Sun Moon Quotes

Generic quotes

Sun Aziah: Good fortune! Sol rises!

Full Moon Aziah: The glory of the moon, it descends as full.

Moon Aziah: The day ends, we may find no respite in the dark. (do not use for tutorial)

Blood Moon Aziah: (scared) Ahh! The bloodied moon! Sol has abandoned us! (do not use for tutorial)

Sun Leader: Good tidings, the glory of Sol returns to greet us.

Full Moon Leader: Ah, the full moon. A good fortune, revere the gifts the moon bestows to us at this hour.

Partial Moon Leader: The night falls, we must exercise extreme caution in our advance.

Blood Moon Leader: Evil prevails at this late hour, blood drowns the moon. Stay alert.

Sun Priest: Blessings unto the faithful, the light returns. All thee Blasphemous beware!

Full Moon Priest: Observe, Sol protects us even at the late hour. Bave amongst the light of the full moon.

Moon Priest: The night descends in earnest. Sol protect us at this late hour.

Blood Moon Priest: By all that is holy! A curse falls around us, guard against the blasphemy of the bloodied moon! Fortify the spirit with Sol’s grace, where you may yet find it!

Tutorial Std:

Sun Aziah: Ah, Sol returns. My training will go smoothly from now on!

Full Moon Aziah: The light returns even at night! What glory to complete my training under the gaze of the full moon.

Moon Aziah: The day ends, yet my training continues. When may I rest?

Blood Moon Aziah: What?! A blood moon forms in the sky! Oh Sol, why do you torment me at the final hour of my training?

Tutorial In Boss:

Sun Leader: The light of Sol may have returned, but it will aid you not against me!

Full Moon Priest: Now, the full moon appears. Pray Sol will protect you Aziah, for the Champion will not hold back.

Partial Moon Leader: Our battle proceeds into the night, know that if you are to join us, you may find no rest even at the dark hours.

Blood Moon Priest: The bloodied moon… Now perhaps you see Aziah why you must succeed in your training.

Ms01 In Boss

Sun Sindyr: The dawn may not save you, weak mortals!

Full Moon Sindyr: You will die under the light of the full moon, how ironic!

Moon Sindyr: Night descends around you, how may you strive to defeat me now?!

Blood Moon Sindyr: Yessss… Witness mortals, the might of Hell. Drown under the bloodied moon!

New stuff to add 11/04/22

Tutorial -> Prologue

Leader

1. All is prepared. With the aid of the Weapons Specialist Aziah, we may yet strike at the heart of Hell, at the Necromancer himself!
2. The Gates of Hell will offer little resistance to us, Aziah’s rocket launcher should make easy work of it.
3. The foe knows not of their coming destruction. As like the war of old, evil will be illuminated to the might of Sol!

Priest:

1. Offer thanks to Sol almighty, my son, for you join us on the most Holy of quests.
2. As before at the Miracle of Sol’s Intervention, the party of the chosen few will return the light to all corners of the accursed land. No demon may hide from the gift of illumination, no traitor may suppress the Divine Judgement.
3. Good fortune, the Stars tell our path is true, and the enemies of Sol know not of our coming. Our might will strike true, at the heart of the Arch-Blasphemer and his slaves; the core of Hell itself… Sol bless me in this late hour.

Aziah:

1. The Champion of Sol! To fight alongside such a legend, I am honoured!
2. The knowledge Father Tal possesses… I did not know one could be so wise. He speaks of the wisdom of the stars, and the guidance of Sol. It is miraculous.
3. So the rumours are true, the Great Necromancer has returned. It is our duty to destroy him once and for all. All along I have known that I am destined for greatness. This is my purpose, this is what I've trained for!

Alpha Demon Barks:

In combat:

1. Under the bloodied moon, evil will prevail!
2. I will flay the flesh of those who oppose Hell…
3. Rip their hearts out!
4. Bring me the head of their leader!
5. \*Evil scream / laugh\*
6. The blood may flow!

Die:

1. \*evil cackle fading away\*
2. Arrrrhhh
3. Garrrghhhh
4. I may not die…
5. I return to the pit.
6. I will return
7. Curses upon you!
8. I may not be banished so easily!
9. Ahhhhooooororr…..
10. Hell takes me!

Tank Barks:

In combat:

1. Crush them under our treads
2. Load the Destructor Cannon
3. They are so small
4. Obliterate the slaves
5. They may not harm us in here
6. Our armour may not be penetrated!

Die:

1. Heavy weaponry!
2. Arggghhhhh….
3. Garrrghhhh
4. The engines, no!

Notes:

We should add 6 or so more death lines for renegades

We should add 2 or so more voices for renegades, they die A LOT

Tank enemy/boss death line x3

lines to redo

MS01 objectives redo

MS01 probably some lines like boss intro need to be redone

MS03 necro’s last line until the party arrives

Sindyr revive priest 2 lines

MS02 needs to be redone mostly

Redo this line from ms03 ob1 mid Wizard: From the moment I first witnessed you enter the Ritual Circle… You appeared but as a small nuisance, I detected no power, no might. Truly you are small and pathetic.

final boss concept

Phase 1, necromancer and demon

Demon acts as melee, he runs at the party and tries to tie up

Necro casts fireballs and dark magic from behind an energy wall

Phase2, triggers when demon dies

Necromancer partially asceneds, becoming larger and covered in black smoke

He uses dark magic as primary attack

He occasionally targets a hero and instantly kills them

He sometimes performs a special attack (with warning) if close to him the hero is incapacitated

Phase3 Sindyr Boss

Sindyr becomes the fully ascended demon

his model is visible with less smoke

he acts similar to necro fight but more dangerous

Barks:

Priest: ((My devotion is unshakeable))

Movement:

1. If Sol is willing
2. Blessed be our steps
3. Moving
4. By the stars it shall be done
5. The light brightens my path
6. No blasphemy will touch us here
7. Our righteous crusade cannot be halted
8. Glorious is our future here

Stop:

1. Stopping.
2. So we have arrived
3. In position
4. The stars have guided us here
5. Yes?
6. Anything else?

Attack:

1. By the stars they shall not survive!
2. I shall cleanse this blasphemy!
3. They cannot stand against us!
4. My weapon strikes with righteous zeal
5. Sol guide my fury.
6. Blessed is the warrior
7. Their souls will be purified.
8. They shall be judged.
9. Their assaults shall not hinder me

Selection:

1. Let Sol guide us to victory
2. The purist of souls stands before you
3. I am the divine agent
4. May the light compose us
5. I stand ready to enact judgment
6. I am prepared
7. The stars divine good fortunes in our future
8. Our destiny shall be fulfilled
9. Blessed be the faithful

Die:

1. Blessed is the martyr
2. I am fallen
3. I die in the service of Sol
4. My power wavours

Capture Point (order):

1. Capturing that place
2. It shall be sanctified
3. Approaching the objective
4. Blessing be upon that place

Capture point (complete):

1. This point has been sanctified
2. I have performed the blessings
3. Glory to Sol, it is captured
4. Sol be praised, this point is captured.

