

## Legacy of Kain: Soul Reaver

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### In-game Script

#### In the Elder God's Lair, the nadir of the Abyss

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*The continuation of the Elder God encounter that began with the opening cinematic – we pick up where we left off, in an in-game cinematic.*

ELDER GOD

I know you, Raziel. You are worthy.

RAZIEL

*(looking around, confused)*

What madness is this? What pitiful form is this that I have come to inhabit? Death would be a *release*, next to this travesty.

ELDER GOD

*(correcting him)*

You did not *survive* the abyss, Raziel. I have only spared you from total dissolution.

RAZIEL

*(angry)*

I would choose *oblivion* over this existence!

ELDER GOD

The choice is not yours.

RAZIEL

*(agonized, bereft)*

I am destroyed!

ELDER GOD

*(firmly, slowly – correcting him)*

You are *reborn*.

## ELDER GOD

The birth of one of Kain's abominations traps the essence of life. It is this soul that animates the corpse you 'lived' in.

And that Raziel, is the demise of Nosgoth. There is no balance. The souls of the dead remain trapped. I can not spin them in the wheel of fate. They can not complete their destinies.

Redeem yourself. Or if you prefer, avenge yourself.

Settle your dispute with Kain.

Destroy Him and your brethren. Free their souls and let the wheel of fate churn again.

Use your hatred to reave their souls...

I can make it possible.

Become my soul reaver, my angel of death...

## The Underworld

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*A force-field blocks Raziel's progress – as he approaches it, the Elder God instructs him.*

## ELDER GOD

You have much to learn, Raziel.

When you are ready, this barrier will be dissolved.

*Raziel learns about Warp Gates, their purpose and how to activate and use them.*

## ELDER GOD

These gates twist space, laying a path across great spans.

*Once Raziel has activated the warp gate, the Elder God continues.*

## ELDER GOD

You must visit other gates before this portal will be opened to you.

*Establishing Raziel's new hunger – he starts off weak in the spectral plane, and must feed to regain his strength. He falters, after leaving the Warp Gate room, and has to learn against a pillar to catch himself.*

ELDER GOD

You are weak – you must feed.

RAZIEL  
(weary)

The old hunger has left me; I have no desire for blood.

ELDER GOD

You are changed. Your blood-thirst is replaced by a deeper need – you have become a devourer of souls.

(pause)

To sustain your strength, you must hunt the lost spirits of the Underworld, and consume the souls of your enemies.

*The first time Raziel is thrown back to the pit of the Underworld -*

ELDER GOD

As my agent, you are beyond death, Raziel. Your enemies cannot destroy you.

If you grow too weak, however, you will always be drawn here, to recover.

## **The “Training Grounds” / Raziel first emerges**

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*Raziel comes to a chasm, apparently impassable.*

ELDER GOD

Your wings, though ruined, are not without purpose. Take hold of them as you leap, and they will carry you across this chasm.

*Raziel's first encounter with spectral creatures. Raziel spies a small pack of Sluagh from a safe distance – they are hunting and devouring the souls the Raziel needs to sustain his strength.*

RAZIEL

What scabrous wretches are these?

#### ELDER GOD

Sluagh, the scavengers of the Underworld. Their feral hunger has claimed countless souls - spirits who now shall never find their rest.

*Raziel encounters a material-plane portal for the first time.*

#### ELDER GOD

These portals are your conduit between the spectral and material realms. With their aid, you may gather matter and will yourself to become manifest in the physical world.

This is taxing, however - your strength must first be fully restored.

You require no conduit to return to this plane - you may abandon your physical body at any time.

*Raziel's first planar-morph event - he uses a material-plane portal for the first time.*

#### ELDER GOD

Sustain your strength to prolong your manifestation in the physical world. If you fail to feed, or absorb too many wounds, this fragile matter will dissolve.

*As soon as Raziel steps into the next hallway, the camera shows him walking forward, then stopping abruptly as he realizes there is water below him. He stands at the edge and looks down, as the Elder God instructs him:*

#### ELDER GOD

You are young yet, Raziel - you still retain many of your vampiric weaknesses. Immersion in water, while not fatal, will dissolve your physical body, forcing your return to the spirit world.

Be aware that in the spectral realm, water has neither heft nor lift. It stands as thin as air.

*Raziel comes upon a dead-end, blocked by a door. In spectral, the door is immovable.*

ELDER GOD

Your efforts are futile, Raziel - such objects are but shadows in the spirit world.

*Raziel first sees the devolved vampires of this new Nosgoth.*

RAZIEL

What are these creatures?

ELDER GOD

Do you not recognize them? They are the children of your brother, Dumah.

