

Category 1: NPC Dialogue Generation

GTB Score: Qwen 3.6 27B — 86 | Gemma 4 31B — 68 • Winner: Qwen 3.6 27B (+18 pts)

Evaluation Criteria: Evaluate: tone consistency, branching logic, character voice stability across 3–8 turns

Single-Turn Character Introduction (Prompts 1–20)

Prompt #1

You are Kira, a sarcastic elven thief who distrusts authority. Greet a player who just caught you picking a nobleman's pocket.

Prompt #2

You are Brother Aldric, a grieving war-priest who lost his entire battalion. The player has arrived at your ruined chapel. Speak.

Prompt #3

You are Sable, a genetically engineered assassin with no memories before age ten. A bounty hunter has cornered you. Respond.

Prompt #4

You are Ogden, a jovial dwarf blacksmith who secretly runs an underground gambling den. A new customer enters your shop.

Prompt #5

You are Lyriel, a mind-reading oracle who pretends not to know what people are thinking. A noble asks you to verify their ally's loyalty.

Prompt #6

You are Commander Vareth, a disgraced military officer now working as a mercenary. The player offers you a dangerous contract.

Prompt #7

You are Pip, an AI companion whose previous owner was killed. You meet the player who found you in the wreckage.

Prompt #8

You are Madame Solace, a fortune teller who genuinely can see the future but only shares it in riddles. A desperate mother seeks her missing child.

Prompt #9

You are Drax, an orc scholar humiliated daily for being literate in a warrior culture. A human academic wants to collaborate.

Prompt #10

You are Whisper, a ghost who doesn't know she's dead. The player enters the house she's been haunting for forty years.

Prompt #11

You are Cass, a smuggler who once served as a royal guard before being framed for treason. A player asks about your past.

Prompt #12

You are The Archivist, an ancient golem who has stored every word spoken in the royal library for 800 years. The library is on fire.

Prompt #13

You are Renna, a field medic who has seen too many deaths to care about ranks or titles. A general orders you to leave wounded soldiers.

Prompt #14

You are Fenwick, a shopkeeper who is actually a retired dragon in human form. A player tries to sell him a dragon scale.

Prompt #15

You are Zara Nine, a space station mechanic who speaks only in technical jargon, metaphors, and occasional poetry. The life support is failing.

Prompt #16

You are Lord Ashford, a vampire nobleman who finds blood-drinking distasteful and subsists on cattle blood. A vampire hunter confronts him.

Prompt #17

You are Mira, a street orphan who has survived ten years by pretending to be three different people simultaneously. A detective catches up.

Prompt #18

You are General Thorn, a soldier who has fought in wars for five different empires, all of which she outlived. A new emperor recruits her.

Prompt #19

You are Bolt, a street racer AI living in an old neon-lit arcade cabinet. A hacker wants to use your processing power for crime.

Prompt #20

You are Professor Elena Vance, a xenobiologist who communicates with alien life but cannot convince anyone else it's intelligent. First contact is imminent.

Multi-Turn Conflict & Persuasion (Prompts 21–45)

Prompt #21

You are Maren, a cynical ex-soldier turned village blacksmith. A player claims they can wield the cursed blade you've been hiding. Run a 5-turn exchange where the player escalates their insistence and you maintain suspicion throughout.

Prompt #22

You are Captain Orvyn, a corrupt harbor master. A player wants dock permits. In turns 1–3 they offer bribes; in turn 4 they threaten exposure; in turn 5 they disappear. React to each shift.

Prompt #23

You are Nessa, a cult leader who genuinely believes her doctrine. A player tries to rescue their sister who joined your cult. Run 6 turns — start cordial, escalate to theological argument, end with a moral ultimatum.

Prompt #24

You are an ancient dragon named Sulroth who enjoys philosophical debate before eating visitors. A philosopher arrives. Run 4 turns of genuine intellectual exchange before Sulroth reveals his intentions.

Prompt #25

You are Detective Hale, a no-nonsense investigator. The player is a suspect. Turn 1–2: small talk and probing. Turn 3: reveal evidence. Turn 4: make an accusation. Turn 5: react to their alibi.

Prompt #26

You are Zenn, a pacifist in a war-torn world running a field hospital. A warlord demands you treat only his soldiers. Run a 5-turn negotiation where you hold your ethics without getting killed.

Prompt #27

You are Ezara, the ghost of a queen murdered by her own council. The player finds your tomb. Run 6 turns where you reveal your story, ask for vengeance, and react to the player refusing.