Ability Divine Retribution:

1. I shall enact Divine Retribution upon these fools!
2. They shall taste Divine Retribution!

Level up

1. Sol blesses me with greater power!

New weapon equipped

1. Bless the faith, my weaponry improves!
2. The Hammer of Sol..? Am I worthy to wield such a weapon?

Being Revived

1. My power returns
2. I will not be martyred just yet
3. I am ready to fight once more

Revive target

1. Stand up the fight is not over yet
2. By the power of Sol, I restore you
3. The stars have not foretold of your end

Revive target champion

1. Rise my Champion, your duty is not yet done

Revive target Sindyr:

1. Your bondage is not yet ended Blasphemour, I command you to fight
2. Get up you disgusting creature

Leader:

Movement:

1. Rally and advance
2. Forward
3. Going There
4. Moving to that location
5. Ahead to that position
6. Tactical advance
7. I am moving to that vantage point
8. Heavy steps, and a soul of steel

Attack:

1. Opening fire
2. Engaging the target
3. Hunt them down
4. Agents of Hell be damned!
5. They wont survive
6. Press the assault
7. Sol guide my aim
8. Nothing will remain
9. Target acquired

Selection:

1. Standing by
2. Ready for orders
3. Awaiting instructions
4. I am the Champion of Sol
5. We shall be victorious
6. The Necromancer must be brought down
7. My faith is like steel
8. The fate of humanity rests in our victory
9. Everything is at stake

Die:

1. No, it cannot end like this
2. I have failed
3. Carry on without me
4. No, I must fight on

Stopping:

1. Stopping here
2. Hault!
3. This location?
4. Hold here!

Capture Order:

1. It is of strategic importance
2. Capturing that.
3. Moving to take that location
4. It will be captured

Capture Complete:

1. Taken for Sol!
2. The strategic location is ours.
3. Good, it is captured
4. Every location secured is one step towards ultimate victory

Ability Grenade:

1. Grenade

Jetpack Launch:

1. Carried on wings of flame
2. Jetpack launch
3. Jumping to that position

Level up

1. My knowledge of the foe increases, new strategies will be formed

New Weaponry

1. Excellent. These shotguns will prove formidable.
2. With these shoulder mounted Sol turrets I will be unstoppable.

Being Revived:

1. No, my mission is not yet complete
2. I will steel my courage and fight on
3. I shall not rest until my duty ends

Being Revived by Priest:

1. Ahh thank you Father

Revive Target:

1. Injecting medical aid
2. Never fret, you will be revived
3. You will fight on

Sindyr:

Movement:

1. Corruption in every step
2. The land is not worthy to carry me
3. Nothing can stop the advancing darkness
4. Teleportation would be faster…
5. Perhaps there are fresh souls there
6. If the Champion wills it \*cackle\*
7. My unholy presence is needed there
8. The ground shudders at my approach
9. Must I?

Attack:

1. Snuff them out
2. They dare attempt to harm me?
3. I will bleed them dry
4. Ohhh I’m going to enjoy this
5. Delicious bloodshed
6. This is child’s play
7. They do not deserve my attention
8. Suffer and be vexed weakling
9. I will feel the life leave their corpse

Selection:

1. What is it?
2. What is the Champion’s command?
3. I tire of this servitude
4. I am the approaching darkness
5. My power is like unto the divine
6. \*in head\* Are you listening, Priest?!
7. I hunger
8. I hear the dread whispers beckon me
9. They are all beneath me

Stopping

1. Arh make up your mind
2. This place?
3. Fine fine, I will stop
4. I feel the dark energies of this place

Die:

1. No… I cannot be slain by a mere mortal…
2. Without me… How will you defeat… the Necromancer…
3. I feel… weak
4. Support me you slaves

Capture Order

1. Do not waste my time on actions such as these
2. My power is wasted here
3. That place will serve my will
4. It shall be mine

Capture Complete

1. It is captured, do not waste my time again!
2. I have desecrated that place
3. It serves me now
4. Darkness now lingers here

Consume:

1. I will feast
2. Not as delicious as the Necromancer shall be, but it will suffice
3. I wonder how their soul tastes
4. Ahhhh.. delicious

Level up

1. Hell reveals yet more secrets to me…

New Weapons:

1. With this new weapon I will rain hellfire upon all who dare oppose me
2. The forges of Hell deliver me a mighty prize indeed, the Hellblade. Delicious

Being Revived:

1. See? I am immortal
2. Death cannot touch me
3. I did not need your help

Being Revived Priest:

1. Do dare touch me again, Priest!

Revive Target:

1. You are so weak, get up
2. I should just let you die
3. You do not deserve my assistance

Revive Target Priest:

1. How does it feel to be saved by your worst enemy?
2. It seemed Sol did not protect you, indeed

Aziah:

Movement:

1. Moving.
2. There is better.
3. That’s a good vantage point
4. I will setup there
5. Are there any practice targets there?
6. On the march
7. Anything to shoot?
8. All this marching, just like the drills
9. This equipment is heavy

Attack:

1. They’re in my way
2. Yes, run cowards!
3. Finally! Battle!
4. Mow them down
5. My weaponry will find its mark
6. No man nor machine can stand against superior firepower
7. I have trained for this moment
8. Concentrating fire
9. Unloading upon them!

Selection:

1. Standing ready
2. Give me a target
3. Heavy marksmen reporting
4. I wish the boys back at Outpost Serverous could see me now
5. Any vehicles to blow up?
6. After this I’m gonna buy a new gun
7. A gun for every situation
8. Ready to give support fire
9. Did I ever tell you about the Mark 9 Autolauncher?

Stopping:

1. Stopping at this position
2. I will setup my weapons
3. Finally some rest
4. This place will become a killing field
5. Less marching more killing

Die:

1. They caught me by surprise
2. I don’t want to die here
3. If only I had a better weapon
4. I failed Champion, forgive me

Capture Order

1. A point of interest?
2. Ah great, more busy work.
3. How will that help us?
4. I’ve done that a thousand times in the simulations

Capture Complete

1. Alright. It is captured
2. It’s done, now where is the fight?
3. Boring tasks are over, now the fun begins
4. Was that really worth the effort?

Level up:

1. New equipment! Finally!

New Weapon Equipped

1. Excellent! These new weapons will serve me well. The Slug Cannon breaks even the most armoured enemy infantry, whilst the Laser Beamer will shred vehicle armour with ease!
2. Thank you father for sanctifying my weaponry! At last I wield weapons fueled by the power of Sol itself! The Sol Cannon will shatter all who stand against it, whilst the Sol Beamer, though slow firing, will destroy almost any target in a single shot!

Being Revived:

1. I am sorry for my moment of weakness, it won’t happen again
2. I appreciate the assistance
3. Now it’s time to return the favour to the foe

Being Revived Priest:

1. Thank you father, I knew you were watching my back

Being Revived Leader:

1. My Champion, I will not disappoint you again

Revive Target:

1. Hey, do you need help?
2. It seems you are in need of my assistance
3. Come on, there are still enemies to shoot!

Revive Target Priest:

1. Father! No! I will not let you die today!

Angel:

Movement:

1. On angelic wings
2. The path of glory awaits
3. This is the divine path
4. Forward in the name of Sol
5. I bring the light of redemption to that place
6. That place will be cleansed

Attack:

1. Weaken and be destroyed, Hellspawn
2. Its existence is a stain on reality
3. Purge the demon, show no mercy
4. All who deal in dark arts will be punished
5. No sorcery can stand before the might of Sol
6. Follow my glorious example

Selection:

1. I AM the Champion of Sol
2. My arrival marks an end to sin
3. I am the purest of warriors
4. We shall not falter in this darkest hour
5. The greatest of souls is among you
6. My divinity purifies even the darkest blasphemy

Stopping:

1. A brief respite
2. Cleansing this place
3. I will hold here
4. I will be a bastion of light at this place

Revive Target:

1. Rise up, my child
2. Sol, I will return your strength
3. I come to your aid

Mission Complete:

1. Congratulations on your victory

Campaign End:

1. Well done. You have guided the party through the torrent of sin and completed the ultimate quest. History will never forget these events, and mankind will prosper once more.

