Villain 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.

The Ash King's Welcome

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

[Cutscene. 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.

The Tide Widow's Offer

Sea witch, bargain · Mature (55+) · Any (character choice) · 60 seconds

[A chapel half sunk in the sea. Water laps at the pews. THE TIDE WIDOW sits on the altar steps, knitting with something that is not wool]

Sit, sit. The pews are wet, but so are you.

Three days on that raft, wasn't it? I watched. I watch all of them. Most of them don't make it as far as my door.

[beat]

You want to go home. Of course you do. Little cottage, little garden, little sister waiting by the window. I know. The sea tells me everything, eventually.

I can send you there tonight. One wave. You'll wake up on your own doorstep with sand in your boots.

[she puts the knitting down]

And the price is nothing you'll miss right away. I'll take the years. Not all of them. Just the ones at the end, when you're old and slow and wouldn't be doing much anyway.

Ten. Perhaps fifteen. Who's counting?

[she smiles, and too many teeth show]

I am, dear. I'm always counting.

So. Shall we shake on it? Mind the hand. It's a little cold.

Ringmaster Vell Opens the Show

Circus villain, boss intro · Adult (40-55) · Any (character choice) · 60 seconds

[A torn circus tent at night. Spotlights snap on. RINGMASTER VELL stands in the centre ring, top hat, cane, a grin that doesn't move]

Ladies and gentlemen! Children of all ages! Uninvited guests who broke in through the elephant gate!

Welcome, welcome, to the final act of the Grand Vell Spectacular!

You've seen the fire eaters. You've met the strongman. Well. You've met what's left of him, and I do hope you're proud of yourself.

[he taps the cane once on the ground]

Sit down.

Do you know how long it took me to build this? Twenty-two years. Every rope. Every lantern. Every performer who ever ran away from home found a bed in my wagons.

And you came in with your torch and your little speech about freedom, and you set it all on fire.

[beat]

So here is the last act. You, me, and a ring of fire. No safety net.

[back to full voice, arms wide]

Ladies and gentlemen! The hero... will now attempt... to leave!

The Dreamwalker Visits Again

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

[A dream. A child's bedroom, but the walls are too tall and the window shows the sea. THE DREAMWALKER sits at the end of the bed]

There you are. I wondered if you'd come tonight.

You tried the tea again, didn't you? The one that's supposed to stop the dreams. Chamomile and something bitter. I could taste it on the way in.

[laughs softly]

It doesn't work. Nothing works. This is my house now, and you only visit.

[beat]

You haven't slept in four days. Not properly. I can tell. The edges of the room are going soft. Your hands look wrong when you look at them. That's you, by the way. Not me.

I'm not here to hurt you. I don't need to. I just sit here. I wait. And every morning you wake up a little more tired, and a little more mine.

[leans closer]

Close your eyes.

Oh. They're already closed.

Goodnight, love. Same time tomorrow.

The Toymaker's Invitation

Horror villain, creepy craftsman · Mature (55+) · Any (character choice) · 60 seconds

[A cluttered workshop. Hundreds of wooden dolls on shelves, all facing the door. THE TOYMAKER looks up from his bench]

Oh! A visitor. Come in, come in, out of the snow.

Don't mind them. They're shy. They only look.

[sets down a tiny chisel]

Lost, are you? Everyone who finds my door is lost. The road through the forest goes in circles after dark. I've never fixed the sign. I suppose I like the company.

Sit by the stove. Warm your hands. Such good hands. Steady. You could make lovely things with hands like those.

[beat]

I had an apprentice, once. And another after that. And another. They all said they'd stay forever.

[he gestures at the shelves]

And they did.

The last one cried a little, at the end. They usually do. Then they go so quiet. So peaceful.

[picks up the chisel again]

Now. Let's have a look at your face. I want to get the nose right this time.