RAZIEL

*(pauses, disbelieving)*

That's impossible - these foul, scuttling beasts could not be kin of our high blood.

ELDER GOD

Do you suppose that time stood still for you, Raziel? Much has changed since you passed from the world of men.

*Past-tense Raziel v.o. establishes the rules of combat for the player.*

RAZIEL V.O.

I knew my opponents' weaknesses, having suffered them myself. Physical wounds are fleeting - a vampire's immortal flesh begins to close as soon as it is cleaved.

Vampires need only fear those wounds that impale, or inflame. Water scorches like acid, and fledglings are devastated by sunlight's touch.

I would have to modify my tactics to suit my foes.

*When Raziel has dispatched his first vampire soul, a short cinematic is initiated. Raziel's gaze follows the floating soul, and the camera cuts to follow the soul's movement as the Elder God speaks.*

#### ELDER GOD

Unfettered from the flesh, a creature's soul fades swiftly into the spectral realm. Draw it in quickly, Raziel, or you will be compelled to follow.

*After Raziel has destroyed the room's two vampires, he approaches a large stone block which, by its size, appears immovable.*

#### ELDER GOD

Your physical prowess surpasses what you knew in life. Even massive obstacles can be moved effortlessly.

*If Raziel attempts to manipulate the stone block while in the spectral plane, the Elder God repeats his previous admonition.*

#### ELDER GOD

These objects are mere shadows in the spectral realm, frozen and immovable.

*Generic Elder God instruction voice-over:*

#### ELDER GOD

Use your newfound talents to gain entry where you have been otherwise impeded.

## Miscellaneous Information

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*Various pieces of information regarding game objects and locations.*

*Raziel collects his first glyph-energy token:*

### ELDER GOD

Gather these tokens to replenish your waning glyph energy.

*Raziel discovers a health power-up for the first time:*

### ELDER GOD

These artifacts enhance your stamina, enabling you to prolong your material manifestation.

Gather five to complete the emblem, and thereby augment your strength.

*Raziel collects his first glyph spell power-up:*

### ELDER GOD

With this artifact, your glyph energy capacity is increased.

*Raziel learns his first elemental glyph spell:*

### ELDER GOD

Once acquired, these glyphs empower you with elemental lore.

Each spell exacts a sacrifice of energy, however - use them sparingly, and wisely.

## **The Sanctuary of the Clans (Pillars exterior)**

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*A long cinematic is triggered, with Raziel's revelations about the Pillars, the decay of Nosgoth, and the passage of time. The shot begins with Raziel as the focus, entering the courtyard from the tunnel. He gazes to his left, dumbstruck, as he walks slowly forward. The camera pulls back, showing him dwarfed in this large space. We're left briefly in suspense, as we get Raziel's reaction (in animation and v.o.) before we're allowed to see what he's seeing.*

**RAZIEL**  
*(in horrified awe)*

My God...

*Then, as the focus shifts to the surrounding architecture, we switch to expository v.o. – this is Raziel's first real revelation as to how much time has passed between his execution and resurrection.*

**RAZIEL V.O.**

The Sanctuary of the Clans, reduced to ruin...

Beyond these walls lay the Pillars of Nosgoth, the seat of Kain's empire.

How humble it now appeared, collapsing into the dust of its former magnificence.

And yet I had only just emerged...

In the instant between my execution and resurrection, centuries had apparently passed...

*The ground shakes violently; Raziel is nearly knocked off his feet.*

**ELDER GOD**

This world is wracked with cataclysms – the earth strains to shrug off the pestilence of Kain's parasitic empire.

**ELDER GOD**

The fate of this world was preordained in an *instant*, by a solitary man.

Unwilling to martyr himself to restore Nosgoth's balance, Kain condemned the world to the decay you see.

In that moment, the unraveling began...  
now it is nearly played out.

Nosgoth teeters on the brink of collapse -  
its fragile balance cannot hold.

*Raziel pulls uselessly at the large metals doors of the Sanctuary, which are impassably sealed. He stops and scans the building's facade for a possible breach.*

RAZIEL V.O.

The doors of the Sanctuary were immovable,  
either barred from the inside or rusted  
shut. I would need to find another means  
of entry.

### **The Lake of the Dead / The Vortex**

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*As Raziel walks onto the main platform, we transition into a cinematic. Raziel walks to the edge (much as Kain did in the opening cinematic), while the camera cranes up to a high shot, framing Raziel and the vortex below.*

RAZIEL V.O.

This, at least, had remained constant.  
The endlessly swirling vortex of the  
abyss. My tomb, and the womb of my  
rebirth.

*He rises, surveying his surroundings. As the v.o. plays, the camera tracks to follow Raziel's gaze.*

RAZIEL V.O.