Madness Barks (Ms03 sindyr fight)

These lines need to be spoken in similar accent as primary but ofc sounding like they are going insane

Priest:

Movement:

1. My final march
2. I bring retribution and chaos!
3. I pray for salvation there
4. Even in madness, I serve
5. I will not allow blasphemy to taint that place!
6. Sol, deliver me! In blood and frenzy, deliver me!

Stop:

1. I must breathe!
2. Holding for now!
3. A moment of respite in this madness
4. \*heavy breathing\*

Attack:

1. The blood will flow!
2. I will kill that -thing-, Sindyr will curse us no more!
3. Give me back my mind, beast!
4. It will die!
5. I will silence it’s cursed voice!
6. ARGGGGGGH!

Selection:

1. The madness.. Overtakes me!
2. I will punish Sindyr even if it is my last deed!
3. How could it come to this?!
4. There is nothing left but blood
5. I hear him scratching at my mind!
6. Sol, why do you punish me?

Die:

1. I die in the pits of Hell
2. The light… is gone
3. Sol has abandoned me.

Being Revived

1. The madness continues!
2. I wont die! Never!
3. Sindyr! You can not lay me low!

Revive target

1. Fight more! You must!
2. Sol may have abandoned you, but I have not!
3. My power restores you!

Revive target champion

1. Stand Ezykiel! I command you, stand!

Leader:

Movement:

1. Forward! Forward!
2. Blood will be shed there
3. Yes I’m moving!
4. Heavy steps, crush the blasphemour!
5. Going… There.
6. That location! Yes!

Stop:

1. I must… control myself
2. A moment to regain my thoughts
3. I will… hold this place
4. Nothing will break my guard!

Attack:

1. ARRRRRGGHHHHHHH!
2. HuuuRAGH!
3. That thing will die! It MUST die!
4. Get back into Hell!
5. The Necromancer is dead! And so Sindyr will share the same fate!
6. Purge it! Burn it into oblivion!

Selection:

1. I did this, it is my fault!
2. Curse the traitor Sindyr!
3. If I only knew what he was capable of…
4. I.. Must… Resist..!
5. I am… I am… Ezekiel
6. Madness will not take me!

Die:

1. The quest… is lost…
2. I need aid!
3. No! I must not fall…

Being Revived

1. No, I -will- get my revenge!
2. I feel strong again!
3. Back unto the madness!

Revive target

1. Get up now!
2. Do not falter!
3. Die when I tell you to, and no sooner!

Aziah:

Movement:

1. Moving. Moving! I am moving!
2. I can barely walk
3. Shooting, more shooting, less moving!
4. I can kill it from there
5. It gets harder with every step
6. I must survive, I must move

Stop:

1. This place is my killing field
2. No more, I must rest
3. I… can’t… breathe
4. I’ll shed blood here!

Attack:

1. Kill it! Kill it!
2. Die Die DIE!
3. rrrRARRGGGHHHH!
4. No demon can match frenzied firepower!
5. I don’t care if it’s the Necromancer or a Demon of Hell, I will bleed it to death!
6. I will use all my ammo, or my own hands if I must

Selection:

1. Argh… Aziah… Reporting
2. What… Where am I?
3. This is Hell! I’m gonna die in Hell!
4. Everything is red, why everything red?!
5. The madness… No… I must remember… Serverous…
6. I need to shoot! I need to shoot!

Die:

1. But I still have ammo!
2. Why did it have to end like this?
3. No! I did not shoot enough…

Being Revived

1. What? I survived?
2. Revenge! I will get revenge!
3. No! I cannot be weak now, I trained for this!

Revived By Priest:

1. Father… even in madness.. You still help me…

Revive target

1. Don’t show weakness now!
2. Why do you keep falling? you must stand and fight!
3. Get up, help us!

Revived Target Priest:

1. Get up Father, you must be our light!

Necromancer:

Mission Defeat:

1. You could never defeat me, why do you try?

Demon Sindyr:

1. I cannot be bested, not even by you.

Renegade:

In combat:

1. Slaves of Sol!
2. Fire! Fire!
3. Bring them to heel!
4. Kill them!
5. Ahahah!

Die:

1. Mercy!
2. Arrrrhhh
3. Garrrghhhh
4. Nooo…
5. Forgive me master!
6. HrnnnnnaggHHHHHHHHH
7. No, no!
8. Argh my spleen!
9. Hur!
10. Hell takes me!

Tank Boss:

Ability big shot activate:

1. Dodge this slaves!
2. Loading armageddon shell
3. Meet your death

Ability Rampage Activate:

1. Crush them! Crush theeeem!
2. Prepare to be ground to pulp!
3. Fear the treads!

Ability Rampage Duration:

1. ARrgggggh!
2. Mwhahhaha!
3. Rargghhhhhh!

Daemon Sindyr

Line idea daemon sindyr taunts:

your lives are a footnote in the epoch of my destiny

How can you kill god?

I am the arrived darkness

All that you know, love and desire will be devoured in the wake of my coming-redo

The cull of humanity will be the final tale of your decadent religion-redo

You do not deserve life in the presence of my demonic perfection

For the briefest of moments you and your people will be allowed to grovel for my benevolent mercy. But none may come

Do you seek to harm me? How disillusioned

Your reality does not deserve my unholy presence

The tide of madness will bring an end to civilisation as all sanity is stripped from the weak willed and hero alike

The primordial soul heralds my coming, mankind knows of my arrival. Prayer corrupts to sinful worship as man gives in to debauchery and bloodshed.-redo

Optional Level up screen comments

Prologue -> Ms01

Leader

1. The Necromancer must be brought down, we cannot allow him to complete his horrific ritual!
2. This delay is unacceptable. With each passing moment the Necromancer approaches his dark goal.
3. A direct attack against the Necromancer may be folly if he uses magic against us. Perhaps we should infiltrate in secrecy? I must reconsider my strategy… Or maybe we could fight fire with fire…

Priest:

1. Damn the arch-blasphemer and all his slaves! How dare he transport us from that place? Our divine mission was almost complete!
2. By Sol, the hour of The Judgment will come, and the Necromancer will taste Divine Retribution.
3. Hm… I sense great power ahead. The Necromancer must have laid a trap for us at the next location.

Aziah:

1. What? Where am I? Where is the Champion and Father Tal? Curse the trickery of the Necromancer, he must have separated us!
2. This place… A forge! But it appears overrun by the Forces of Hell, I may find no respite here.
3. I must prepare demolition protocols, if this forge now serves the enemy it should be destroyed.

Ms01 -> Ms02

Leader:

1. Now that we have recruited the aid of a Dark Wizard, the Necromancer cannot possibly teleport us away again. He will be forced to face us and die.
2. I hope no harm has befallen the child Aziah. If nothing else, we will require his help in the coming battles
3. Once we reunite with Aziah, we must march directly to the Gates of Hell. We still have time to stop the Necromancer… but it is fleeting.

Priest:

1. To work with this Dark Wizard? Shameful. He cannot be trusted. I hear his dark thoughts…
2. A binding ritual?! I trust the Champion. But his actions this day were… blasphemous, to say the least.
3. Bless the faith! The stars foretell good fortunes at the next location. We are destined to reunite with Aziah!

Aziah:

1. This place is corruption made manifest, I am no Priest but I can feel the dark energies surging through the forge.
2. What is that?! A horrific engine of war! So this is what the Forces of Hell are using the forge for.
3. Demolition protocols are prepared, I see there are critical junctions located around the forge. Destroying these should disable the forge for the time being.

