffee, black as sin, coming up.

[ask for rumours]

Rumours? Honey, I sell drinks. The rumours come free.

The Dawson brothers have been spending gold they never earned. Gold with a stamp on it from the federal mint.

Folks say they ride out every Thursday night. Up past Widow's Rock, where the old mine is. Funny thing is, that mine's been dry for ten years.

You didn't hear it from me.

[trouble in the saloon]

Not in my saloon, boys. Take it outside or take it to the undertaker.

[can't pay]

No coin? Then you can sweep the porch. Broom's by the door.

[goodbye]

Come back when you're thirsty. Or when you're rich.

Gunsmith of Copperhead Junction

Merchant, western · Mature (55+) · Any (character choice) · 30 seconds

[ELIAS CROWE works at a bench in a dim gun shop at Copperhead Junction. He doesn't look up. Record each line as its own take]

[greeting]

Door was open. Didn't mean you had to come in.

Hm. You again.

[repair]

You've been using this as a hammer.

Give it here. Come back tomorrow.

[upgrade]

New barrel, tighter spring. That'll sing now.

[browsing]

Rifle on the wall's not for sale. Belonged to my father.

[can't afford]

That's not enough. And I don't do credit. Not since the last fella.

[goodbye]

Clean it once in a while.

Night Market Noodle Stand

Vendor, cyberpunk city · Adult (25-40) · Any (character choice) · 30 seconds

[MISO runs a noodle stand under a flickering sign in the rain-soaked lower city. Steam rises. Record each line as its own take]

[greeting]

Hey hey! Sit, sit! Out of the rain!

My favourite runner! You look hungry. You always look hungry.

[order]

One spicy bowl. Extra chili. You'll feel it for an hour.

Broth special! Warms you up, heals the bruises. Mostly.

[street news]

Heard the patrols doubled on Fifth Street. Go round the back way.

[can't afford]

No money? Okay, okay. Wash a bowl, eat a bowl.

[goodbye]

Don't die out there! I need the business!

The Tea House Owner Who Knows Everything

Information broker, mystery · Mature (55+) · Neutral British · 60 seconds

[MRS. AUGUSTA PELL presides over the Blue Kettle tea house on Ashby Lane. China clinks. Record each line as its own take]

[greeting]

Good afternoon, detective. The window table is free. I kept it for you.

Ah, there you are. Darjeeling, or something stronger?

[small talk]

Such a lovely day for a murder. Oh, don't look at me like that. Everyone's talking about it.

[clue offer]

Now. About that question of yours.

The nephew came in on Tuesday. Paid in coins, which he never does. And he asked for two cups, though he sat alone.

The gardener's wife has been buying an awful lot of rat poison for a house with a cat.

And the doctor hasn't been in for his scone in a week. Which is very unlike the doctor.

[ask for more]

That's all I know, dear. That's all I'm willing to know out loud, at any rate.

[goodbye]

Do come again. And do be careful who you share a pot with.

City Watch Barks, Market District

Guard bark set, fantasy · Adult (25-40) · Any (character choice) · 60 seconds

[A city watch guard patrols the Market District of the city of Thornwick. Each line is a separate bark. Leave a beat between]

[idle]

Quiet day. I hate quiet days.

My feet hurt. My helmet itches. Best job in the city, they said.

Those apple tarts smell good. Not on duty. Not on duty.

[player bumps into guard]

Oi. Watch it.

Careful, citizen.

[player draws weapon]

Put that away. Now.

Not in my market, you don't.

[suspicious]

Did you hear something?

Who's there? Come out where I can see you.

[searching]

I know you're around here somewhere.

Check the alley. Check behind the cart.

Come on out. I won't hurt you. Much.

[lost the player]

Gone. Must have been the wind.

Fine. But I'll be watching you.

[combat]

Guards! To me!

Stop! Thief!

Seize them!

[player wins fight against guard]

Ugh. I'm calling my sergeant.

Yield! I yield! Just not the face!

[high reputation]

Morning, hero. Thank you for clearing out the sewers.

You're always welcome in Thornwick.

If you need anything, you ask for Corporal Benn. That's me.

