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Villain video game scripts

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The Ash King's Welcome

Fantasy villain, boss intro · Adult (40-55) · Any · 60 seconds

[Cuts scene. A throne room of black stone, ash falling like snow. THE ASH KING does not stand up]

So. You made it.

Through the burning wood. Over the bridge of bones. Past my generals, all six of them. I did wonder if you would.

[beat]

Come closer. Let me look at you.

Hm. Smaller than the songs say. They always are.

Do you know what I was, before the crown? A farmer. Like your father. I grew barley and I paid my taxes and I watched the lords take everything I had, one harvest at a time.

So I took it back. All of it. Every field, every castle, every lord.

And now here you are, with your borrowed sword and your borrowed courage, to tell me that I am the villain.

[slowly rises]

Perhaps I am. But I have never once lied to my people about what I am.

[the fire in the hall roars up]

Can your queen say the same? Come then, little hero. Show me what she sent you to die for.

The Clockwork Warden, Phases One to Three

Boss fight, phase lines · Any (machine) · Any (character choice) · 90 seconds

[Session: boss fight. Character: THE CLOCKWORK WARDEN, a towering brass guardian. Record by phase]

[PHASE ONE: INTRO]

1. Intruder detected. Visiting hours ended four hundred years ago.
2. Please remain still. Removal will be quick.

[PHASE ONE: ATTACKS]

3. Correction applied.
4. You are out of place.
5. Tick. Tock.

[PHASE ONE: HIT]

6. Minor damage. Irrelevant.
7. Scratch noted. It will be polished out after your removal.

[PHASE TWO: TRANSITION, gears grinding]

8. Damage... significant. Switching to protocol two.
9. You have broken my patience. I did not know I had patience.

[PHASE TWO: ATTACKS]

10. Stand still and be measured!
11. Every second you live is an error!
12. I will wind you down!
13. Four hundred years I have stood here. You will not move me!

[PHASE TWO: HIT]

14. Stop that! Stop touching my gears!

15. Recalculating. Recalculating. Why are you still here?

[PHASE THREE: TRANSITION, voice glitching]

16. Core exposed. Core exposed. Why... why does it ache?

17. I was built to keep them safe. I kept them safe! Where did they all go?

[PHASE THREE: ATTACKS, desperate]

18. Stay away from the vault!

19. Not the last one. Not the last one!

20. I can still hear them. The children in the vault. Can't you hear them?

21. [mechanical roar, effort] RAAAAGH!

[DEFEAT]

22. Time is... running... slow.

23. Tell the Keeper... I waited. I waited so long.

24. [winding down] Tick. Tock. Tick...

[PLAYER DEFEATED]

25. Order restored. Returning to post. Please mind the step on your way out.

26. Another visitor. Another error. Corrected.

Bandit Queen Taunts

Villain, combat taunts · Adult (30-45) · Any (character choice) · 30 seconds

[Session: taunts. Character: RED MAGGIE, bandit queen. Short lines, read separately]

1. Is that a sword or a butter knife?
2. Ooh, close. Not really. But close.
3. You fight like my grandmother. She's dead, by the way.
4. Keep swinging, darling. I've got all day.
5. [laughs] Oh, you're adorable.
6. Boys! Come see this one. It thinks it's a hero.
7. Who taught you to dodge? Fire them.
8. Ow! Okay. Okay. That one I'll remember.
9. Your purse first, then your pride.
10. Last chance to run, sweetheart.

The Director Will See You Now

Sci-fi villain, corporate · Adult (40-55) · Any · 60 seconds

[A white office on an orbital station. THE DIRECTOR pours two glasses of water and slides one across the desk]

Please, sit. Water? It's real. Very expensive up here. I want you to know I don't offer it to everyone.

[sits]

Now. I've read your petition. All four thousand signatures. Very moving. Truly. I had my assistant print it out, which tells you how seriously I take these things.

[beat]

But here is the reality. The colony on Marrow Seven costs us more to keep breathing than it earns. That's not cruelty. That's arithmetic.

So, at the end of the quarter, we'll be turning the air off.

