

Ordinators in Mourning VOICED DIALOGUE

HELLO

Special hello if the player is the Nerevarine:

Say the words, Hortator.

Disposition 70 or over

The spirits welcome you to the city above Necrom.
The spirits welcome you.
Death does not diminish; the ghost gilds with glory!
You are Thrice welcome, pilgrim.
Though forbidden to some, not to you.
Pilgrim. Speak as you will.

[not in Catacombs]
[only in Catacombs]

Disposition 40 or over

The living are silent in the city above Necrom.
Listen... Can you hear them whisper?
Honor the ancestors, pilgrim.
Do not betray your nature, pilgrim.
Learn by serving.
For the living, we weep.

[not in Catacombs]
[only in Catacombs]

Disposition 10 or over

Watch it. We'll have no trouble in the city above Necrom.
Watch it. We'll have no trouble in the halls of the dead.
You insult the ancestors with your presence. You'd be wise to leave.
Be afraid, for the dead are watchful.
Defile our tombs and you will be forever cursed, outlander.
Do not tarry in the City of the Dead!

[not in Catacombs]
[only in Catacombs]

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.

[this one is included in the game due to
lack of scripting skillz & motivation – maybe
not needed?]

IDLE

Can ghosts or justice change with time?
Bones to ash... pass the Door.. faith in Three-as-One.
Sobs quietly
Huh? Probably just a ghost.
Sigh What a ghost town...

[A mumbly prayer-thing]

[a little humorous thing]

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?
The ancestors see you, graverobber.

BONUS ROUND!

PLAYER ARMED

Lay down your weapon at once! The dead are watching.
Brazen outlander! You walk armed on holy ground.
None shall disturb the silence in the city above Necrom. Sheath your weapon! [not in Catacombs]
Hear the will of the ancestors! Sheath your weapon! [only in Catacombs]

PLAYER SPELL READIED

Your foreign sorcery is forbidden here.
Cast no spells. The ancestors demand your silence.

PLAYER RUNNING OR JUMPING

Walk in silence and humility, hasty outlander!
This is a place of mourning, foreign wretch. Do not dash around!
Only the soul-sick scurry and bolt like you do... scum.
Sacrilegious outlander! Walk humbly among the ghosts or you will be hindered.