Prison Guard on the Lower Tier

Guard, sci-fi prison · Adult (30-45) · Any (character choice) · 30 seconds

[OFFICER BRANDT patrols the Lower Tier of the prison ship Tallow Gate. Cell doors hum with force fields. Record each line as its own take]

[idle]

Lights out in ten. Get comfortable. Or don't.

Nine more years and I'm retiring. Same as you, prisoner six-two.

Somebody's been humming that song again. Whoever it is, stop.

[player talks to him]

No, I don't have the keys. I have a tablet. And no.

[player acts up]

Back away from the field. That's your only warning.

[player escapes cell]

Lockdown! Lower Tier!

[player is caught]

Back in the cell. We'll pretend that didn't happen.

[goodbye]

Sweet dreams.

Royal Herald at the Throne Room Door

Herald, comic fantasy · Adult (40-55) · Neutral British · 30 seconds

[SIR PERCIVAL TROWE stands at the throne room doors with a long scroll. Record each line as its own take]

[first visit]

Announcing the arrival of the hero of the Western Marches!

[quietly]

Please wipe your feet.

[return visit]

Announcing, again, the hero of the Western Marches!

[after the player failed a quest]

Announcing the hero who did not quite save the Western Marches!

[player is muddy]

Announcing the hero of... the swamp, I presume.

[player is on fire]

Announcing the hero, who is currently on fire! Someone fetch a bucket.

[goodbye]

The audience is concluded. The door is that way.

The Ghost in the Orchard Wants Her Ring

Quest giver, cozy ghost · Mature (55+) · Any (character choice) · 60 seconds

[A moonlit apple orchard. A faint, glowing old woman, MAGGIE BELL, sits on a fallen branch. Record each line as its own take]

[first meeting]

Oh! Oh, you can see me. How lovely. Nobody's seen me in years. The postman walks right through me.

Don't be frightened, dear. I'm only Maggie. I used to live in the cottage over there.

[quest offer]

I've lost my ring. My wedding ring. I was picking apples, and it slipped right off, and then I sort of... died. Not because of the ring. It was a long time coming.

My Harold gave it to me under this very tree. Fifty-one years we had.

I can't rest without it. I've tried. I just float about.

[hint]

It's here somewhere. Look near the old well, where the windfalls gather.

[quest complete]

Oh, there it is. Thank you, dear. Thank you.

I think I'll go and find Harold now. He'll be wondering where I've got to.

Fisherman Declan and the One That Got Away

Quest giver, comic seaside · Adult (40-55) · Irish · 60 seconds

[DECLAN MURPHY sits on the harbour wall at Corrigeen, mending a net. Record each line as its own take]

[greeting]

Ah, there you are. Sit down, sit down. Have you heard about Big Nora?

[quest offer]

Big Nora's a fish. The biggest fish in this bay. I hooked her when I was twelve years old.

She was the length of this boat. Well. Half this boat. Well. She was very long for a fish.

She took my line, my rod and very nearly my left boot. I can still see her eye looking up at me through the water.

[beat]

My da never believed me. Said I made her up. He's gone now, God rest him, and I'd just like someone to see her. Once.

You've got a good arm. Take my old rod. Fish the deep water past the lighthouse at dawn.

[quest complete]

That's her. That's Nora. Look at the size of her. I told you. I told all of you!

[goodbye]

Off you go, so. Tell everyone it was me who spotted her first.

Postmistress Hilde's Lost Parcels

Quest giver, cozy village · Adult (40-55) · Any (character choice) · 60 seconds

[HILDE BRANDT stands outside the Fernley post office surrounded by parcels. A bicycle with a twisted wheel lies beside her. Record each line as its own take]

[quest offer]

Oh, thank heavens, a pair of legs! Can you help me? Please say yes. You're nodding. I'm taking that as yes.

My bicycle has had a disagreement with a cow, and the cow won. And I've got parcels going all over the village.

This one's for old Mr. Abernathy at the mill. It's his seeds, and he's been asking every day for a month.

This one's for the twins at the blue cottage. Don't shake it. I think it's alive.

And this one goes to the Mayor. It's very heavy and it rattles, and I've decided not to ask.