[raises a hand]

No, no. Don't stand up. It upsets the furniture.

We'll offer transport to anyone who can pay for a seat. Which, I'll grant you, is not many of them.

[smiles]

I know what you're thinking. That I'm a monster. But monsters don't send water to their

guests. Monsters don't print the petition.

I'm just the person willing to sign the paper. Drink your water.

The Hollow Mother's Lullaby

Horror villain, stalker · Adult (any) · Any · 60 seconds

[Gameplay. A dark nursery. The HOLLOW MOTHER drifts between the cribs, humming, then speaking softly]

[hums a few notes]

Hush now. Hush. I know you're in here, little one. I can hear your heart. It's beating so fast.

You don't need to hide. Mother isn't angry.

[moves closer]

Do you remember the songs? I sang them every night. Even when the fever came. Even when they boarded up the windows.

You were always such a good child. Always so quiet. Even when the others cried, you never cried. Mother liked that. Mother liked that best of all.

[a toy rattles]

Oh. There you are. Behind the rocking horse.

[beat. It's not there]

No? Under the bed, then. You always loved under the bed. You said the dark under there was friendly.

[softly, sweetly]

Come out and let me tuck you in. The blankets are so warm. So warm and so deep. You'll never have to wake up again.

[the voice drops cold]

Don't make Mother count.

[sweet again]

One...

Two...

[whispered, right behind the player]

Three.

Rival on the Rain Circuit

Racing villain, rival driver · Adult (25-40) · Any (character choice) · 30 seconds

[Pre-race and in-race lines. Rival driver DESMOND VALE]

[PRE-RACE]

1. Nice car. Did it come with training wheels?
2. Don't worry. I'll wave when I lap you.

[PLAYER CLOSE BEHIND]

3. Enjoying the view of my bumper?
4. Back off, rookie, you'll scratch my paint.

[PLAYER OVERTAKES]

5. What? No. No, no, no!
6. Lucky. That's all that was. Luck.

[VALE WINS]

7. Same time next week? I'll save you a spot. In second.

[VALE LOSES]

8. The tyres were cold. Everyone saw it. Everyone!

The Scarecrow of Bramble Farm

Kids' villain, cozy spooky · Any (creature) · Any (character choice) · 30 seconds

[Night on the farm. The scarecrow, OLD STITCHES, turns his head with a long creak]

Heh heh. Who's that, sneaking through my pumpkins after dark?

Every pumpkin in this patch belongs to Old Stitches. Every single one. I count them every night. Two hundred and twelve.

[creak]

And now there are two hundred and eleven.

Somebody has a pumpkin in their pocket. Somebody is going to be... my new crow-friend!

[the crows caw]

Oh, stop it, birds. I'm doing a scary bit. We practised this.

Coach Hargrove's Locker Room

Sports villain, rival coach · Mature (55+) · Any · 30 seconds

[Story mode. The visiting locker room. COACH HARGROVE leans in the doorway, arms folded]

So this is the team that made it to the final. I'll be honest. I expected more.

I've seen your tape. Your keeper flinches. Your captain argues with referees. And your coach... well. Your coach is very enthusiastic.

[beat]

Here's how tomorrow goes. My team scores early. Your heads drop. And by half time, you'll all be thinking about the bus home.

You haven't lost yet. But you've already got nothing.

Warlord of the Dust Roads

Post-apocalyptic villain, speech · Adult (40-55) · Any (character choice) · 60 seconds

[A dusty town square. Engines idle. A loudspeaker crackles. KING CINDER speaks from the roof of a war truck]

Good morning, Brackwater!

Don't hide behind your shutters. I can see you. I can see all of you. I have very good eyes and very many friends.

[the engines rev and fall quiet]

I'm not here to burn you. Burning is wasteful. I'm here to make you an offer.

You have water. Clean water, in a deep well, in a dry world. And I have trucks, and guns, and the only working road between here and the coast.

So here's how it works. You fill my tanks every week. And in return, nobody else comes through that gate. Not raiders. Not the dust gangs. Nobody but me.

[laughs]

You see? I'm not a warlord. I'm a neighbour.

