

Master Eon: Put a [insert element] trap in the portal to trap this villain

[villain]: [responds to the request, either telling them to make their choice wisely, don't mind it, try to bargain with them, or anything befitting of the villain]

[Villain becomes frightened and/or startled as lights start to flash]

[Suddenly, a vortex appears in the sky, where it starts pulling the villain, and other objects around it into said vortex. Here, a few things could happen, the villain struggles to try and not get sucked into the vortex using their unique set of skills, weapons and abilities. But ultimately, they're eventually sucked into the vortex. Other scenarios include just accepting it, and telling the portal master adieu, eventually running to the vortex head on before jumping in. And in special cases, a weapon they've wielded slips out of their hands and they go in the air to get it, eventually they get it back, but are too late as they're eventually sucked into the portal. Either way, they say something before getting sucked into the vortex. Afterwards, they fall and crash headfirst inside the trap itself, along with another sound either from them, or the weapon/mech/whatever they were wielding]

[Dialogue of the villain either being confused, angered, shocked, along with other emotions upon their capture. Addressing a few choice things regarding their prison. Either that it's dark inside while assessing their surroundings, no electricity when they try to channel something related to it, smells like mustard when smelling, the fact they're unbreakable upon trying to break out, can't be teleported out of when they try to, and that it's cramped in here depending on what size the villain is in question. Or they just say and/or do something that's in-character for them]

[Villain name] TRAPPED

[Dialogue of the villain either being shocked, confused, or just accepting the fact that they have to be good now. Or still be defiant even after being trapped]