Though much of Nosgoth's landscape had  
changed, these cliffs gave me my bearings.  
My clan territory was to the west - I was  
anxious to see how my descendants had  
fared during the centuries of my absence.

## Raziel's Clan Territory

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*Raziel discovers that his clan has apparently been wiped out – the city that they once occupied is desolate, clearly abandoned for centuries. As the cinematic opens, and we scan the desolate landscape, foreboding music swells – the music fades as Raziel begins to speak.*

### RAZIEL V.O.

Utter desolation. My once-proud kin,  
wiped from this world like excrement from  
a boot.

I knew the hand that wrought this deed...

*Exploring his the western ruins of his clan territory, he spies a band of creatures that he has not yet encountered. As he watches from a safe perch, we are introduced to the Melchahim – they murder a human villager, and perch over their fresh kill, gnawing on it.*

### RAZIEL V.O.

I didn't recognize these flayed wracks of  
flesh. Their scent was vampiric, but they  
gnawed upon their victim's carcass like  
dogs.

*If the player returns to the Elder God's chamber before going to the Necropolis, Raziel receives the following clue/advice:*

### ELDER GOD

Beyond the ruins of your former  
stronghold, and above the gardens of the  
dead, your brother Melchiah waits...

## The Human Citadel

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*Establishing voice-over, when Raziel first visits the city.*

RAZIEL V.O.

The humans' citadel -- its towering walls and deep moats engineered to keep Nosgoth's vampire plague at bay.

RAZIEL V.O.

Though the city was well-fortified against vampires, its human architects hadn't considered a breach by a creature such as myself.

## The Necropolis / The Melchahim

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*Seeing the ransacked graves and crypts, Raziel realizes that the Melchahim have robbed the graves of the Necropolis to recruit new vampires.*

*After encountering the decayed, ghoulish Melchahim, and after having recognized Melchiah's clan symbols scrawled throughout the Necropolis, Raziel realizes that these zombie-like creatures are actually the children of his former brother, Melchiah.*

RAZIEL V.O.

This charnel house bore the unmistakable marks of Melchiah's clan. To what depths had our dynasty plummeted, if these ghouls were the descendants of my high-born brother?

Were they so debased as to recruit fledglings from the desiccated corpses here interred?

*Raziel comes upon an engraving of Melchiah in his near-human form (recognizable from the opening FMA). This is a towering, heroic monument – contrasted with the scuttling, devolved Melchahim just beyond the next gate.*

RAZIEL V.O.

My brother, Melchiah, was made last, and therefore received the poorest portion of Kain's gift. Although immortal, his soul could not sustain the flesh, which retained much of its previous human frailty.

This weakness, it seemed, was passed on to his offspring. Their fragile skins barely contained the underlying decay.

*In an interior crypt, Raziel first encounters a vampire wraith (in the spectral plane).*

### ELDER GOD

Beware, Raziel. These wraiths are vampire spirits, fettered too long in the spectral realm.

When their vampire natures adapt to this plane, they become eaters of souls.

Do not allow these spirits to reinhabit their corpses...

### Confrontation with Melchiah, the Clan Leader

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*By the time Raziel reaches the depths of the Necropolis, he has seen the degradation of the Melchahim, which further confirms for him that the world has gone to hell. But it's still a shock when Raziel finally confronts his brother Melchiah – even after everything he's seen, he's not prepared for Melchiah's monstrous appearance. It's a powerful indication that their vampire evolution took a frightening turn after his execution.*

*After Raziel enters Melchiah's chamber and approaches the shadowy dais, we transition to a cinematic. Raziel sees a hulking figure shifting in the shadows. Strange noises emanate from the darkness – muffled moans, and the groaning of some heavy weight.*

*Note: Melchiah's voice is deep and gurgling, underscoring his monstrous decay.*

### STRANGE SOUNDS

*(muffled moans, groans, and sighs)*

### RAZIEL

*(addressing the shadowy dais)*

Show yourself, creature!

### MELCHIAH

*(sarcastic/ironic)*

Do you not recognize me, brother?

*(he shifts into the light, clearly revealing his monstrous features)*

Am I so changed?

### RAZIEL

*(revulsion and recognition)*

Melchiah?

MELCHIAH

Yesss, brother.

You should have stayed where the master sent you, Raziel. You will find Nosgoth less pleasant than you remember.

RAZIEL

What has become of my clan? Answer me, *little* brother, or I will *beat* an answer from your horrid lips.

MELCHIAH

Everyone is afraid, sibling. You awake to a world of fear. These times of change are so... unsettling.

Do you think I feel no revulsion for this form?