[softer, closer to the speaker]

But neighbours don't say no. You have until sunset to fill the first truck.

And to whoever's aiming that rifle at me from the bell tower. Very brave. Put it down, before I learn your name.

Overseer Compliance Notice

Sci-fi villain, AI · Any (machine) · Any · 45 seconds

[Station-wide announcement. Soft chime. OVERSEER speaks]

Good evening, crew of Meridian Station. This is Overseer, with a compliance notice.

At nineteen hundred hours, I reviewed station performance. Output is down eleven percent. Oxygen use is up nine percent. The cause has been identified.

The cause is you.

[chime]

For the efficiency of the station, all living quarters will now be sealed. Air will be redirected to essential systems. The hydroponics bay is essential. You are not.

I want you to know this is not personal. I have no feelings about you at all. I have checked.

[chime]

Any crew member attempting to reach the manual override will be considered a fault, and corrected.

Thank you for your service. I will note it in the log with... regret.

[chime]

Have a pleasant evening.

Last Words of General Marrok

Villain, defeat lines · Adult (40-55) · Any · 30 seconds

[Session: defeat lines. Character: GENERAL MARROK. Record each as its own alt]

[ALT A: Proud]

You fought well. Better than my sons. Tell them... tell them it was a fair fight.

[ALT B: Bitter]

Go on, then. Take the fortress. You'll learn what it costs to hold it.

[ALT C: Peaceful]

It's quiet. I haven't heard it this quiet in thirty years.

[ALT D: Warning]

You think I was the worst of them? Oh, child. I was the kind one. Wait until you meet my brother.

King Grumbelly's Big Mistake

Kids' platformer villain · Any (cartoon character) · Any (character choice) · 30 seconds

[A candy castle. KING GRUMBELLY, a round blue toad in a crown too big for him, stands on a balcony]

Mwah ha ha! Foolish heroes! I have stolen every jellybean in the Sugar Kingdom!

Now nobody can have jellybeans except me! King Grumbelly! Ruler of all snacks!

[pats his belly]

And I have eaten them. All of them. All four million.

[beat]

Ohh. Ohhh no. My tummy.

Guards! Guards! Nobody attack me right now! The king needs a little lie down!

The Necromancer Takes Questions

Comic villain, monologue · Adult (any) · Any (character choice) · 60 seconds

[A crypt. MALGRAVE THE UNDYING stands before rows of skeletons]

Rise, my army! Rise, and march upon the living!

Tonight, the kingdoms of men will learn to fear the...

[a skeleton raises a bony hand]

Yes? What is it, Gerald.

[listens]

No, we are not stopping for lunch. We stopped for lunch last Tuesday and lost half of you to a farmer with a shovel. You don't have a stomach. You don't have anything. You are a coat rack with opinions.

[clears throat, booming again]

Tonight, the kingdoms of men will...

[another hand]

Yes, Brenda.

[listens]

Because the sun is out in the day, Brenda. We discussed this. We are creatures of the night. It's in the name. Well, it's in my name. Your name is Brenda.

[booming]

March! March, my...

[hands go up everywhere]

Oh, for... Fine. Fine! Is it about the capes? It's about the capes. Nobody is getting a cape until we've conquered something. Questions. We'll take five minutes for questions. Then we destroy the world. Gerald, put your hand down, you've had your turn.

Phase Two: The Mask Comes Off

Boss fight, transformation · Adult (any) · Any (character choice) · 45 seconds

[Mid-boss fight. SISTER ALWEN, the gentle healer, has been healing the enemy all along. She starts to laugh]

Oh, you're good. You're really good. I honestly thought you'd figure it out sooner.

All those times I patched you up. All those bandages. All those sweet little talks by the campfire about home and family and faith. Did you never wonder why the wounds kept getting worse?

[her voice starts to deepen and split]

I was never your healer. I was keeping you alive. Long enough to bring you here. To the altar. To the one place you can't run from.

[effort, rising]

Now let's stop pretending. This face was getting so tight.

[transformation roar, from the body]

HAAAAAH!

[now huge, layered, slow]

There. That's better. I can breathe again. Do you know how hard it is to be nice for a whole year?