Deacon Hale Rides Into Town

Western villain, outlaw boss · Mature (55+) · Any (character choice) · 60 seconds

[Main street of a frontier town. Doors slam. DEACON HALE walks his horse to the middle of the road and stops]

Afternoon, Fairwater.

Don't all come out at once.

[beat]

I see the new church went up. Real nice. Painted white. Must have cost a great deal of money. Money this town told me it didn't have back in the spring.

I'm not an unreasonable man. Ask anybody. Well. Ask anybody who's still around.

[the horse snorts. He pats its neck]

Here's how this goes. By sundown, I want the water rights to Copper Creek signed over, and I want the man who shot my brother standing right here on this spot.

Now, Sheriff. I can see you behind that rain barrel. You've got a good heart and a bad hand. Don't make your wife a widow over a creek.

[he tips his hat]

Sundown, folks. I'll be at the saloon. First round's on me. I believe the bar is mine now anyway.

The Usurper's Coronation

Fantasy villain, victory speech · Adult (40-55) · Any (character choice) · 60 seconds

[A palace balcony over a packed square. The hero kneels in chains behind THE USURPER, who raises a hand for silence]

People of Vantmere!

For three hundred years you were ruled by a family that never once walked these streets. Today, that ends. Today, you are ruled by someone who grew up in them.

[cheers from below]

[quietly, over the shoulder to the hero]

Hear that? They're cheering. Last week they were cheering for you.

[to the crowd]

I promise you bread in every window and a lamp on every corner. I promise you no more taxes for wars you never chose. I promise you that no child in this city will go to bed hungry while a duke sleeps on silk.

[quietly]

I mean it, by the way. That's the part you never understood. I'm going to be good at this. Better than they ever were. Better than you would have been.

[to the crowd]

And to those who stood against us, I offer mercy!

[quietly]

Not you, obviously.

[to the crowd, as the crown is lowered]

Long live Vantmere!

Doctor Mire on the Intercom

Mad scientist, lab broadcast · Adult (30-45) · Any (character choice) · 60 seconds

[Gameplay. A swamp research station. Rusty speakers crackle. DOCTOR MIRE speaks from somewhere above]

Oh! Hello! You found the east wing! Nobody finds the east wing. I don't even find the east wing.

Please don't touch the tanks. Those are my babies. Well. They're frogs. But they're very large frogs and they love me.

[SFX: glass shatters]

You touched a tank.

Fine. Fine! That's Herbert. Herbert is unemployed now because of you. I hope you can live with that.

[beat]

You know, most people would take the hint. Locked doors. Warning signs. The moat full of eels. I put a lot of thought into the moat.

[SFX: a door is kicked open]

Ah. You're in the generator room. Please don't pull the big red lever. It's not a trap. It just turns off the lights and then I can't see you, and I'll be very sad.

[the lights go out]

...You pulled the big red lever.

Captain Ysolde's Interrogation

Stealth villain, interrogation · Adult (40-55) · Any (character choice) · 60 seconds

[A stone cell under the barracks. CAPTAIN YSOLDE pulls up a stool and sits across from the prisoner]

Seven of my guards. Two locked gates. One very old dog who is now, I'm told, refusing to eat.

All that, to steal a letter.

[she lays the letter on the table]

Here it is. You can read it if you like. It's a shopping list. My sergeant's wife wanted onions.

[beat]

I'm not angry. I'm interested. Somebody told you this letter mattered, and somebody gave you the map of my barracks, and I would very much like to know who.

I've been doing this for nineteen years. I know the look of a hired hand, and you have it.

You're thinking about lying. That's fine. Everyone does at first. I'll hear the lie, and then I'll hear the truth, and the time in between is entirely up to you.

[she leans in]

I'll ask once more. Who sent you?

[silence]

No? All right.

[she stands, and calls through the door, softly]

Bring the onions.

The Lantern Prophet's Sermon

Cult leader villain, speech · Adult (any) · Any (character choice) · 60 seconds

[A flooded mine. Hundreds of small lanterns float on the black water. THE LANTERN PROPHET stands on a rock above the crowd]

Hush now. Hush. Let the water settle.