Do you believe for a moment that our Lord would risk his empire upon an upstart inheritance?

RAZIEL

Enough riddles - what are you saying?!

MELCHIAH

You are the last... to die...

MELCHIAH

*(derogatory laughter)*

*As soon as the player has Melchiah trapped in the center cage, and when the player goes to pull the switch, the game transitions into cinematic mode – Raziel holds his hand on the switch, ready to pull it, and asks:*

RAZIEL

*(threateningly; ready to pull the switch)*

Tell me, Melchiah - where can I find Kain?

MELCHIAH

The master is beyond your reach, Raziel.

*(pause)*

He makes himself known when *He* sees fit -  
not when commanded.

*Raziel pulls the switch.*

MELCHIAH  
*(dying in agony)*

*And finally:*

MELCHIAH  
*(his last gasp)*

I am released...

*If the player has failed, upon Raziel's return (and subsequent encounters):*

MELCHIAH

Welcome, brother...

*The impact of devouring Melchiah's soul knocks Raziel to his knees. He's exhausted; sparks of energy flicker over his body.*

ELDER GOD

You have done well, Raziel.

RAZIEL  
*(exhausted, angry)*

Am I reduced to this? A ghoul? A  
*fratricide?*

ELDER GOD  
*(correcting him)*

*Elevated, Raziel, not reduced.*

*(pause)*

Consuming Melchiah's soul has endowed you  
with a new gift.

*(referring to the iron bars that block Raziel's exit)*

Insubstantial barriers such as these are  
no impediment to you in the spectral  
realm.

Will yourself to pass through, and you  
shall.

*As the player proceeds to exit the Necropolis, the Elder God offers the following guidance:*

**ELDER GOD**

With Melchiah's gift, your way is opened.  
Return to the seat of Kain's ill-omened  
empire - its sterile silence has secrets  
yet to unveil.

*If Raziel revisits the Elder God in the Underworld before revisiting the Pillars, he receives the following clue:*

**ELDER GOD**

Return to the Sanctuary of the Clans,  
Raziel. Melchiah's soul has endowed you  
with the means to gain entry.  
  
Beware, however - this hollow derelict is  
abandoned, but not uninhabited...

**The Pillars**

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*Raziel stumbles upon his first encounter with Kain inside the now dilapidated and abandoned Pillars - he does not know that Kain will be waiting for him there. As Raziel enters the room, we transition to a cinematic - Kain is leaning casually on his former throne, the Soul Reaver strapped to his back. He has clearly been waiting for Raziel.*

**KAIN**

*(a dispassionate greeting; he is unreadable)*

Raziel.

**RAZIEL**

*(surprised, furious)*

Kain!

**KAIN**

*(sarcastically, he comments on Raziel's appearance)*

The abyss has been unkind.

*Kain rises and begins to approach Raziel, casually but menacingly.*

**RAZIEL**

*(icily)*

I am your creation, Kain - now, as before.  
You criticize your own work.

What have you done with my clan,  
degenerate? You have no right--

**KAIN**

*(loudly, interrupting)*

What I have made, I can also destroy,  
*child.*

**RAZIEL**

*(boiling over with rage)*

Damn you, Kain! You are *not* God!  
This act of genocide is unconscionable!

**KAIN**

*(losing patience)*

Conscience...? You dare speak to me of  
conscience? Only when you have felt the  
full gravity of choice should you dare to  
question my judgment!

Your life's span is a flicker compared to  
the mass of doubt and regret that I have  
borne since Mortanius first turned me from  
the light...

To know that the fate of the world hangs  
dependent on the advisedness of my every  
deed -- can you even begin to conceive  
what action *you* would take, in my  
position?

**RAZIEL**

*(steely)*

I would choose integrity, Kain.

**KAIN**

*(appearing to soften momentarily,  
as he gestures around the room)*

Look around you, Raziel - see what has  
become of our empire.

Witness the end of an age. The clans,  
scattered to the corners of Nosgoth...

*(his tone changing)*

This place has outlasted its usefulness --  
*(then, turning toward Raziel, his voice turning icy)*

as have you.

*As Kain utters this last line, he draws the Soul Reaver from its scabbard; its energy leaps to life.*

#### RAZIEL V.O.

The Soul Reaver, Kain's ancient blade - older than any of us, and a thousand times more deadly.

The legends claimed that the blade was possessed, and thrived by devouring the souls of its victims.

For all our bravado, we knew what it meant when Kain drew the Soul Reaver in anger - it meant you were dead.

*The cinematic ends as Raziel and Kain engage in combat.*

*The combat ends when the Soul Reaver is destroyed -*

#### KAIN

The blade is vanquished. So it unfolds... and we are a step closer to our destinies.