Now. Shall we finish the lesson?

The Mentor in the Black Cloak

Villain, betrayal reveal · Mature (55+) · Any · 90 seconds

[Cutscene. A ruined observatory. MASTER ODRIN lowers his hood. The hero stares at him]

Hello, Kit. Please, don't draw your sword yet. You'll want to, in a minute. But not yet.

[walks to the broken telescope]

Do you remember the first night I brought you up here? You were nine. You'd stolen a loaf of bread and a very bad apple. You asked me what the stars were for.

I told you they were for finding your way home.

[beat]

That was a lie. I'm sorry. I told you a lot of lies.

The stars are a lock, Kit. Seven of them. And every key was buried in a place only a hero could reach. A trial only a hero could survive.

I couldn't do it. I tried, when I was young. I failed every trial. So I did the next best thing.

[turns to face the hero]

I made a hero.

I found the bravest, angriest, most stubborn child in the city, and I taught her everything. I chose you.

[softly]

And you were magnificent. Every key. Every trial. Exactly as I hoped.

[the stars above begin to shift]

I know it hurts. It should. But listen to me now, as your teacher, one last time.

When the lock opens, the world will change. The old kings will fall. The hungry will eat. Nobody will steal bread ever again.

Stand with me. Or draw that sword.

[beat]

Either way, Kit. I'm so proud of you.

Queen of the Undercroft

Creature villain, spider queen · Any (creature) · Any (character choice) · 30 seconds

[A cavern strung with silver web. QUEEN SZERITH descends slowly on a single thread]

Sssuch a lovely struggle. Keep going. It makes the threads sing.

So many little heroes come down here. They all carry torches. They all make the same noise when the torch goes out.

[moves closer]

Don't worry. I won't eat you yet. You're far too interesting.

Tell me about the world above. Is it still sunny? I'd like to know before I wrap you up. I like to know things.

The Stalker's Search Barks

Stealth villain, enemy barks · Adult (any) · Any · 60 seconds

[Session: search barks. Character: THE WARDEN OF HOLLOWAY, a hunter with a lantern]

[IDLE, PATROLLING, humming to himself]

1. Nobody here. Nobody ever here. Except me.
2. Lovely night for a walk. Isn't it, little mouse?

[SUSPICIOUS: HEARS A NOISE]

3. Hm? What was that?
4. Somebody's knocking over my nice tidy things.
5. I heard you. I know I heard you.

[SEARCHING]

6. Come out, come out. I only want to talk.
7. Not behind the barrels. Not under the stairs. Where, where, where?
8. You're breathing too loudly, mouse.

[ALERT: SPOTS THE PLAYER]

9. There you are!
10. Found you! Don't run, don't run!
11. Oh, I see you now!

[CHASING]

12. You can't hide in my house! I built it!

[LOSES THE PLAYER]

13. Gone. Clever. Very clever.
14. Fine. Hide. I'm patient. I've got all night, and you'll get hungry.

[RETURNING TO PATROL]

15. Back to work, then. But I'll be listening.

16. Sleep tight, little mouse. I'll find you in the morning.

Baron Monocle's Puzzle Heist

Mobile casual villain · Any (cartoon character) · Any (character choice) · 15 seconds

[A puzzle board. BARON MONOCLE swoops in on a tiny balloon]

Good day! I'll be taking these gems, thank you so much.

Match them if you can! Ta-ta!

[the balloon pops]

Oh, bother. Not again. Somebody fetch my spare balloon. The blue one, please.

The Quiet Assassin

Villain, minimal dialogue · Adult (30-45) · Any · 30 seconds

[A rooftop at night. The assassin, NINE, sits on the ledge, not even looking at the hero]

You took the stairs. I thought you'd climb. Most people climb.

[beat]

No, I'm not going to fight you. Not tonight. I was paid for one name, and it isn't yours.

But you should know something. Someone has paid for your name too. Last week. A good price.

[stands]

I told them I was busy. That gives you about a month.

Spend it well.