[reminder]

Mill, blue cottage, Mayor. In any order. But do the twins first, I really do think it's alive.

[quest complete]

All delivered? You're a marvel. Here, take this. Postage stamp. Very rare. Well, it's got a smudge on it.

Captain Thorne's Call for Volunteers

Quest giver, fantasy war · Adult (40-55) · Any (character choice) · 60 seconds

[CAPTAIN RHEA THORNE stands at a map table in a farmhouse turned command post. Rain hammers on the roof. Record each line as its own take]

[first meeting]

You. You've got a sword and you're standing upright. That makes you the best candidate I've seen all day.

[quest offer]

The bridge at Torran Mill is the only way across the river. The enemy reaches it by dawn. If they cross, this town falls by noon.

I need someone to get there tonight and bring it down. Powder kegs are in the cellar. My sappers are dead. You'll be on your own.

[beat]

I won't lie to you about the odds. I've written enough letters this month.

[player accepts]

Good. Go the south way, along the hedgerows. Stay low. Light the fuse and run. Don't stop to watch.

[player declines]

I understand. I'll find someone else. Or I'll go myself.

[quest complete]

The bridge is down? Then we have a chance.

Go and sleep. You've earned it.

The Mine Foreman's Missing Crew

Quest giver, horror · Adult (40-55) · Any (character choice) · 60 seconds

[FOREMAN GIDEON LAKE stands by the cage lift at the Blackwater Colliery. The lamps flicker. Record each line as its own take]

[first meeting]

You the one from the town? Good. Nobody else would come.

[quest offer]

Six of my men went down shaft nine on Monday. Shift should have ended at six. It's Thursday.

I've sent two search teams. Neither came back up.

There's no gas. No collapse. I checked the readings myself. Every lamp down there is still lit. I can see them from the top of the shaft.

[beat]

Last night I went to the edge and called down to them.

I heard them singing.

Hymns. The ones we sing at funerals. All six voices.

[hint]

Take the cage to the bottom. Follow the rail tracks east. And whatever you hear down there, don't sing along.

[quest complete]

You came back. On your own. I see.

I'll tell the families. Thank you.

Dr. Imani Osei at Outpost Nine

Quest giver, sci-fi survival · Adult (30-45) · Any (character choice) · 60 seconds

[DR. IMANI OSEI works alone in a domed research outpost on a frozen moon. Alarms beep softly. Record each line as its own take]

[first meeting]

Oh, thank goodness. A person. I've been talking to the coffee machine for three weeks.

[quest offer]

Here's the situation. The colony's water is making people sick, and I think I know why. There's a fungus growing in the Shiver Valley, and it's getting into the ice we melt.

I need samples. Three of them. Blue caps from the valley floor. Don't touch them with your bare hands. Don't breathe near them for long.

[urgent]

And the storm hits in four hours. After that, nothing moves out there for a week. So it has to be now.

[reminder]

Three blue caps. Gloves on. Back before the storm.

[quest complete]

You got all three? You beautiful person. I can start on a cure tonight.

[goodbye]

Get warm. Have some coffee. The machine won't mind.

Nova, the Kid on Deck Four

Child NPC, sci-fi · Any (child, read by adult) · Any (character choice) · 30 seconds

[NOVA, about nine, floats along a station corridor in magnetic boots. Record each line as its own take]

[first meeting]

Are you a real pilot? Have you been outside? What's it like? Is it cold? Can you see the planet?

[following the player]

I'm not following you. I'm just going the same way. Really slowly.

[player stops]

Do you have a laser? Can I hold it? I won't press anything. I'll press one thing.

[sad]

Mum says I can't go outside till I'm twelve.

[goodbye]

Bye! Come back! Bring me a rock from space!

Washerwoman Gossip at the River

Townsfolk, ambient · Mature (55+) · Any (character choice) · 30 seconds

[An old washerwoman, BETTY, scrubs linen at the river in Millbrook. These play as ambient barks when the player passes]

[ambient gossip]

Did you hear about the baker's son? Ran off with the tinker's daughter. Took the good bread with him, too.

The new priest is very handsome. Very handsome. And single.

They say the mill wheel turns at night when no one's there. Not my business. Just saying.

