

Ordinators in Mourning VOICED DIALOGUE

HELLO

Disposition 70 or over

The spirits welcome you to the city above Necrom. [not in Catacombs]
The spirits welcome you. [only in Catacombs]
Death does not diminish; the ghost gilds with glory!
You are Thrice welcome, citizen.
Though forbidden to some, not to you.
Speak as you will.

Disposition 40 or over

What business do you have in the city above Necrom, citizen? [not in Catacombs]
What business do you have in the catacombs, citizen? [only in Catacombs]
Respect the ancestors, citizen.
Do not betray your nature. Speak as you will.
Citizen. Learn by serving.
For the living, I weep.

Disposition 10 or over

Watch it. We'll have no trouble in the city above Necrom. [not in Catacombs]
Watch it. We'll have no trouble in the catacombs. [only in Catacombs]
You insult the ancestors with your presence. You'd be wise to leave.
The dead are watching you. Scum.
Defile our tombs and you will be forever cursed, outlander.
Do not tarry in the City of the Dead!

Disposition lower than 10

Thrice-cursed! Begone!

After exiting the Dialogue Window (disp over 40), the Ordinator will say goodbye:

The ending of the words is Almsivi.

IDLE

Can ghosts or justice change with time?
Bones to ash... pass the Door.. faith in Three-as-One. [A mumbly prayer-thing]
Count only the happy hours, they say... not many of those in here.
Huh? Probably just a ghost.
Sobs quietly

ATTACK

The Thrice-Sealed House withstands the Storm!
Accept the grace without limits!
Yield to Faith!
Let the fire consume thee!
Consider this your end!

THIEF

You dare steal from the dead? Perhaps you should join them!
The ancestors see you, graverobber.