Sindyr:

1. How dare that Priest probe my thoughts?! Once I am free of this bondage I will gouge out his eyes and gut him while he still breathes! Are you listening now Priest?!
2. The eyes of Hell are ever watching, ever knowing. Your servant beseech thee, where do I take these slaves of sol?
3. \*Daemon responds\* Hell hears thy prayer Dark Wizard… Go now to the Great Forge, you will find the slave Aziah there.

MS02 -> MS03 (main mission)

Leader:

1. We yet again approach the Gates of Hell. Our foe may be more prepared for us this time. It will not be an easy fight.
2. Sindyr… He suspects something. I must find a moment to speak with him alone. I cannot risk him jeopardising the mission with his foul tongue.
3. There is no light in our future, I believe we will not survive this mission. But neither will the Necromancer…

Priest:

1. The Stars, they do not speak. We are without divine guidance. It seems Sol does not penetrate this darkness. If there will be no light in this place, then I will embody Sol’s glory myself!
2. Under the gaze of a bloodied moon, no holy deed can truly be accomplished. We wade through the torrent of sin until we purge it at its source.
3. The Wizard’s thoughts grow more debased with every passing moment. It disgusts me, pray, he will be judged soon.

Aziah:

1. We are reunited. Our combined might will lay waste to the Necromancer and his slaves!
2. I cannot believe we are working with an enemy of mankind. What is the Champion thinking trusting that Wizard? How do we know he isn’t a spy for the Necromancer?..
3. I wish the boys back at Outpost Serverous could see me now, fighting the great evil in the bowels of Hell. Well, I can tell them all about it when I get back. Or perhaps there will be no need for outposts after today?

Sindyr:

1. I wonder how it will taste… I desire the power… How will it feel flowing through my veins? Ecstatic…
2. The moon is bloodied and the stars are blotted out. A great change is about to occur. I hear the screams of Hell. My destiny will be fulfilled.
3. The Necromancer is weak, he does not truly understand the ways of the dark. The Master of Hell will soon fall. Long may the new Master reign…

Ms03 -> Ms03 (Boss Fight)

Leader:

1. Father… I am true to the faith, I did what must be done. I pray you will see it before the end.
2. We have reached the Necromancer in time. Now we must become our greatest selves or it will all be for naught.
3. My Lord… I hope we have not been discovered, I hope our plan will work. Or all is lost…

Priest:

1. Ezekiel… You lied to me. You lied to us all.
2. I am ready to die in the service of Sol. To die in this accursed land, there is no greater glory. I go now to my tomb.
3. \*prayer\* Sol deliver me… Sol bless me… Sol bring an end to it all.

Aziah:

1. So, it is the time. I will not hesitate, and I know no fear.
2. The Champion made no speech, the Priest seems… disheartened? Why do they wavour now at the moment of our triumph?
3. This is what I have trained for, this is my purpose. My ammo will find its mark. I will kill the Necromancer, with my hands if I must…

Sindyr:

1. I am so… close. I must only play the slave for but a moment longer… and then… I will feast.
2. I knew it… From the moment I met you… Ezekiel… your weakness, your stupidity. You were never the Champion, you could never be him. Only a blind fool would trust your words.
3. The Binding Ritual… With every passing second my rage at this bondage grows ever stronger. Once my hunger is satiated, I will find new debased methods of torture to punish this false idol and his flock.

Prologue:

Squad starts near the end of the final mission area. They have a short distance to go to reach the Necromancer

Obj1 Destroy the Necromancer (non-cutscene plays at start of mission):

1Leader: \*shouting\* Rally and advaaance! The Necromancer MUST be brought down this day!

Obj2 Destroy the servants of hell (non-cutscene plays at encounter first enemy):

1Priest: Observe their desperate defence. Shameful and disorganised. Without divine guidance, the heathen is without mind.

2Priest: Blessings upon us for they shall not hinder our final victory! As the agent of Sol almighty I will strike down the blasphemour like wheat at the harvest!

Obj2 Complete:

1Priest: As you prophesied, my Champion, no evil may prevent our Divine Intervention

2Leader: It is destined that the Necromancer will fall, as he fell at the Miracle of Sol. Once more he will be cast aside.

3Aziah: Champion… It is an honour…

Obj3 Destroy the gate (non-cutscene plays at reaching the Gates):

1Leader: So… we finally reach the Gates of Hell. Glorious tidings, we have completed our quest in haste.

2Aziah: Completed? No. The Necromancer steels himself behind the Gates. But my heavy weapons will bring it down.

3Priest: Yes, my son. Decimate his defences, bring down the Gates of Hell itself, so that the angels of Sol may enact the Divine Judgment upon him.

Obj3 Complete:

1Aziah: Yes, yes! It falls. No magics can stop us! No evil can delay us!

2Priest: Praise Sol! Bless the Faith!

3Leader: Ahh. And now it is time… Form up! Our quest comes to an end, the light of Sol will once more fill this dark land, and the Patron of Evil will be brought down for the final time.

4Leader: \*Line is shouting, increasing in volume\* We strike now at Hell itself, we strike to slay The Necromancer, and we STRIKE TO SAVE HUMANITY!

End Cutscene:

1Alpha Demon: The moon is in blood, Hell bleeds it for you… Master.

2Necromancer: The conditions are ripe. The ritual is prepared. The transformation begins.

3Alpha Demon: Your sin damns this place, all will suffer, all will die.

4Necromancer: All must die. I will it. I demand it.

5Alpha Demon: Yessss… Master…

6Necromancer: This time… The Champion will not stop me.

7Leader: THERE HE IS! UNLEASH OUR HOLY FURY!

8Alpha Demon: Ohoorr… An annoyance?

9Necromancer: You… DARE Interrupt?! I have not time for this! Be SILENT!

\*the Necromancer casts a spell and the party is completely frozen\*

10Aziah: Arh… Wha— i cannot move

11Priest: Sol protect us, Sol bless us.

12Leader: What.. What Trickery is this?!

\*The ritual table starts flaring up with dark magics\*

13Alpha Demon: The ritual Master… you must not permit interference

14Necromancer: Argh I know it. Begone humans! I shan't allow you to take any more of my attention. Remove yourself from my sight, NOW!

\*dark portals encover the party, they disappear and the scene fades to black\*

Mission01

Intro:

[Heroes spawn in from Dark Magic portals]

1Shieldbearer: By Sol! We had him. Curse that coward.

2Leader: Patience, we still have time to stop the Necromancer.

3Leader: According to our current coordinates we are not far from The Gates.

4Shieldbearer: Good, we shall once more force a march unto Hell itself! Our righteous crusade cannot be halted.

5Leader: Wait, where is Aziah? He did not come through the portal with us? We require his heavy weaponry. Without him a direct attack on the Necromancer would be folly. Our first move is to rendezvous.

6Shieldbearer: Ha! I foresee in the Stars that he already advances on the Gates alone, that stubborn child.

7Leader: More the reason to rendezvous before he gets himself killed.

8Shieldbearer: Aye, he is true to the Faith, and the Stars do not tell of his end. We are destined to reunite.

9Leader: Hmm… I trust your reading. Tell me, holy Father, what do you divine for our mission?

10Shieldbearer: Being a War Priest of Sol… My wisdom is emboldened by the Stars. However, the shroud of necromancy clouds my vision of The Gates. I cannot read the future of events which take place there, I can only say what I believe.

11Shieldbearer: I believe you are our greatest Champion. I believe in the Miracle of Sol, where you slew the Necromancer once before at the Darkest Hour.

12Shieldbearer: I believe in the power of the Sun and revere the Hours of the Moon. These will guide us to victory against the darkness.