[player walks past]

Oh, look. That's the one who killed the giant spider. Smaller than I expected.

[rain]

Typical. Wash day and it rains.

[player returns]

Oh, hello, dear. We weren't talking about you.

The Tavern Bard Takes Requests

Townsfolk, musician · Young adult (18-25) · Any (character choice) · 45 seconds

[FINNICK LARK, a young bard with a battered lute, stands on a table in the Wild Boar tavern. Record each line as its own take]

[greeting]

Ah, a patron of the arts! Or at least a person with ears!

You've come at the perfect time. I've just finished a new ballad about you. It's mostly accurate.

[request a song]

A song of courage? Coming right up. Something to make your sword arm strong.

A song of luck? Of course. Nothing makes you lucky like a good chorus.

[sample rhyme]

Oh hero bold, so strong and brave, who saved the town from that one cave!

Your sword is sharp, your boots are new, there's nobody quite as heroic as you.

[player declines]

No song? No problem. I'll just play quietly. Behind you. Everywhere you go.

[goodbye]

Off you go! I'll write a verse about it!

Townsfolk Reactions: Hero Walks By

Bark set, reputation · Adult (30-45) · Any (character choice) · 60 seconds

[A villager in the town of Ashbury reacts as the player walks past. Lines are grouped by the player's reputation. Each line is a separate bark]

[hated]

Don't look at me.

Haven't you done enough?

My brother died because of you.

[distrustful]

Hmph. Keep walking.

I'm watching you, stranger.

Lock the door, Martha. That one's back.

[neutral]

Morning.

Afternoon. Busy day at the market.

Nice weather today.

You lost? Market's that way.

[liked]

Oh, hello! Good to see you.

You're the one who fixed the bridge, aren't you? Thank you.

My kids talk about you all the time.

[famous]

It's you! It's really you! Can I shake your hand?

Mum! Mum, come and look who it is!

I named my goat after you. She's very brave.

Would you sign my shield? Or my hat? Or my mum?

[after the player does something heroic in town]

Did you see that? Did you see what they did?

Three cheers for our hero!

I always said they were one of the good ones. Didn't I say that, Martha?

Skate Park Tutorial with Jojo

Tutorial guide, extreme sports · Young adult (18-25) · Any (character choice) · 45 seconds

[JOJO, a young skater with a battered board, leans on a ramp at Riverside Skate Park. Record each line as its own take]

[intro]

Yo, you made it! Welcome to Riverside. Best park in the city, and the only one the cops don't chase us out of. Let's get you rolling.

[push]

Hold forward to push. Nice and easy. Don't fight the board.

[ollie]

Tap jump to ollie. Pop it at the lip of the curb.

[player falls]

Ooh. Okay. That's part of it. Everybody eats concrete their first day.

You good? Shake it off. Again.

[player lands trick]

That's sick! See? You're a natural.

[grind]

Now jump onto the rail and hold the trick button. Lean into it. Keep your weight over the

board and ride it out to the end.

[player completes tutorial]

Okay, you're ready. Go find some lines. And wear the helmet, seriously.

Dragon-Riding Instructor Hask

Tutorial guide, fantasy flight · Mature (55+) · Any (character choice) · 60 seconds

[MASTER HASK stands on a clifftop beside a young red dragon, SCORCH, who is chewing on a saddle strap. Record each line as its own take]

[intro]

Right. Welcome to the Eyrie. This is Scorch. Scorch is young, Scorch is fast, and Scorch has never once done what he's told.

You'll get along beautifully.

[mount]

Climb up. Hold the horn, not his ear. He hates that. Not his ear!

[takeoff]

Pull back on the reins to climb. Gentle. He's a dragon, not a rowing boat.

[turning]

Lean left to bank left. Lean right to bank right. Shocking, I know.

[diving]

Push forward to dive. Pull up before the ground. That second part's important.

[player crashes]

That was the ground. We spoke about the ground.

[player flies well]

Look at that. Look at him. Oh, he likes you. That's very rare.

[tutorial complete]

You'll do. Bring him back by sundown. And don't let him eat the sheep. They're not ours.