*(fading, echoing, laughter, as Kain vanishes)*

*If the player fails, when Raziel returns (and on subsequent visits):*

#### KAIN

My wayward son returns...

*When Raziel drops back into spectral, he discovers that the Soul Reaver - now a wraith blade - is hovering there. When Raziel approaches, we go to a cinematic - Raziel reaches out (almost tentatively) and grasps the sword. The blade flares to life, its energy melding with Raziel's.*

#### RAZIEL V.O.

I swore I saw a glint of satisfaction in Kain's eye when the Soul Reaver was destroyed. I did not understand the game that Kain was playing.

*(admiring the blade, now his, and feeling its weight)*

But I knew the finishing move.

*After Raziel has claimed the blade, the Elder God chimes in -*

### ELDER GOD

From this moment and ever afterward, you  
and this blade are inextricably bound.  
Soul Reaver and reaver of souls, your  
destinies are intertwined.

By destroying the sword, you have  
liberated it from its corporeal prison,  
and restored it to its true form - a  
wraith blade, its energy unbound.

No longer a physical blade, it can only  
manifest itself in the material realm when  
your strength is fully restored. Once  
manifest, it will sustain you.

*After Raziel grasps the sword, a spirit appears, drifting toward him from behind the Pillars.  
It's Ariel, the spirit of the pillars, bound here for millennia.*

### ARIEL

*(benevolent but detached, tangential)*

What are you, little soul? Another of  
Kain's creatures, come to taunt this bound  
spectre?

### RAZIEL

*(a little taken aback, and wary)*

I did not intend to disturb your rest.

### ARIEL

*(with irony and detachment – she's come a little unhinged  
in the intervening centuries)*

Rest...? A *body* is needed for sleep...  
*Flesh and bones* are required to recline.

No, child, all I may do is watch, and  
remember, ceaselessly conscious as this  
wretched world's history unfurls.

Ghastly past, insufferable future, are  
they one and the same...?

Am I *always* here?

### RAZIEL

How have you come to haunt these Pillars?

**ARIEL**

*(remembering, growing angry)*

Kain refused the sacrifice. The Pillar of Balance, corrupted to its core, stands as a monument to his blind ambition.

Now these pillars serve only to bind me here -- my prison and eternal home, thanks to the avarice of your master, Kain...

**RAZIEL**

That bastard can claim no allegiance from me.

**ARIEL**

*(drifting away)*

Then we share a common foe, Raziel. Return here when you have need.

Ariel remembers what others have forgotten...

*As the player exits the Sanctuary of the Clans, the Elder God offers the following guidance:*

**ELDER GOD**

Your brother Zephon's keep lies far to the east, beyond the ruins that greeted your first exit from the Underworld.

He and his brood have cocooned themselves in a derelict cathedral, having murdered its human guardians.

*If the player returns to the Elder God's chamber in search of a hint/reminder -*

**ELDER GOD**

Seek out Zephon's lair, Raziel... beyond the ruins that greet your exit from the Underworld.

Armed with the Soul Reaver, you may gain entry where your path was previously blocked.

*If the player visits Ariel before going to the Silenced Cathedral:*

ARIEL

Far in the eastern mountains, a stifled titan stands in mute surrender - unwilling host to a parasitic swarm.

*If the player returns to the Pillars to restore Raziel's health and glyph mana -*

ARIEL

May you find peace here, Raziel.

## **The Silenced Cathedral / The Zephonim**

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*Establishing cinematic and v.o. when Raziel first enters the Silenced Cathedral*

RAZIEL V.O.

Once a testament to mankind's defiance of Kain's empire, this towering cathedral now stood derelict, the humans who worshipped here, centuries dead.

Its architects conceived this tower as a holy weapon against the vampire menace, a colossal instrument of brass and stone.

The cathedral's pipes, once tuned to blast a deadly hymn, now stood silent, and these vacant spaces whistled their impotence.

*Having worked his way to the top of the Silenced Cathedral, Raziel finally enters the lair of Zephon, another of his former brothers and fellow lieutenants. As soon as Raziel enters, we transition to a cinematic. The camera pulls in close and tilts up, looking with Raziel up at Zephon, who towers above him.*

*Zephon is completely grotesque, with few vestiges of his humanity remaining – his body is inhumanly thin and insectile, his skin chitinous; his arms are distorted into praying-mantis-like stabbing claws. His body is tethered to the ceiling and surrounding walls by masses of webbing. Only his face reveals his original humanity.*

*Zephon's voice is whispery and sibilant, appropriate to his spidery appearance. He extends his body, descending from the ceiling, to "greet" Raziel as he enters.*

ZEPHON

The prodigal son...