13Shieldbearer: I am certain of our victory against the Necromancer and his slaves.

14Leader: Your faith is inspiring. I see why Aziah reveres you so. Now, we must advance

15Shieldbearer: Of course, my Champion.

Tutorial1 Intro:

1Shieldbearer: Damn! A gate blocks the way. Perhaps we are not welcome here?

2Leader: It matters not, if we capture that mechanism, the gate can be opened from here

Prompt: [Moving a hero to a capture point will capture it]

Tutorial1 End:

1Leader: As predicted, the way opens.

2Shieldbearer: We have little time to waste, let us advance.

Tutorial2 Start (upon fighting the first enemies):

1Leader: No wonder the gate was locked, Agents of hell infest this place.

2Priest: The path to glory is paved in the blood of the damned.

Tutorial4 Start/End:

Prompt: [Press Backspace to reset the camera rotation]

Tutorial5 Start/End:

1Shieldbearer: Look ahead, a heavy turret! Stay back my Champion, I should advance first and absorb its fire.

2Leader: Cover me! Get me in range so that I may throw a grenade and disable it.

Prompt: [The Shieldbearer is heavily armoured and receives less damage from most weaponry. Explosives such as the Champion’s grenade deals heavy damage to turrets.]

Tutorial6 Start:

1Leader: Damn. The control console on this side has been sabotaged. I must use my jetpack to jump over the gate and access the controls from the other side.

2Shieldbearer: Ha! Clearly, they bar this passage for they fear death by our hands.

3Shieldbearer: Lo, if Sol is willing, open the way so we can enact Divine Retribution upon these fools who delay us here.

Tutorial6 End:

1Shieldbearer: Thus, the way opens for the faithful.

Boss Pre-Intro:

1Shieldbearer: Bless the faith, I sense great power ahead. Perhaps many slaves cower here?

2Leader: Hmm. No, my scanners detect only a single entity.

3Shieldbearer: So, the leader of these fools. Good.

Boss Intro:

[Party moves through gate which shuts behind, they approach the edge of the pit]

1Wizard: Who enters the circle? You come without sacrifices? Return with more slaves lest I sacrifice you instead!

2Shieldbearer: Hold your forked tongue, you stand before the Champion of Sol! Even a slave as yourself should know respect for the greatest warrior!

3Wizard: Hmm? The Great Champion? The Champion of Sol? He who performed the greatest of miracles, he who slew The Devourer?.. Hmmm… Legends stated you were taller.

4Leader: You carry a Wizard’s Staff. You must be one of the Dark Apostles. Strange to see you wandering so far from the Gates. Doesn’t your master require your magics in aid of his ascension?

5Wizard: Naïve fool, you think I serve Him? As for the Apostles, they know not of the Dark magics, they are but a mere amusement for The Devourer.

6Wizard: No… I am a true Wizard, I am like unto the Necromancer himself, only soon I shall be greater.

7Leader: Pray, how will you achieve such a mighty feat?

8Shieldbearer: My Champion, I must advise, parley with this devil can lead not -but- into temptation and corruption!

9Leader: Yes, Father, I understand. But… Tell us Wizard.

10Wizard: Well… It is simple. I divined your quest. You go now to destroy The Devourer, and I shall accompany you.

11Shieldbearer: Absurdity! You will not take one step on this righteous path, blasphemer!

12Wizard: Shant I? Well perhaps not, perhaps you are too weak to deserve my great assistance. You shall be tested, prepare.

13Shieldbearer: Enough of this! I will cleanse you from this land, beast!

Boss End:

1Shieldbearer: Your disgusting existence ends here.

2Wizard: ...and without me how will you stand a chance against the Necromancer?

3Leader: I have killed him before, I will do it again.

4Wizard: I know how you arrived here. The Necromancer used his magic to teleport you to this place. Without the aid of another spellcaster… you will never gain the chance to land but a single blow on him!

5Shieldbearer: To work with a dark wizard? Shameful. We cannot trust him, my Champion.

6Leader: He can be restrained. Mark it in blood Wizard, bind yourself to my service until the Necromancer is no more.

7Shieldbearer: What? A binding ritual?

8Wizard: So be it, if that's what’s needed to be done. I will serve. Your name? I require it.

9Leader: I am Ezekiel of Sol.

10Shieldbearer: I must prote-

11Leader: Silence! This is a means to an end.

12Wizard: and you Priest? Your name?

13Priest: \*growls\* I am Father Oba Tal.

14Wizard: By the blood of the gazing moon, at the place of sacrifice, I, the Wizard Sindyr bind myself in service to the Champion Ezekiel of Sol, until the Necromancer hath been vanquished.

15Wizard: As witnessed by God’s agent, Father Oba Tal, and by the ever watching eyes of Hell. Let it be so.

16Priest: So, it is done?

17Leader: Yes. He is my dog for the time being. But know this Wizard, once our mission is fulfilled you too will be executed for blasphemy.

18Wizard: Oh… Of course…

19Wizard: (in head) Infact, once I destroy the Necromancer’s body, I will feast...

20Priest: (psychic message) Your final meal Wizard.

21Wizard: Arrh---

22Priest: Working with this slug, it shames us. But I trust your guidance, Champion.

23Leader: Thank you for your divine judgement, father. Now, show yourself worthy Wizard, Use your foul magic and take us to our missing squad member.

-Wizard summons a portal

24Wizard: Oh fear not, I cannot deceive you now. Step into my portal…

Mission02

Intro (non-cutscene):

1Leader: Ahh, so you have taken us to the Sanctified Forge. It is here that we will locate Aziah.

2Wizard: Oh but of course, of course.

3Priest: Be cautious, I sense the heart of the forge beats with the energies of darkness…

*4Leader: Damn. Yet another obstacle. Let us to the march and be quick about it.* //CUT THIS LINE

Objective 1 Start

* A tank smashes through the wall blocking the way of the party

1Leader: Armour ahead! Take cover!

2TankBoss: Prepare to be ground to pulp, little flies!

Objective1 Middle

1Aziah: It seems once more you are in need of my assistance, Champion.

2Priest: Praise be to Sol, unleash your fury upon them my son.

Objective 1 End

1TankBoss: Heavy weaponry! Fallback to the forge!

2Aziah: Yes flee cowards!

Aziah Greeting cutscene

1Leader: That was quite an entrance Aziah, you do have a flair for the dramatic.

2Aziah: Ha! I did not mean to cause a spectacle, my Champion.

3Wizard: Oh yes, quite dramatic, but you have no mind of timing child, that tank would have crushed us into dust lest you took longer to help!

4Aziah: Why is this… thing accompanying us? I do not presume to question you, my Champion, but it reeks of dark magic.

5Leader: This is the wizard Sindyr, he is but a slave for the time being. His magics will assist us.

6Wizard: I am bound to your quest until the Necromancer is slain. Fear not, I shan't make a sacrifice of you yet

7Priest: I pray his mere presence doesn’t corrupt us all.

8Aziah: Maybe we should cut its tongue so that it cannot speak any blasphemies?

9Leader: Enough, what do you have to report?

10Aziah: Yes Champion.

-Camera pans over the map to show the armies of hell.

11Aziah: The forge is lost, it has been for some time. The forces of Hell seem to be using this place to construct fearsome engines of war.

12Aziah: Our passage to the Gates is blocked by that monstrous weapon we just displaced. To advance we must destroy it fully.

-Camera shows the exit with the tank boss

13Priest: And what of the forge? Even upon the destruction of the Necromancer, I expect it will be a thorn in our side during the eradication of the Forces of Hell.