They told you the dark was empty. They told you to fear it. To bolt your doors and sleep with a candle burning, like children.

But we know better, don't we?

The dark is not empty. The dark is listening. And it has been so very patient with us.

Carry the light.

[the crowd murmurs it back]

Carry the light down. Down past the old tunnels. Down past the bones of the miners who were too afraid to go further.

Carry the light.

[softer]

And when you reach the bottom, you will set it down. And you will let it go out. And you will finally, finally, be home.

[beat. Then, without turning around]

You can come out from behind the cart, friend. There's a lantern here with your name on it.

The Collector's Gallery

Villain, statue gallery · Mature (55+) · Any (character choice) · 60 seconds

[A long marble gallery. Statues of armed warriors line the walls, every face caught mid-shout. THE COLLECTOR strolls ahead, hands behind his back]

Mind the rope. Thank you.

This one is Brannoc the Bold. Came at me with an axe in the spring of the drought year. Look at the detail in the beard. You don't get beards like that anymore.

And here, Sister Callowen. Very brave. Brought a holy relic. It didn't help, but I do admire the gesture.

[he pauses at an empty plinth]

Ah. This is my favourite part of the tour.

You see, I've always felt the collection was missing something. Youth, perhaps. A certain bright, foolish hope in the eyes.

[turns to face the hero]

Don't look so alarmed. It doesn't hurt. I'm told it feels like being very, very tired.

And you'll have a lovely spot. A space by the window. Morning light.

[softly]

Now hold still. Chin up a little. There.

The Dragon Who Counts Gold

Creature villain, dragon · Any (creature) · Any (character choice) · 60 seconds

[A vast cavern of gold. An enormous dragon, VORSKARR, lies across the hoard, one claw moving coins slowly from pile to pile]

Forty-one thousand and six. Forty-one thousand and seven. Forty-one...

[stops. Sniffs]

Someone has come into my cave smelling of onions and fear.

Don't bother with the shadows, little thief. I can hear your heart. It's going like a rabbit's.

[a long, rumbling sigh]

Do you know what you've done? I was counting. I count every hundred years. It takes nine of them. Nine years, and I was nearly finished, and now...

Was it forty-one thousand and seven? Or eight? I had it. I had it right there.

[quietly]

Now I have to start again.

[the coins shift as the dragon rises]

I am not going to eat you. Not yet. Thieves taste of rust and bad decisions. You are going to sit there, very still, and count with me. Out loud. And if you lose your place even once...

[an enormous eye opens, inches away]

One. Your turn.

The Bog Hag, Three Phases

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

[Session: boss fight. Character: GRANNY SKELL, a bog hag the size of a cottage. Record by phase]

[PHASE ONE: amused, playing with her food]
1. Ooh, visitors! Mind the mud, it bites.
2. Look at those shiny boots. Did your mother buy you those?
3. Ha! Missed. Try again, sweetling.
4. You're very loud for something so small.
5. Stay for supper. You can be supper.
6. Is that a sword? Granny's got a bigger spoon.
7. Come closer, I can't see you. My eyes aren't what they were.

[TRANSITION: she is hit hard and stops laughing]
8. Ow. That was rude.
9. Right. Granny's getting up now. Mind your heads.

[PHASE TWO: angry, the swamp rising with her]
10. Into the water with you.
11. The bog remembers every foot that steps on it.
12. Run, then! It's all mud for miles, and I know every inch.
13. Hold still, you little eel.
14. My frogs. You stepped on my frogs!
15. Three hundred years I've kept this swamp, and you come here and stamp on it.

[TRANSITION: she is wounded, voice cracking]
16. No. No, no, no. Not like this. Not to a child with a stick.