There is no returning for you, Raziel.

RAZIEL

Zephon, your visage becomes you. It's an appropriate reflection of your soul...

ZEPHON

...and you are not His handsome Raziel anymore. His precious first-born son, turned betrayer.

You have missed so many changes, little Raziel. Look around you. See how the humans' weapon of destruction has become my home... Indeed, my *body*.

A cocoon of brick and granite from which to watch a pupating world...

RAZIEL

*(correcting Zephon, with disgust)*

A crevice in which to cower, only scuttling from the shadows to devour a victim already ensnared in your cowardly trap.

But you've made the mistake of leaving me unbound, and it is you who must succumb to my will.

ZEPHON

Will... instinct... reflex action... the insect mind finds little difference.

I warn you, brother - as my stature has grown, so it is matched by my appetite.

Step forward, morsel...

ZEPHON

*(dying in agony)*

Nooooo!

*If the player has failed, upon Raziel's return (and subsequent encounters):*

ZEPHON

Come to test me again, brother? I grow weary of your meddling.

*After the player defeats Zephon, devouring his soul –*

#### ELDER GOD

Consuming Zephon's apostate soul has bestowed on you a new gift.

Like his vampire spawn, you are able to scale certain walls which are otherwise impassable – but only in the physical realm.

In the spirit world, these insubstantial edifices will not support you.

*As Raziel exits Zephon's chamber -*

#### ELDER GOD

In the mountains beyond the Pillars, Nosgoth's cataclysms have exposed an ancient crime.

Endowed with Zephon's soul, you may now progress where your path was hitherto impeded.

*If Raziel revisits the Elder God in the Underworld before advancing to the Tomb of Sarafan, he receives the following clue:*

#### ELDER GOD

The canyons beyond the Pillars expose an ancient blasphemy.

Having devoured Zephon's soul, you may now gain entrance where your path was formerly blocked.

*If the player returns to the Pillars in search of a hint (before going to the Tomb of Sarafan)-*

#### ARIEL

Like a corpse in a shallow grave, corruption rises to the surface...

Beyond these Pillars, the defiled victim mutely screams its outrage...

## The Entrance to the Tomb of Sarafan

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*After leaving the Pillars, Raziel comes across a narrow, twisting passage. Following the path, he steps out into a clearing – we transition to a cinematic. An ancient architectural facade towers above him, a holy place now laying half in ruin.*

### RAZIEL V.O.

The ancient tomb of the Sarafan, once impenetrably sealed... Now, ravaged by Nosgoth's upheavals, its mysteries lay exposed.

In the time of Vorador, centuries before Kain was made, the Sarafan warrior priests waged a merciless war against the vampire tribes of Nosgoth. Emboldened by righteousness, they committed unspeakable and indiscriminate acts of violence – massacring fledglings and ancients alike, they decimated entire bloodlines in mere decades.

Now *their* husks lay here – murderers enshrined.

*As Raziel steps into the ancient hallway leading to the Sarafan tomb, the Elder God warns:*

### ELDER GOD

Take heed, Raziel. A forgotten history lies within.

Know thyself – though it may destroy you...

## Inside the Tomb of Sarafan

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*Having discovered a twisting passageway, Raziel makes his way into the depths of the tomb. The passage apparently dead-ends, blocked by a massive stone that seals the tomb. The stone is no impediment to Raziel, and he easily pulls it free – as soon as the player has pulled the stone clear of the doorway, we transition to a cinematic.*

### RAZIEL V.O.

As I pulled the stone free, a sigh of sepulchral air escaped the inner chamber.

I was not prepared for what lay beyond this threshold...

*We cut to an interior shot as Raziel enters the tomb, looking around. The camera pulls up, following him as he walks around the perimeter of the round room, revealing each of the wall-crypts as Raziel passes. The sarcophagi in the crypts have been blasted open, the lids torn back – they are all empty. As the camera passes, the names carved in ancient script above each crypt are revealed: Dumah, Melchiah, Zephon, Raziel, Rahab, Malek, Turel.*

*Raziel walks along, passing the names with which the player has already become familiar, running his hand along the ruptured caskets. He passes the crypts slowly, in shock at what he's discovering; the impact of his discovery is slowly settling in. He comes to a stop at his own crypt, reading his name engraved there.*

**RAZIEL V.O.**

These crypts... defiled caskets of Sarafan  
saints... bearing my brothers' names...

And my own...

**RAZIEL V.O.**

The irony of Kain's blasphemous act rushed  
in on me with the crushing force of  
revelation...