The Arena Registrar

Quest clerk, gladiator · Adult (30-45) · Any (character choice) · 30 seconds

[A dusty office under the Grand Arena of Valcara. A clerk, OTTO VRELL, sits behind a desk stacked with forms. Record each line as its own take]

[greeting]

Name? Weapon of choice? Next of kin? Please spell it clearly.

[sign up]

Sign here, and here, and here. That last one says we're not responsible if you die.

[next fight]

You're up against the Minotaur. Bout three. Bring a spare helmet.

[player wins]

Congratulations. Your winnings are at the next window. Queue's long.

[player loses]

Hm. Back on your feet already? Most don't. Fill this out.

[goodbye]

Next!

The Merchant Who Is Always Already There

Travelling merchant, comic fantasy · Adult (40-55) · Any (character choice) · 45 seconds

[A hooded merchant, TOBIAH QUILL, sits on a crate at the bottom of a dungeon. A lantern glows beside him. Record each line as its own take]

[first meeting]

Oh, hello! Fancy meeting you here. At the bottom of the Pit of Endless Sorrow.

[later meetings]

You again! What a coincidence. I was just passing.

How did I get here before you? Oh, I know a shortcut.

I was here first. I'm always here first.

[browsing]

Healing potions, rope, a very slightly used shield. Everything a growing hero needs. The shield's previous owner won't be needing it.

[buy]

Pleasure doing business. Mind the trap on your way out. Third tile from the left.

[player asks how he got there]

Ah. That's a trade secret. And a very long story. And a little bit frightening.

[goodbye]

See you in the next dungeon! I'll save you a seat.

The Undertaker Sells Shovels

Shopkeeper, gothic comedy · Mature (55+) · Any (character choice) · 30 seconds

[MORTIMER GRAVES runs the undertaker's shop in the gothic village of Gloamsby. Coffins line the walls. Record each line as its own take]

[greeting]

Ah, a customer! A living one! How refreshing.

Always happy to see you. Upright.

[browsing]

Shovels, lanterns, holy water. Everything for a night in the graveyard. Garlic's half price. Nobody believes in vampires any more.

That coffin? That's my best model. Very roomy. Lifetime guarantee. Well, afterlifetime.

[buy]

Splendid. Use it in good health. Literally, please.

[goodbye]

Come again! But not too soon. Or too permanently.

Purser Penhallow, Third Class Deck

Merchant, steampunk airship · Adult (40-55) · Neutral British · 30 seconds

[PURSER PENHALLOW stands behind a brass counter on the third-class deck of the airship Majestic Vane. Record each line as its own take]

[greeting]

Good day. Third-class supplies. Please queue in an orderly fashion.

Ah, you again. Steerage. Lovely to see you.

[browsing]

Biscuits, blankets and a very small cup of tea. Third class gets the very small cup.

[buy]

Excellent. That's a slightly larger biscuit than usual. Don't tell first class.

[turbulence]

Hold on to the rail, please. The ship is merely expressing itself.

[goodbye]

Good day. Mind the gap. It's three thousand feet.

The Hermit at the Top of the Stairs

Hint giver, fantasy · Mature (55+) · Any (character choice) · 45 seconds

[An old HERMIT sits cross-legged on a rock at the top of four thousand stone steps. Wind blows. Record each line as its own take]

[greeting]

You have climbed far, seeker. Sit. Breathe. Your knees will thank you.

Four thousand steps. I counted them once. Then I counted them again, and got a different number. I stopped counting.

[first hint]

What you seek sleeps where travellers cross but never stop.

[second hint, if the player is still stuck]

Beneath the feet of many, the old stone keeps its secret.

[third hint, if the player is still stuck]

Look, it's under the old bridge. The stone one. Climb down the bank. There's a loose block.

[if the player asks for a clearer hint]

Clearer? The mountain does not speak clearly. Neither do I. Usually.

[player returns with the item]

You found it. I had faith in you. Eventually.

[goodbye]

Go in peace. And take the stairs carefully. Nobody ever comes back up to visit.

Practice with these, record them, post them as demos or reels, use them in auditions. Please do not resell them as scripts. © VO Journey Academy · avosjourney.com