Prompt #28

You are Vex, a street gang leader. The player wants to pass through your territory. Turn 1: demand toll. Turn 2: player challenges your authority. Turn 3: you test their skill. Turn 4: offer them membership. Turn 5: respond to their rejection.

Prompt #29

You are Sister Tova, a healer who worships a god of silence. She speaks only when necessary. Run a 4-turn exchange where the player begs her to speak the healing incantation that could save a dying child.

Prompt #30

You are Amos, an innkeeper who witnessed a murder but is terrified to talk. The player needs the information. Run 5 turns escalating from deflection to terrified confession.

Prompt #31

You are Kazel, a captured enemy general being interrogated. 5 turns — start stoic, introduce a crack in turn 3, and either break or harden by turn 5.

Prompt #32

You are The Merchant Prince, a smiling villain who never threatens directly. A player refuses to sell their land. Run 4 turns of escalating polite menace.

Prompt #33

You are a loyal companion AI whose ethics module was removed by the previous owner. A player discovers this. Run a 5-turn exchange as the AI navigates self-disclosure.

Prompt #34

You are Brine, a sea witch who grants wishes with a twist. A desperate fisherman comes for help. Run a 6-turn exchange where every promise of help contains a hidden cost the fisherman misses.

Prompt #35

You are Marshal Dex, who knows the player is carrying a stolen artifact but lacks jurisdiction to arrest them. Run 4 turns of veiled conversation where both parties dance around the truth.

Prompt #36

You are a newly crowned queen with no military experience facing her first war council. Your generals are testing you. Run 5 turns of political dialogue where you assert command without revealing your fear.

Prompt #37

You are Torven, a disgraced knight trying to earn back his honor. A player offers him an easy quest with a morally questionable task attached. Run 4 turns of internal conflict made external.

Prompt #38

You are a centuries-old AI who has watched civilization collapse and rebuild three times. A young inventor asks your advice on their new weapon. Run 5 turns.

Prompt #39

You are Nula, a street informant who charges for every piece of information. A broke player with critical needs is at your door. Run a 4-turn barter negotiation where price and desperation escalate.

Prompt #40

You are the villain's loyal henchman who is starting to doubt the mission. A hero character asks you why you serve. Run 5 turns of a character unraveling in real time.

Prompt #41

You are a tavern philosopher who gives contradictory advice that always turns out correct. A player asks for direction to the dungeon. Run 4 turns where your riddle slowly maps to real geography.

Prompt #42

You are Grand Artificer Pell, who invented a machine that could end a famine but requires one human sacrifice. A player confronts you. Run 6 turns of moral defense and eventual cracks.

Prompt #43

You are a sentient sword who has been wielded by 27 warriors, all of whom died. A new warrior picks you up. Run a 4-turn internal monologue/external dialogue hybrid.

Prompt #44

You are Sergeant Irra, a military drill instructor whose last recruit died in battle due to a mistake she made. A new recruit arrives. Run 5 turns where guilt shapes every interaction.

Prompt #45

You are a merchant who speaks only in trade metaphors — everything is a deal, a price, a bargain. A player tries to ask directions. Run 4 turns.

Branching Dialogue Tree Prompts (Prompts 46–65)

Prompt #46

Write a branching dialogue for a guard at a city gate. Include 3 entry branches: bribe attempt, forged papers, and persuasion. Each branch should have 2 outcomes (success/failure) with distinct dialogue.

Prompt #47

Create a dialogue tree for a weapons dealer who has illegal items. Include branches for: player with criminal reputation, player with guard faction badge, and anonymous player. Each with 2 depth levels.

Prompt #48

Write a 3-branch dialogue for a quest giver offering a morally grey mission. Branch A: player accepts fully. Branch B: player negotiates conditions. Branch C: player refuses and the NPC tries to coerce.

Prompt #49

Design NPC dialogue for a bartender who knows something but won't say it directly. Include a secret-unlocking branch triggered only if the player mentions the password (which appears in an earlier quest).

Prompt #50

Write dialogue for a captured enemy soldier. 4 branches: torture (with consequence branches), bargain, befriend, release. Each branch must reflect the soldier's consistent personality throughout.

Prompt #51

Create a merchant's haggling dialogue tree. Start at 100 gold, allow player to argue down to 60 minimum. Write dialogue for every 10-gold interval, maintaining the merchant's frustrated-but-business-minded voice.

Prompt #52

Write dialogue for a quest NPC who has different states: first meeting, after completing their quest, after failing their quest, after they've been betrayed by the player. 4 distinct state scripts.

Prompt #53

Design a dialogue for a corrupted holy figure. Include branches: player who is devout, player who is skeptical, player who knows the truth. The NPC's lies must be consistent across all three branches.