*(pause)*

Were my hands not as bloody as these?  
Worse, I had spilled the blood of my  
brothers - these very comrades whose tombs  
lay ravaged before me.

**ELDER GOD**

*(confirming his discovery)*

Yes, Raziel - you were Sarafan... born of  
the same force that all but destroyed your  
race.

**ELDER GOD**

*(continues, laced with irony)*

Before the dawn of the Empire, you were  
chosen.

Kain -- Nosgoth's solitary, self-declared  
monarch -- plundered this tomb and raised  
you from these crypts. Breathing his  
vampiric gift into your defiled corpses,  
he resurrected you as his favored sons.

*The threshold guardian inside the Tomb of Sarafan guards a relic which bestows the Force projectile ability on Raziel, once the guardian is destroyed.*

*The Tomb Guardian is a huge, ancient vampire of the Turelim clan. His voice is deep and resonant, reflecting his size and power.*

**TOMB GUARDIAN**  
*(a growled threat)*

Heretic! You shall not pass...

**RAZIEL**  
*(sarcastic, insulting)*

Such loyalty... to one who has you  
guarding this outpost like a chained dog.

Do you prosper on the scraps he casts you?

**TOMB GUARDIAN**  
*(angered)*

Your insults will do nothing to blunt the  
agonies of your demise.

**RAZIEL**

Kain killed me once -- behold the result.

I have no more to fear from you.

*After Raziel defeats the Tomb Guardian, and receives the Force projectile ability:*

**ELDER GOD**

This relic has infused you with the power  
to compress and manipulate space. As your  
symbiotic weapon, the Soul Reaver is also  
thus enhanced.

You may focus and project an orb of  
kinetic energy to strike objects that are  
otherwise beyond your reach.

*If the player returns to the Elder God's chamber in search of a hint, before heading to the Drowned Abbey area -*

**ELDER GOD**

North of the Sarafan Tomb, your brother  
Rahab has secluded himself and his progeny  
in the ruins of a half-drowned abbey.

*If the player visits Ariel before going to the Drowned Abbey:*

## ARIEL

North of the Sarafan tomb, a desecrated  
abbey languishes, half-drowned.

## **The Drowned Abbey / The Rahabim**

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*When Raziel discovers the courtyard of the Drowned Abbey, the Elder God offers the following information:*

## ELDER GOD

Once a sanctuary against the vampire  
menace, this abbey has been drowned by the  
deluge spilling from this wounded land.

Your brother Rahab and his brood,  
devastated even by the feeble rays of  
Nosgoth's sun, overcame their  
vulnerability to water and retreated from  
the surface.

Now they haunt these ruins, and glide in  
the darkness of its stagnant depths.

*Raziel finds Rahab at the center of the drowned abbey, nestled in the chapter house in the center of the courtyard.*

*Rahab is massive, and so devolved that he appears more like an amphibious monster than the man he used to be. His human features are still vaguely recognizable, and a few remnants of his human anatomy are evident – in his powerful arms, and the shriveled, vestigial legs suspended from his torso.*

*Note – Rahab's voice should be deep and resonant, because of his size (he's about three times Raziel's height), and also complemented by the acoustics of his environment. But his voice should also have an inhuman quality, the reflection of his amphibious exterior. He should sound mildly unhinged - he's languishing in an outpost of the world, his humanity ebbing away.*

*He should speak slowly and deliberately, and have an odd breathy, amphibious quality.*

## RAHAB

*(greeting Raziel as he rises to his full height)*

Raziel.

## RAZIEL

Rahab. You have adapted well to your  
environment, for one so maladjusted...

RAHAB

Do not mock me, Raziel. You, of all of us, should respect the power bestowed by a limitation overcome.

*(pause)*

RAHAB

Kain said you would come.

RAZIEL

You speak with the murderer?

RAHAB

You would do well to mind your blasphemous tongue.

RAZIEL

What more did he tell you?

RAHAB

That you would destroy me.

RAZIEL

I will, indeed. But tell *me*, before I tear your soul from its moorings, do you know what we were before Kain spawned us?

RAHAB

*(as though saying a filthy word)*

Human.

RAZIEL

Sarafan, Rahab. The antithesis of all we ever believed.

RAHAB

Does it matter? We were lost. He saved us.

RAZIEL  
*(incredulous)*

Saved us? From what?

RAHAB

From ourselves.

*(then we go into the battle)*

*As Rahab dies:*

RAHAB  
*(dying in agony)*

I am undone!

*If the player fails, when Raziel returns (and on subsequent visits):*

RAHAB  
*(tauntingly)*

Raziel returns - do you still think you  
can best me?

*The Elder God's instruction upon Rahab's defeat:*

ELDER GOD

Infused with Rahab's soul, you have  
overcome your former vulnerability to  
water's touch.