[PHASE THREE: desperate, throwing everything]

17. I was old when your kingdom was a puddle!

18. Take the whole swamp, then. Drown in it.

19. Get out of my home. Get out!

20. Sisters! Sisters, wake up, Granny needs you!

[DEFEAT: falling into the water, quiet]

21. All right. All right. You win.

22. Tell them Granny Skell went down hungry. And tell them she nearly had you.

The Twin Who Stayed Behind

Villain, sibling reveal · Adult (25-40) · Any · 90 seconds

[Cutscene. A burning watchtower. The masked general removes the helmet. The hero stares at their own face]

Say my name. Go on. You remember it.

[beat]

No? It's Wren. It was always Wren. You were the one who got a new name, in a new town, with a new family who never asked about the child they left behind.

I was nine. Mother said there was room in the cart for one more, and she looked at you, and she looked at me, and she chose.

I watched the road.

[voice catches, then hardens]

I watched it for a month. Every morning, I sat on the step and I watched the road, because I knew, I knew, you'd make her turn the cart around.

You didn't.

Then the snow came, and I stopped watching, and I started walking.

The soldiers found me in the spring. Gave me boots. Gave me a bed. Gave me a reason. Everything they took from this country, they took from people like you, who drove away and never looked back.

So yes. I burned your village. I'll burn the next one too.

[quieter]

But I'm not going to fight you. Not today.

[holds out a hand]

There's room on my horse for one more. This time, I'm the one choosing.

Come home.

Warden Kessler's Welcome

Sci-fi villain, prison warden · Adult (40-55) · Any · 45 seconds

[A docking bay on a prison asteroid. New inmates shuffle in. WARDEN KESSLER watches from a gantry]

Good morning, and welcome to Gallow Rock.

You'll have heard stories. Most of them are true. The food is worse than you've heard. The gravity is lighter. And nobody has ever left.

There are no fences here. There's no need. The nearest planet is four months away, and the shuttle you came in on is already leaving.

[SFX: engines fade]

There it goes.

You'll work twelve hours a day in the mines. You'll sleep eight. The other four are yours to spend however you like.

Some people read. Some people paint.

If you're thinking of escape, I always recommend you try the airlock. It's very quick.

Welcome home.

Lady Ishara Pours the Tea

Court villain, poisoner · Adult (30-45) · Any (character choice) · 45 seconds

[A garden pavilion. LADY ISHARA sets two porcelain cups on the table and pours]

I'm so glad you came. Nobody visits anymore. I can't think why.

Sugar? No? You're quite right. It hides the taste of things.

[she slides one cup across]

This blend comes from the southern hills. They pick it before dawn so the leaves are still cold. Smell it. Go on.

[she watches]

You're wondering which cup it's in. Everyone does. My late husband wondered for nearly a week.

[beat]

Mine has honey.

[she lifts her own cup]

Would you like to swap? You may. I won't be offended. I'll just pour another pot, and we can start all over again.

Drink up, darling. It's getting cold.

The Voice in the Radio

Horror villain, radio broadcast · Adult (any) · Any · 45 seconds

[Gameplay. Static on the player's handheld radio. Then a smooth, warm voice cuts through]

Good evening, Ashford Valley, and you're listening to the late show on the only station that still comes in.

The weather tonight is fog. It's been fog for eleven days now. Stay off Mill Road and don't answer the door after midnight. You know the drill.

[beat]

Now, I don't usually do this, but I'd like to send out a song to a special listener.

You're the one in the grey coat, sheltering in the pharmacy on Fourth Street.

You're the only one listening. You've been the only one for days.

[static, then softer]

Don't turn me off. I'll just come on again.

I'm only two streets away now. Stay where you are.

Professor Puddlesworth Floods the Park

Kids' villain, cartoon · Any (cartoon character) · Any (character choice) · 15 seconds

[A sunny park. PROFESSOR PUDDLESWORTH, a small duck in a lab coat, appears on a cloud]

Quack-a-ha-ha! Picnic's over, everyone! My Rain-o-Matic will turn this park into one big, soggy, splashy puddle. Sandwiches, beware!