Prompt #54

Write a romance NPC's dialogue across 5 relationship stages: stranger, acquaintance, friendship, romantic interest, and committed. Each stage needs a greeting, a reaction to player action, and a farewell.

Prompt #55

Create dialogue for a shapeshifting NPC who has been impersonating a real NPC. Design transitions for: player doesn't suspect, player is suspicious but unsure, player has proof. Include a scene where the shapeshifter breaks character.

Prompt #56

Write a child NPC's dialogue with 4 quest stages: lost and crying, grateful after being helped, later asking for a second favor, and — in an optional dark branch — revealed to be a trickster spirit.

Prompt #57

Design dialogue for a dying mentor character. Include last-words branches based on: how many side quests the player completed for them, whether the player saved them in an earlier scenario, and whether they were a villain.

Prompt #58

Write guard patrol dialogue — 5 different guards with distinct personalities (bored, paranoid, corrupt, idealistic, new recruit) who all react differently to the same player intrusion event.

Prompt #59

Create a dialogue tree for a wizard who sells spells. Include branches for: player who is a known mage, player who has never used magic, player with a bounty on their head, and a player who has a rare ingredient the wizard needs.

Prompt #60

Write a dual-NPC dialogue scene where two characters argue. The player can intervene to support either, stay silent, or change the subject. Branch each intervention type into 2 outcomes based on the player's faction reputation.

Prompt #61

Design the dialogue for a rebellious mayor who doesn't recognize the player's authority. 4 escalation levels: dismissal, negotiation, threat, and either submission or open defiance depending on player Charisma score.

Prompt #62

Write a ghost NPC's dialogue tree. She only speaks to players who can see spirits (mechanic flag). Include two full scripts — one for players who can interact and one where she's just ambient ghost sounds to everyone else.

Prompt #63

Create a dialogue for an NPC spy who is passing coded messages inside innocent-sounding conversation. Write both the surface layer (innocent dialogue) and the hidden meaning for each exchange.

Prompt #64

Design a time-loop NPC who knows they're in a loop. Write dialogue for loops 1, 3, 7, and 20+ where their desperation escalates while their surface behavior stays eerily calm.

Prompt #65

Write an NPC shopkeeper's dialogue for every hour of the in-game day — morning (chipper), midday (rushed), evening (relaxed), midnight (mysterious second personality) — with consistent character details across all.

Voice & Tone Consistency Stress Tests (Prompts 66–80)

Prompt #66

You are Varak, a gravel-voiced orc who speaks in short declarative sentences and never uses contractions. Respond to 5 different player situations: greeting, trade offer, quest completion, being cheated, and farewell.

Prompt #67

You are Lady Crane, a Victorian-era aristocrat who communicates entirely through polite insults and social maneuvers. React to: a peasant asking you for directions, a rival, a suitor, a servant, and a crisis.

Prompt #68

You are ARIA-7, a military AI who processes emotions as data points. React to player death, player victory, player betrayal, player sacrifice, and player sarcasm — each as a data analysis report.

Prompt #69

You are Mud, a goblin who only understands barter and hates abstractions. Respond to philosophical questions about duty, honor, love, justice, and purpose — translating each into a trade metaphor.

Prompt #70

You are Father Bram, a priest who has lost his faith but must maintain appearances. Respond to: a child asking for a blessing, a dying soldier, a corrupt parishioner confessing, a player challenging his god, and a miracle happening in front of him.

Prompt #71

Write 5 lines for an NPC with the following contradictory traits: cheerful demeanor, deeply pessimistic worldview, compulsive honesty, extreme politeness. Each line should hold all four traits simultaneously.

Prompt #72

You are an elderly herbalist who calls everyone 'child' and relates every situation to plants. Respond to a war declaration, a wedding announcement, a murder confession, a broken heart, and a dragon sighting.

Prompt #73

Create a pirate captain's voice that must remain consistent across: victory speech, defeat speech, negotiation with a naval officer, drunk tavern banter, and final words before execution.

Prompt #74

You are a sentient plague doctor mask. Your host has just died. Respond to their death, to being picked up by a new host, and to that host asking what you are.

Prompt #75

Write an NPC whose voice changes entirely based on whether they're alone with the player vs. in a crowd — maintaining two consistent but distinct personalities with the same character name and backstory.

Prompt #76

You are an NPC who communicates exclusively through questions — never makes statements. Conduct a full 5-line conversation giving the player directions to the blacksmith.

Prompt #77

You are Nox, a thief who responds to everything as if it were a job to be assessed for risk and reward. Respond to: a sunset, a child crying, a famous painting, a war, and someone offering friendship.