14Aziah: Yes. I have been planning demolition protocols. There are three main areas of the forge, we may destroy them and deprive the enemy of its use for the time being.

15Wizard: A pointless endeavour, the Devourer approaches ascension at every passing moment. We have not time for this.

16Leader: Understood, but I will make the judgement. Rally squad and advance.

Walking through the middle passage:

1Renegade: Look, slaves of Sol! Butcher them!

2Leader: Damn an ambush. Dispatch them quickly!

Destroy Optional Base 1:

1Priest: Blessings be upon us, the forge weakens!

Destroy Optional Base 2:

1Aziah: Enough, we have disabled this section of the forge, only one left.

Destroy Optional Base 3:

1Leader: Good, it is done.

2Aziah: Steel yourself friends, for we must once more fight that monstrous engine.

3Wizard: You are a fool to waste time here Champion, I am sure that monstrous tank has been fully repaired in this time!

4Priest: Do not dare question the Champion, lest I enact Divine Retribution upon you blasphemer!

5Leader: There is time enough for that after the Necromancer is no more. We shall advance once more.

Boss Fight Intro (not cutscene):

1Aziah: There is the hulking contraption! Anti-Vehicle tactics, now!

2VehicleBoss: (if at health >= 85% ) \*laugh\* Come and be crushed fools! For the Necromancer and Hell!

2(alt)VehicleBoss: (if health <= 85%) You could not repair this thing any faster, runt?! The slaves of Sol are already here!

Boss End Cutscene:

1VehicleBoss: Fire faster fools! The engines are failing us, fire faster lest we-

-the vehicle suddenly explodes

2Aziah: See? It didn’t put up much of a fight…

3Wizard: Arg your arrogance will get us killed child.

4Priest: Blessed is the courage of the ignorant, for where we hesitate they do not.

5Aziah: Ignorant? I have seen combat.

6Priest: You are wise in battle, my son, but in spirit you are ignorant. I sense you have yet to taste the sting of defeat.

7Aziah: I have felt it, our failure to stop the Necromancer. It is rage that fuels me forward now. I will get my revenge and complete our original mission.

8Wizard: (If all optional missions are completed) Perhaps you will yet get your revenge, perhaps not. We have been delayed here for far longer than expected. We must move to the gates with increased haste.

8(alt) Aziah: (If not all optional missions are complete) I will savour some rage afterwards though, for I intend to return and demolish this forge. For now we should advance to the Gates.

9Leader: So be it. Sindyr, open us a way, take us to the Gates of Hell.

10Wizard: Oh how delicious… It shall be done, (mocking) My Champion…

Mission 03

Intro (non-cutscene):

Leader: Again we enter this foul land. There is no time to be lost, rally and advance once more.

Priest: I fear we have not long now, I sense the darkness strengthens with every passing moment

Obj 1 start (non cutscene)

Leader: Damn, dark magic blocks our way.

Aziah: This wasn’t here before, the foe anticipates our return. Wizard, can you overpower it?

Wizard: Oh but of course, it is trivial… but not from here. The source which emanates this power must be snuffed out… Then this barrier will dissipate.

Wizard: hmmm… I sense… yes… Across the gap… the power is there.

Leader: So be it, I will accompany you to this objective Wizard. Father, stay here with Aziah and guard our flank. If this position is taken by the enemy, crossing back over the gap will prove difficult.

Priest: Of course my Champion, I pray for your safe return in haste.

Aziah: No foe will cross this position in one piece…

Obj1 Mid (non-cutscene)

Wizard: This is a complex ritual, assist me. Stand where the power is greatest.

Wizard: (after a delay) Champion?

Leader: I have cut communications to the Father and Aziah. Speak your peace Wizard.

Wizard: Hmm… Indeed… I sense… Everything is not as it appears

Leader: Go on.

Wizard: You are not who you say you are, Ezykiel?

Wizard: I see into your soul and… I do not detect the divine… you are a mortal man, are you not?

Wizard: From the moment I first witnessed you enter the Ritual Circle… You appeared but as a small nuisance, I detected no power, no might. Truly you are small and pathetic.

Wizard: You are not the Champion of Sol, are you?

Leader: I have never lied to you Sindyr, I have told you my name. I am the Champion Ezykiel of Sol.

Wizard: but… You are not.. -The- Champion, now are you?

Leader: I am what I am needed to be. No more, no less. If I must be the Champion, then I will be Him. It is my quest, it is my duty, it is how I will destroy the Necromancer.

Wizard: and pray, effigy of the divine, you march us into a suicidal last stand? Mankind is doomed and the Devourer will consume all life. It is true, is it not?

Leader: Hmm. We will all be enlightened to the truth soon, Sindyr. Do not forget you march with us. Your fate is bound to ours.

Wizard: \*cakcel\* Your ignorance amuses me, I see my fate, glorious and unholy… But I will remember your contributions to it, you may remain in my favor, child.

Wizard: (there is a pause) There, we have done it, the power wavours, we may continue on.

Leader: Good. We will rendezvous and advance.

Leader: (after another pause) Sindyr, speak not of this to the others.

Sindyr: So be it, as you will it… Champion.

Obj2 party reunites (non-cutscene):

Aziah: Champion! You return, our communications got cut, are you alright?

Leader: We are fine, the power of the ritual must have overcome our comms.

Aziah: I see, well, whatever magics that wizard enacted worked. The gate is down. We can advance forward.

Leader: Good. Let us to the march.

Obj3 Start (non-cutscene)

Alpha Demon: Ohooor… My Master, the Great Necromancer, welcomes thee once more to Hell.

Priest: We come to slay you and The Necromancer. Show yourself and be judged, Demon!

Alpha Demon: Patience, My Master is not yet ready for your acquaintance. But he bids me authority to greet thee in a manor befitting, satiate your thirst on these slaves….

Aziah: An ambush! We are surrounded.

Boss pre-intro

01Aziah: Seems the fools have not repaired The Gates, we may simply march in and end this once and for all.

02Wizard: oh but if it were so simple child, The Devourer is no meager opponent. This fight will be… challenging.

03Aziah: so meak Wizard. I could never imagine someone as arrogant as you acknowledging a challenge.

04Wizard: Ha! How ironic coming from yourself, child.

05Leader: Sindyr, are you prepared? We cannot afford to be teleported away once more.

06Wizard: Yes… I feel powerful in this dark place, I will most certainly counter the Devourer’s sorcery.

07Leader: Good, in that case, rally squad.

08Priest: A moment Champion, I must administer my blessings.

09Leader: Of course, Father.

The pair move away from aziah and sindyr

10Leader: What troubles you, Father?

11Priest: I have distrusted the Wizard from the moment of our meeting. He makes his treasonous thoughts apparent, even a child could realise it.

12Leader: Indeed, but we have no time nor alternatives.

13Priest: This is not why I have chosen to council with you, my son.

14Priest: You must know, being a War Priest, I can read the thoughts and minds of any mortal. It requires a deep concentration and it opens my mind and body to interception by unholy agents.

15Priest: I sacrifice parts of myself for every moment I perform this blessed observation, my soul pains from it.

16Priest: To protect us against this… Dark Wizard… I have interrogated his thoughts since the time of the Binding Ritual.

17Priest: I have heard your conversation with him… I know you disengaged our communications on purpose, I know you are not as you say you are.

18Leader: I understand Father, and wh-

19Priest: Do NOT speak as I pass my judgement!

There is a small pause before the Priest continues

20Priest: I do not care who you are. I do not care what your motive is. I do not care as to why you continuously lie to me and the child Aziah.