[the kids open umbrellas]

Oh. Umbrellas. Nobody told me about umbrellas. I'll be in my cloud.

Countess Crumble Wants Your Lives

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

[Pop-up lines. Character: COUNTESS CRUMBLE, a biscuit-stealing aristocrat. Read separately]

1. Out of moves? How tragic. Hand over a life.
2. Mmm. Crumbs. My favourite.
3. Ooh, you matched four. Show-off.
4. That's my cookie jar, thank you.
5. Come back tomorrow, darling. I'll be waiting.

Ironside's Walkout Lines

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

[Pre-fight intro quotes. Character: IRONSIDE, undefeated heavyweight. Read separately]

1. You came all this way? Brave. Pointless, but brave.
2. Take your time. I'll wait.
3. They said you were good. They lie a lot.
4. Gloves on. Let's be quick.
5. Last one cried. Don't cry.

Chef Grisolde's Big Stew

Kids' villain, cooking game · Any (cartoon character) · Any (character choice) · 30 seconds

[A giant kitchen on a hill. CHEF GRISOLDE, a round green ogre in a tall white hat, stirs a cauldron]

Hoo hoo! Every carrot. Every pea. Every turnip in Tumbleton belongs in Grisolde's Big Stew!

The garden kids think they can stop me? With their little baskets? Ha!

[sniffs the pot]

Ooh. Mmm. That smells lovely. Needs salt.

[shakes himself]

No! Focus, Grisolde. Bring me the vegetables. Bring me all the vegetables!

And somebody bring me a spoon. A big one.

The Grandmaster's Opening Move

Strategy villain, rival commander · Mature (55+) · Any · 30 seconds

[Strategy map. Pieces on a board. THE GRANDMASTER speaks over the campaign briefing]

Good morning, General. I've read everything you've ever done.

You like to move fast. You like to strike before your enemy has had their breakfast. You think it makes you bold.

It makes you predictable.

You'll attack the bridge at dawn. Then you'll send your cavalry round the hill, because the bridge is a distraction. It always is with you.

[beat]

I've already moved my archers to the hill.

Your move.

Vesper, the Other Thief

Rival thief, vault taunts · Adult (25-40) · Any (character choice) · 30 seconds

[A cracked bank vault, empty. VESPER sits on the open door, swinging her legs, a bag over her shoulder]

Evening! You're late. I'd say fashionably, but that coat is not helping.

Don't bother looking. It's all in here.

[pats the bag]

Took me about four minutes. The lock was old. The guard was older. I think he was asleep before I got here.

[hops down]

Better luck next time, darling. Really. I mean that. I like having someone to beat.

[beat]

Oh, and the alarm goes off in ten seconds. Bye now.

Commander Rusk's Squad Barks

Shooter villain, enemy commander barks · Adult (40-55) · Any · 30 seconds

[Session: combat barks. Character: COMMANDER RUSK. Read separately]

[ORDERS]
1. Second squad, left flank. Move.
2. Hold this line. Nobody falls back.
3. Smoke out. Go, go.

[PLAYER SPOTTED]
4. Contact! Ridge, two o'clock!
5. There. Behind the truck.

[TAKING LOSSES]
6. Man down. Keep firing!
7. Who's still with me? Sound off!

[PLAYER WINNING]
8. One soldier. One. And you can't stop him?
9. Fall back to the bunker. Now.

Kalgor the Brute, Efforts and Reactions

Villain, combat efforts · Adult (any) · Any (character choice) · 30 seconds

[Session: efforts. Character: KALGOR, a giant brute with a club. Each line is its own take]

[LIGHT ATTACK] Hah!
[HEAVY ATTACK, winding up] Hrrrraaagh!
[LIFTING A BOULDER] Nnnngh... hrrah!
[THROWING IT] Hup!
[TAKES A LIGHT HIT] Uff.
[TAKES A HEAVY HIT] Agh! Rrrgh.
[ON FIRE] Hot! Hot! Hot!
[LAUGHING AT THE PLAYER] Heh heh heh. Small. Very small.
[CALLING FOR HELP] Brothers! Come! Kalgor found one!
[ANGRY ROAR] Kalgor smash!
[STUNNED] Huh? Whuh...
[DEATH] Nnngh... Kalgor... tired... want... nap...