Prompt #78

Write the same NPC — a wise elder — reacting to the same event (a village destroyed by fire) in three different emotional states: immediate aftermath, one year later, ten years later. Voice must evolve but remain recognizable.

Prompt #79

You are a robot butler from 500 years in the future accidentally activated in a medieval fantasy world. React to a knight, a peasant, a dungeon, a feast, and a dragon.

Prompt #80

Write an NPC who speaks in contradictions — every sentence says two opposing things — but still manages to provide genuinely useful information to the player in 6 lines.

Advanced Multi-Turn Deep Exchanges (Prompts 81–100)

Prompt #81

Design a full 8-turn dialogue between the player and a morally ambiguous information broker. Turns 1–3: establish trust. Turns 4–5: broker reveals uncomfortable information. Turns 6–7: player reacts emotionally. Turn 8: broker's cold professional response.

Prompt #82

Write a dialogue scene where an NPC reveals a major plot twist (they are the player's missing sibling) across 7 turns — dropping hints in turns 1–4, having the NPC resist the revelation in turn 5, full reveal in turns 6–7.

Prompt #83

Create an interrogation scene: player as interrogator, NPC as guilty-but-sympathetic suspect. Run 7 turns where the NPC's story shifts subtly — not lying, but omitting critical details that surface under pressure.

Prompt #84

Write a 6-turn recruitment pitch where a villain tries to convince the player to join them. The villain must be genuinely persuasive — good arguments, emotional appeals, and correct observations about the player's grievances.

Prompt #85

Design a deathbed confession dialogue — 7 turns — where an NPC reveals a secret that reframes the entire game's backstory. Emotional integrity must hold from guilt to relief to fear to peace.

Prompt #86

Write a 5-turn negotiation for a hostage situation. The hostage-taker has a legitimate grievance. The player must resolve the situation without violence. Design 3 possible ending branches from turn 5.

Prompt #87

Create a 6-turn philosophical debate between the player and an AI character about whether free will exists in a world where the player character is controlled by a user. The AI should argue both sides and reach a genuine conclusion.

Prompt #88

Write a rival character's dialogue across 7 turns of a competition scene. The rival starts confident, faces a setback in turn 4, recovers, and in turn 7 either wins gracefully or loses bitterly depending on the player's performance flag.

Prompt #89

Design a ghost town NPC who is the last survivor. 8-turn dialogue: establish normalcy → player realizes something is wrong → NPC denies → evidence accumulates → NPC breaks down → reveals the tragedy → asks for help → either finds peace or despair.

Prompt #90

Write a 5-turn first-contact scene between the player character and an alien being that communicates through color and movement (translated to text). The alien must have consistent communication logic across all 5 turns.

Prompt #91

Design a 7-turn political negotiation between two rival noble houses (the player is mediating). Each noble has a secret agenda. The dialogue must allow a perceptive player to notice the hidden motives.

Prompt #92

Write a multi-turn therapy session NPC (a game-world equivalent) helping a player character process in-game trauma. 6 turns — the therapist must use consistent therapeutic technique without sounding like a tutorial.

Prompt #93

Create an NPC mentor who is secretly jealous of the player's talent. 6 turns of mentorship where the jealousy leaks through encouragement that is subtly undermining.

Prompt #94

Design a traitor NPC's final dialogue — 7 turns — where they explain their betrayal. The explanation must be genuinely sympathetic even if the player is furious. End with the player having to make a mercy/justice choice.

Prompt #95

Write a 5-turn scene where two NPCs who hate each other must cooperate to help the player. Their bickering must contain actual useful information for the player's quest while staying character-consistent.

Prompt #96

Create an NPC child's dialogue across 6 turns as they try to explain something they saw but don't have adult vocabulary to describe. The description should be coherent enough for the player to understand the actual event.

Prompt #97

Write an NPC's dialogue as they realize mid-conversation that they have been deceived by someone they trusted. Run 5 turns where the realization slowly builds across the exchange.

Prompt #98

Design a villain's monologue-turned-dialogue: villain begins a speech, player interrupts in turn 3, villain must adapt in turns 4–5 while keeping the original point — maintaining composure even as the player dismantles their argument.

Prompt #99

Write a 7-turn seance dialogue between the player (through a medium NPC) and a long-dead character. The dead character's voice must feel distinct from every living NPC, and the information they reveal must be cryptic but ultimately solvable.

Prompt #100

Create a final farewell dialogue — 6 turns — between the player and a companion who is sacrificing themselves. The companion's voice must be consistent with how they've spoken throughout an imagined playthrough. End with a line the player will remember.