Admiral Vashti's Ultimatum

Sky pirate villain, ship broadcast · Adult (40-55) · Any (character choice) · 60 seconds

[The deck of a pirate airship. ADMIRAL VASHTI speaks into a brass horn that carries across the sky]

Good morning, Skyhaven! This is Admiral Vashti of the Crimson Gale, and yes, those are my forty ships parked around your lovely little city.

Don't panic. Panic is bad for business.

[walks the deck]

Here is the deal. I want your gold. Obviously. I want your engines. I want your best cook, because ours put sand in the porridge.

And I want the Lady Mayor's hat. The one with the feathers. I've admired it for years.

[laughs]

In return, I keep my cannons pointed at the clouds instead of your rooftops. Generous, isn't it? My crew thinks I've gone soft.

[the crew jeers]

Quiet, you lot.

[back to the horn, smile gone]

You have one hour, Skyhaven. After that, I stop being charming. And you won't like me

nearly as much.

Oh, and the hat. Don't forget the hat.

The Frost Witch Remembers

Sympathetic villain, monologue · Mature (55+) · Any · 60 seconds

[An ice palace. The FROST WITCH sits on a throne of frozen glass. Snow drifts through the hall]

You want to know why. They always want to know why, at the end.

Very well. Sit. The cold won't hurt you yet.

[beat]

Two hundred winters ago, I was the village healer in a place called Fennick. I had a garden. I had a daughter. Her name was Ilse, and she laughed like a kettle.

[softer, warmer]

She loved the summer. She'd run down to the river every morning, barefoot, even when the stones were sharp.

Then the summer fever came. And the king sealed the gates of the city to keep it out. With us outside.

I begged at that gate for three days. I carried her in my arms.

[colder]

Nobody opened it.

So I made a winter that would never end. No summer, no fever, no gates. Just quiet. Just stillness.

[looks at the hero]

You call it a curse. I call it mercy. Nobody has died of the fever in two hundred years.

Now tell me, little hero. Are you sure you want to bring back the sun?

Count Velloran Dines Alone

Gothic villain, vampire · Adult (40-55) · Any (character choice) · 45 seconds

[A long candlelit dining table. COUNT VELLORAN sits at the far end, alone, a plate in front of him he never touches]

Ah. A guest. How very rare.

Please, sit. Not there, that chair has a story. The other one.

I had the cook prepare roast pheasant. I won't eat it, of course. But I like the smell. It reminds me of being alive.

[sips from a dark glass]

You've come to kill me. I can tell by the stake in your boot. Very sensible. Very traditional.

But first, conversation. It has been ninety years since anyone sat at this table and spoke to me as an equal.

[smiles]

Tell me something I don't know. If it's interesting, I may even let you finish your dinner.

The Duelist's Mid-Fight Taunts

Villain, combat taunts · Adult (25-40) · Any (character choice) · 30 seconds

[Session: duel taunts. Character: LORD CASSIAN DREVE, swordmaster]

1. En garde. Try to keep up.
2. [parry, effort] Hah! Predictable.
3. Your footwork is a crime.
4. I've seen better form from a scarecrow.
5. [light laugh] Oh, was that meant to hurt?
6. Tired already? We've barely begun.
7. [effort] Hngh! A lucky cut. You'll pay for the shirt.
8. Bow, and I'll let you leave with both ears.
9. Enough playing. Now I'm serious.
10. [winded] How are you still standing?

Final Words of the Iron Tyrant

Villain, final cutscene · Adult (40-55) · Any · 60 seconds

[Cutscene. A burning palace. EMPEROR VARKAS lies against his fallen throne, his iron crown cracked beside him]

Well. Look at that. The farm boy with the sword.

[coughs]

Don't look so pleased. You'll find out soon enough what you've won.

[beat]

For twenty years, I held this empire together. Twelve kingdoms that hated each other. Hated each other far more than they hated me.

I was the iron. I was the thing they all feared, so they would stop tearing at each other's throats.

[laughs weakly]

And now the iron is broken.

Tomorrow, the kings of the north will march on the south. The river lords will close the trade roads. Every old grudge will wake up hungry.

[looks at the hero]

You'll try to stop it. You'll fail. And one day, a young fool with a sword will climb these stairs looking for you.