The Huntsman's Wager

Villain, hunter rival · Adult (30-45) · Any (character choice) · 30 seconds

[A forest clearing at dusk. THE HUNTSMAN strings his bow and doesn't look up]

I've hunted bears in the north. Wolves in the valley. Once, a very angry goose.

But I've never hunted someone who knows these woods like you do.

So here's my wager. I'll give you to a count of one hundred. If you're still free at sunrise, the forest is yours. I'll leave and never come back.

If not...

[shrugs]

Well. I've got a wall at home with a space on it.

[finally looks up]

One. Two. Three. You might want to start running.

The Ferryman Wants His Coin

Underworld villain, gatekeeper · Mature (55+) · Any (character choice) · 30 seconds

[A black river in fog. A long boat drifts up to the shore. THE FERRYMAN leans on his pole]

No coin, no crossing.

[beat]

Yes, I can see you're alive. That's worse, frankly. The living never have the right change.

You've come to bring someone back. They all do. Wife. Brother. Small dog, once.

I don't do favours. I do the river. Every soul, one way, for four thousand years.

[he pushes off from the shore]

Come back when you're dead. I'll give you the window seat.

The Mirror Queen Keeps a Guest

Fairy tale villain, captive dialogue · Adult (40-55) · Any (character choice) · 30 seconds

[A dark bedroom. THE MIRROR QUEEN sits at her vanity, talking to the girl trapped in the glass]

Good morning, little bird. Did you sleep? Do they sleep, in there? I've never asked.

I brought you a present. A comb. You can't use it, of course, but you can look at it.

[the prisoner bangs on the glass]

Don't.

[smooths her hair]

Don't do that. You'll smudge.

Now. Tell me what you see. And this time, my sweet, tell me I'm the one who's beautiful.

The Star Eater Wakes

Cosmic villain, alien · Any (alien) · Any (character choice) · 30 seconds

[Deep space. A shape the size of a moon opens one pale eye in front of the player's tiny ship. THE STAR EATER speaks]

Small. Warm. Loud.

You have been knocking on me. For a long time. Little lights. Little engines. Little voices on little radios, asking each other what I am.

I was sleeping.

[a pause that goes on too long]

I ate the last sun in this place a million years ago. It was quiet after.

You are not quiet.

[the eye drifts closer]

I think I am hungry again. Hold still. This will be very quick for you, and very slow for me.

The Landlord of Rook Street

Crime boss villain, open world · Adult (40-55) · Any · 30 seconds

[A corner shop at night. THE LANDLORD leans on the counter, eating crisps from the shelf]

There he is. How's your nan? Tell her I said hello. She makes a lovely cake, your nan.

So. First of the month. You know what that means.

[crunches a crisp]

I'm not a monster. I know times are hard. But my boys have got to eat, and the boys get very cranky when they don't eat.

Friday. Double. No excuses.

[heads for the door]

And pay for those crisps. I'm not a charity.

Goblin King Grubnose Taunts

Creature villain, combat taunts · Any (creature) · Any (character choice) · 30 seconds

[Session: combat taunts. Character: GOBLIN KING GRUBNOSE. Read separately]

1. Hee hee! Big stompy hero can't catch me.
2. Over here. No, over here!
3. Your sword is shiny. Gimme.
4. Ow. Rude. Grubnose is a king!
5. Get 'im, lads. Bite his ankles.
6. You smell like soap. Disgusting.
7. I've got forty cousins and they're all angry.
8. Ha! Fell over. Do it again.
9. Mine. Mine. It's all mine.
10. Fine. Grubnose is going home. And he's taking the sword.

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