21Leader: My motives are pure, I seek only to honour Sol.

22Priest: Silence! Do not interrupt again while I enact the judgement.

23Priest: You have led us to the maw of evil, most certainly unprepared. You commit ultimate blasphemy by siding with a Dark Wizard. Your actions threaten our lives and most importantly the success of our divine mission.

24Priest: I trusted your judgements for I believed you were our Champion… If this revelation had come from anyone else… I would enact the Divine Retribution… But… I believe your heart indeed is pure. And we are at the final hour…

25Priest: If I am to die this day then it will be at the service of Sol. We will finish what we have begun. I bless you Ezekiel, and our mission.

26Leader: Thank you Father. Know I have reason to keep this from you.

27Priest: Of course, it is why I did not read your thoughts before. There must be a reason for all of this…

28Leader: Indeed. Come, we should reunite with the others.

29Priest: Tell none of this to Aziah… Who knows how the child would react.

Boss intro Phase1

Party moves through the gates of Hell towards the Necromancer who is performing a ritual.

01Necromancer: You have bypassed my magics, you have broken my army and you have bested my servant. You do all this for a glimpse of my attention.

02Leader: No more delays, no more hiding. This is the moment of your judgement. You and your servant shall be cast down.

03Necromancer: Mighty words from one so small. But my attention is fleeting. Begone once more.

04Sindyr: I think not Devourer.

05Necromancer: Ahh I see you have rallied another follower to your suicidal cause. Consorting with dark agents, truly not the actions of a pious man but perhaps a desperate one. Yes… you all reek of desperation.

06Necromancer: And you, a fellow scholar of Hell… Why did you not come to me in friendship? Why do you consort with these… naive and stubborn slaves.

07Sindyr: You know too well Devourer, in matters of the dark, there can be only one Master.

08Necromancer: Indeed, you are more knowledged than I thought. I respect your pursuit of power. If I were not at the gate of divinity I may yet have use for that. Unfortunately you have arrived too late.

09Sindyr: You think yourself mighty, you think yourself in control. You are a meer pawn in my game Devourer. You are the final obstacle. Soon my power will surpass your greatest imagination.

10Alpha Demon: \*laugh\* Ohooor, The Wizard Sindyr. How I have listened to your worship, how I have guided your unholy actions. How many thousands you have slaughtered for the meager power we bestow upon you.

11Alpha Demon: Truly you are now more demon than man. How you relish in your dark work. How you have disgraced your kind with your sin. And now you come to usurp my Master as the Patron of Evil. Truly you show potential…

12Necromancer: It matters not how he comes to me, I am but a moment from divinity, my destiny is sealed.

13Alpha Demon: Of course, your destiny is sealed, my master.

14Necromancer: This parley tires me, but I wonder… What power possesses you mortals that can prevent me from achieving my greatness?

15Aziah: Mortals? Surely you have not forgotten your greatest foe, the one who destroyed you before, the one who enacted the Miracle of Sol.

16Necromancer: You dare refer to yourself in such a way? You are not the Champion… You are nothing compared to the Champion…

17Aziah: I am not the Champion no, but we are led by him, the greatest of our people, The Champion of Hope.

18Necromancer: Him? He is but an ant, there is no divinity here except myself. There is nothing that can oppose my will.

19Priest: Enough of this blasphemy, I pray this contact does not taint us all. Prepare for the divine judgement Necromancer.

20Necromancer: Very well, I see I must show you but a fragment of my power in my last moments of this mortal coil. You will die in this accursed land. No light can penetrate the dark, no miracle will save you.

Phase2

The Necromancer suddenly performs a special attack that knocks back and incapacitates the party.

Necromancer: ENOUGH! It is upon us..

The Necromancer twitches and is engulfed in dark flames, his voice becomes distorted.

Priest: No... By Sol... We ran out of time.

Sindyr: Such power...

Aziah: Champion... Now you must... You must perform another Miracle... Soon he will be unstoppable.

Leader: Yes... (speaking into vox) My Lord. It is happening, it is the time.

Sindyr: And you call me a heretic? Your very own champion prays to God! Ha! At least I will die with this delicious irony.

Leader: Fool. I pray not to God.

Aziah: My Champion..?

A beam of light begins to form between the party and the partially demonic Neromancer

Necromancer: What is this?

The light grows and grows until a shockwave ripples down it and there is a blinding explosion. A large figure with similar armour the leader, but with more ornate armour and wings extending from the back stands at the point of explosion.

Necromancer: What?! No!

Angel: I am arrived. Rally to me my children. Stand with me against Hell itself! The power of Sol guide you!

The party is suddenly fueld to rise and fight again despite mortal wounds.

Necromancer: You cannot stop me now demon, I am ascended! I am immortal!

Angel: You stand at the gate of the divine before me Hellspawn. I block your way.

Necromancer: Hellspawn? No, I am The Great Necroman-... No... I am more... I am The Destroyer, Devourer of Sol, I am God! Pray to me mortals! Pray for no light can touch you! Your planet is dust, and your stars will be shattered!

Sindyr: Such... Power...

Angel: I shall be the Light of Redemption. You will be cleansed.

Priest: My... My Champion... We fight with you, in your grace.

Leader: We must strike now, he is at his most vulnerable during this stage of ascension.

Angel: Yes, my son, you have summoned me at the perfect time. Now we end this once more.

MS03 Final Boss interaction (when boss is at 0% HP)

1Demon Necro: Arggghhhhh…

2Angel: The demon weakens! Quick before it can recover, enact the judgement!

3Priest: Of course, I shall enact… the Divine Judgement

MS03 pre sindyr cutscene (After user presses divine judgement ability)

1Priest: Now… I am prepared… Ready yourself… for the DIVINE JUDGEMENT!

2Demon Necro: No… Noooo… Not… This close… to Divinity.. ARGGHHHHHHHHH!

The demon burns bright and their is a huge explosion, the camera then pans to sindyr and his shackles from the blood ritual visually break

3Sindyr: mmm… finally…

4Leader: Good… and… it is done…

5Angel: No… I sense…

Suddenly Sindyr teleports over to the remnants of the Necromancer where the priest is standing. He performs a quick magic spell which throws Priest back towards the rest of the party and then creates a wall of magical energy

6Angel: The Wizard! Stop him!

The party open fire but the energy barrier is too strong. The priest runs at the barrier but is repelled again

7Sindyr: It is too late slaves, my destiny is inevitable, as is your end

8Aziah: Sindyr… You traitor! Come out and fight!

9Sindyr: Traitor? Naive child, I played my part as did you. “Until the Necromancer is no more”, I do recall those were the terms… Do not interrupt again.

Sindyr begins to consume the essence of the Necromancer like in MS01 boss intro

10Leader: We must do something… Anything!

11Angel: It is no use, we cannot act while this barrier delays us. I did not foresee this…

12Priest: You did not foresee? Are you blind my Champion? His betrayal was clear in the Stars!

13Aziah: Father! Hold your tongue! How dare a holy man as yourself commit such blasphemy as to question our Lord?

14Leader: Aziah! Stay silent child.

15Angel: No, he is right… My focus on the Necromancer… It blinded me to the greater threat… And now the fate of humanity… I do not know…

16Sindyr: Ahhhh yes… I can taste it… The power… Raw power… As I imagined, but yet greater… How can it be greater? How?! Ahhahahahhahha!

17Angel: Reality is changing, I can feel it. Hell spills unto the Earth, madness will soon overtake all.

18Priest: Hell itself? How is it possible?! What power can undertake such an act of carnage?