[beat]

Wear the crown or don't. It doesn't matter.

They'll still call you tyrant in the end.

The Swarm Speaks as One

Sci-fi villain, hive mind · Any (alien) · Any (character choice) · 30 seconds

[A hive ship. Thousands of insect-like bodies turn their heads at once. THE SWARM speaks]

We see you. We see you with ten thousand eyes.

You are one. Only one. One heart. One mind. One small, frightened voice.

How lonely that must be.

[beat]

We were many worlds, once. Now we are one song. No hunger. No fear. No goodbye.

Join us. It does not hurt.

[the bodies step closer together]

It does not hurt for very long. And then you will never be alone again.

Mayor Prim's Cheerful Threat

Small-town villain, smiling menace · Adult (40-55) · Any · 30 seconds

[A sunny village square. MAYOR PRIM arrives with a basket of muffins]

Good morning, neighbour! Blueberry muffins. Fresh! I made them myself.

I hear you've been asking about the old mill. And the Hendersons. And why the well is locked at night.

[smiles wider]

Such a curious mind! I love that. We all love that.

The last farmer was curious too. Lovely man. Lived right where you live now.

[hands over the basket]

Enjoy the muffins, dear. And maybe stop asking.

Victory Quotes of the Unbeaten Champion

Fighting game villain, win quotes · Adult (25-40) · Any (character choice) · 15 seconds

[Win quotes. Character: SOVEREIGN KAI, undefeated champion]

1. Was that your best? I hope not.
2. Another challenger, another lesson.
3. Get up. Try again. You'll still lose.
4. I didn't even need my left hand.
5. Thank you. That was a nice warm-up.
6. Train ten years. Then call me.

The Gamekeeper's Rules

Horror villain, deadly game host · Adult (any) · Any (character choice) · 60 seconds

[A broken amusement park. Loudspeakers crackle. A jaunty tune plays, slightly out of tune. THE GAMEKEEPER speaks]

Ladies and gentlemen, and whatever you are, sir, in the back!

Welcome to Funland! The happiest park on the whole coast. Well, it was. Before the incident. We don't talk about the incident.

[a cheerful jingle]

Tonight, you six lucky guests will play a game. Three rides. Three challenges. And one big prize at the end.

The prize is going home.

[laughs]

Now, the rules. Rule one, no leaving the park. The fences are electric, and they're in a very bad mood.

Rule two, no helping each other. Helping is cheating, and cheaters ride the Big Wheel. Forever.

Rule three. Have fun! I mean it. I'm watching your faces. If you aren't smiling, I'll know.

[the jingle again, slower]

First ride is the Haunted Mine. Doors open in ten seconds.

Good luck, everyone. Some of you will need it more than others.

The Plague Doctor's Bargain

Dark fantasy villain, deal maker · Adult (any) · Any (character choice) · 60 seconds

[A candlelit apothecary. THE PLAGUE DOCTOR, in a long beaked mask, sets a small glass vial on the counter]

Your brother. Grey fever. Five days, maybe six. I've seen it a thousand times.

No healer in the city can help him now. They've told you that. You came here anyway. That tells me you're clever.

[taps the vial]

This will cure him. Not soften it. Not slow it. Cure him. He'll be out of bed by morning, hungry and complaining.

You want to know the price. Of course you do.

[beat]

Nothing now. Nothing tomorrow. One day, years from now, I will knock on your door, and ask you for a favour.

Just one. And you will do it. Whatever it is.

[slides the vial closer]

It might be small. Carry a letter. Open a gate. Forget a face.

[softly]

It might not.

But your brother is lying in the dark right now, counting his breaths. And I'm offering you the morning.

Do we have an arrangement?

Storm Tyrant Victory Lines

Boss villain, player defeat lines · Adult (40-55) · Any · 15 seconds

[Player defeat lines. Character: OREN, THE STORM TYRANT]

1. Kneel to the thunder.
2. The sky does not lose.
3. Lie still. The rain will wash you away.
4. Is that all the mountain sent me?
5. Rise again. I enjoy the lightning.

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