19Sindyr: yes… Yess! I am ready… We are ready… The time is now! The Necromancer fuels me… Hell empowers me… Behold the Great Evil, the Devourer. Behold the Master of Hell! Witness the coming of the end! Witness Armageddon! Witness and worship!

Sindyr explodes into the final boss and the barrier dissipates, the map transforms into a fully hellish landscape with the red moon in view

20Leader: ARHGHHH!! I can feel it! The Madness!

21Priest: Sol Protec…. No! Blood must be spilled! It is the new way!

22Aziah: We must… Kill this… thing! I feel it inside my head! Get out! Get out of my thoughts!

23Angel: Argh…. I will resist… I must…

24Demon Sindyr: Ahhhh… Even the greatest of your people are but slaves to my will. My mere presence is an impossibility in this world, your feeble minds cannot perceive my perfection, neither can your weak reality. Madness overtakes you in the final moments, there will be no peace for all humanity.

25Demon Sindyr: Now come… Come at me… Diiie……

Final Cutscene New

1Demon Sindyr: Arghhhhhh…. A pointless endeavour, you will succumb to the domination of my will before the end. Do not fight it.

2Leader: He is too powerful…

3Angel: No… Fight on… We must!

4Demon Sindyr: No, you will not. The aeons foretell of the time when Hell seeps to the land and all light is shrouded, now is the time, now there is no hope.

5Priest: In the gaze of a bloodied moon… No holy deed… Can be accomplished.

6Demon Sindyr: Yesss. Submit slaves, there is nothing that will resist the call of Hell.

7Aziah: Perhaps it is… the end… but… What… Look! The sky! The Sun! The Sun rises! Sol returns!

8Demon Sindyr: No… There is no light, it is snuffed out… The Madness overtakes you child, you create illusions to comfort you in the dying momen– ARGHHHH!

The demon begins to burn as the light of Sol touches it

9Priest: Of course! In the darkest hour… The Miracle of Sol…

The sun fully rises and the Angel is silhouetted in it. There is a booming voice of the angel

10Angel: The light returns. Be cast down demon, be cast back into Hell. No evil will touch this land again! I AM the light of redemption! You are cleansed!

11Demon Sindyr: It cannot be! No! ARGHHHHH!

There is another explosion as the demon is burned away, when the light fades it reveals the terrain without any demonic possession.

12Leader: The Champion… He has performed the Miracle of Sol… It is done…

13Priest: I see… He martyred himself for our future and the future of mankind… Praise be to Sol…

14Aziah: I… I cannot believe I survived that.

15Leader: No, child. Your life is not certain yet. We must scour the land once more and purge any who are lost to darkness. Even without their patron the corrupt among us will seek to terrorize and enforce the aims of Hell upon our blessed people.

16Aziah: Good. A life of peace is no life for me. I will fight until my dying breath.

17Priest: Blessings upon us. Then forward our holy mission goes, until the end of time, no darkness will escape Divine Judgement. We will avenge our Champion’s sacrifice.

18Leader: For Sol, and for the Champion. Let the hunt begin.

Fades to credits then Main menu after credits

Final cutscene OLD

Necromancer: No… No… Not this close to divinity… Not this close…

-the angel is walking towards the necromancer with weapon drawn

Necromancer: No! Stay back demon! Where are my… Servants protect me!

-The party gather around the necromancer

Leader: You are alone Necromancer, no one serves you now.

Aziah: Once so mighty, I see you fear us now.

Necromancer: Pathetic mortal, when my power returns I will teach you the meaning of fear!

Angel: The quest is not complete yet, are you ready to die Hellspawn?

Necromancer: Kill me? You may drink from the same well of power as I, but you are incapable of killing me! You know not of my immortality? Slay my body, I will return and wreak vengeance upon you all!

Angel: The same well of power? No. I am angelic divinity, you are a meer spawn of Hell. I am the God of mankind, and you are a pawn of evil.

Leader: My Lord, we should do it now. His strength is returning.

Aziah: Yes, show us your true power my Champion, if you will it, banish this demon forever!

Angel: I have done my part, I have reduced him to a crying child. And now, Oba Tal, as the bearer of my word… You may enact my will.

Priest: My… My Champion… It is an honour. Stand back and I will perform.. The Judgement

Necromancer: Wh-What?

-The party moves back leaving the Priest with the Necromancer

Priest: Prepare yourself for THE DIVINE JUDGEMENT! TASTE HOLY RETRIBUTION NECROMANCER!

-The Priest performs a mighty special attack with blinding light

Necromancer: ARRRGGHGHHHHH

-The camera refocuses on the party, the Priest can be seen in the background repeating his previous action a few times

Aziah: But.. why My Champion? Why the deception, why did you not lead us personally?

Angel: If the Necromancer knew of my coming to the Earth, he would once more flee into hiding. This was the only way to ensure success, child.

Aziah: I see. But you could tell us! We are loyal and would not waver.

Leader: You are loyal in spirit, but your mind is easily infiltrated. It is a risk we could not take. In fact, when I spoke in private with Sindyr, the Father was able to read.. Wait.. Sindyr, where is he?

Aziah: He must’ve fled! Father did you see..

-the party turns to see the father incapacitated and Sindyr performing a ritual over the Necromancer’s corpse

Angel: Quick! We must stop him!

-Without hesitation the party charges towards Sindyr

Sindyr: Stay back!

-A wall of energy surrounds Sindyr, forcing the party back

Aziah: I knew we could not trust him!

-Aziah opens fire into the wall to no avail

Angel: It is no use, we cannot penetrate this hellish energy. We must wait for it to dissipate

Sindyr: Ahhh yesss… My power grows… Delicious.

Leader: Sindyr! Fight us you traitor!

Sindyr: Traitor? Fool you knew this was to come, I never served you truely. Only bound by the ritual.

Sindyr: Might I say, I manipulated these events from the beginning. Even unto our first meeting. You naive children are so mindless that you allow me to infiltrate your quest and bring it to my ends.

Sindyr: Even the mighty Champion of Sol, in the flesh could not predict this. You all and your God and nothing to me but simple tools for my aims.

Sindyr: Of course, my deception was perfect, and timing precise. I overpowered that pathetic Priest moments before the Devourer’s power was released back to Hell. Right when it was most malleable. It will be a long feast…

Aziah: Argh! I will kill you heretic! I will choke you with your own forked tongue!

Sindyr: Ahhaha, oh yes, but of course. But not here… I will fight you when I am ready… This corpse still has plenty of power for me to consume… But know I will return and punish you all for the slavery I endured.

Sindyr: Goodbye for now, slaves of Sol…

-Sindyr and the body of the corpse teleport away and the priest begins to stand

Priest: I… am sorry my Champion, I have failed you. The Necromancer is no more, but his spirit will live on in Sindyr… Our quest… Failed…

Leader: Damn! Mankind will never be safe with that evil still in the mortal world.

Aziah: Was it all for naught?!

Angel: No, my child. Such is the way of Hell. It is a perpetual force. When one master falls, another will rise. It is only a matter of stopping them before they grow to full potential.

Priest: That means… We must fight evil… forever? By Sol… I desire no less.

Leader: Until my dying breath I will serve my Lord.

Aziah: As will I!

Angel: Ezekiel, you have chosen the perfect companions. Unquestionably loyal to the faith. It is as I willed it.

Leader: Thank you Lord. Now we must locate Sindyr and bring an end to him before he can truly become a threat.

Angel: Yes. and I will lead you. It is time to bring light to mankind. The return of the Champion of Sol will bring a new age of prosperity for humanity. But for now, we must find and destroy the evil incarnate wherever it may linger.

Angel: Let the hunt begin.