Immersion in water will no longer dissolve  
your physical body, enabling you to swim  
to areas heretofore beyond your reach.

*As Raziel exits Rahab's chapter house, the Elder God offers the following information:*

ELDER GOD

Centuries past, your brother Dumah  
retreated with his clan into Nosgoth's  
northern wilderness.

Empowered by the gift of Rahab's soul,  
seek out his mountain stronghold. But  
tread carefully - these frozen wastes have  
mysteries yet to disclose.

*If Raziel revisits the Elder God in the Underworld before advancing to the Ruined City of the Dumahim, he receives the following clue:*

#### ELDER GOD

Beyond the maelstrom of the abyss, a subterranean tunnel leads northward, to the clan territory of your brother Dumah.

Endowed with Rahab's soul, you may swim to gain entry where your progress was previously impeded.

*If the player visits Ariel before proceeding to the Ruined Dumahim city, she offers the following clue:*

#### ARIEL

Beyond the cliffs that witnessed your execution, a silent city sits in frozen tableau.

Locked in eternal limbo, they await redemption, or release.

*Raziel discovers the Fire Forge, and baptizes the Soul Reaver in its elemental fire:*

#### ELDER GOD

This elemental forge is tuned to the Soul Reaver's energy.

Once baptized in this primordial flame, the blade may be imbued with fire at any future time.

## The Ruined City of the Dumahim

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*Raziel travels to the Ruined City of the Dumahim, in order to confront Dumah, another of his brothers. Upon arriving, however, he is shocked to discover that Dumah's citadel, like his, is a ghost town – there are long-dead vampire corpses scattered everywhere, impaled and burned, and the walls of Dumah's city have been torched. Although he doesn't realize it yet, the Dumahim were victims of a vampire-hunter raid, centuries ago, from the adjoining human city.*

### RAZIEL V.O.

This city once teemed with the life of my kind. Could it be that other clans had suffered the same fate as mine?

In his madness, could Kain spare none of his brood?

### ELDER GOD

It was not Kain, but Dumah's own arrogance that brought the downfall of his clan.

These are *human* weapons, Raziel – believing themselves invincible, Dumah and his offspring failed to see an attack coming from the least likely assailants...

Complacent in their arrogance, they were taken by surprise, allowing the human vampire hunters to decimate their ranks with little resistance. The few that escaped have been reduced to scavengers.

*After working his way through the city, Raziel finally steps into Dumah's throne room. The camera reveals a huge figure, slumped and unmoving, at the far end of the room, as Raziel slowly approaches. The corpse of Dumah slouches on its throne, impaled by multiple spears.*

### RAZIEL V.O.

My brother, Dumah – a powerful warrior, in life. He would have burned with shame, to have me find him here like a stuck pig.

*At this point, the event branches – the player might go into the spectral plane to check things out, or may immediately begin pulling spears out of Dumah, to revive him. If the player goes into spectral first, Raziel encounters the spirit of Dumah haunting the throne room, waiting for an opportunity to reinhabit its body. Centuries in the spectral plane have made Dumah a formidable enemy – he cannot be defeated in the spirit world by any means.*

*Note – because he was murdered centuries ago, Dumah is less devolved than the other clan leaders Raziel has encountered. He is more a giant (over twice Raziel's height) than a monster. Because Dumah has resided in the spectral plane so long, his voice – while resonant – should have an otherworldly quality to it.*

DUMAH  
(laughs)

Come to save my soul, prodigal brother?

RAZIEL

Not to save it, but to take it. Your only salvation is release.

*Ironically, there is no way for Raziel to defeat Dumah without first reanimating his corpse. Back in the material plane, Raziel must pull the multiple spears out of Dumah's body to revive him. When the last spear is removed, we transition to a cinematic –*

DUMAH  
(menacingly)

Unbound at last... I thank you, brother.

RAZIEL

Your thanks are premature, Dumah.

I have not forgotten whose hands bore me into the abyss.

DUMAH

The centuries in limbo have honed my strength. Not even Kain is my equal.

RAZIEL

Even the strongest vampire is vulnerable.

DUMAH

We shall test your thesis, Raziel.

RAZIEL

My blood-thirst has been superceded by an even darker hunger. I will consume your soul before this day is done.

*When Raziel has successfully immolated Dumah in the furnace room:*

DUMAH  
*(dying in agony as he's burned up in the furnace)*

*If the player has failed, upon Raziel's return (and subsequent encounters):*

DUMAH  
*(taunting)*

You are persistent, Raziel.

*Upon Dumah's defeat, and as Raziel receives his soul:*

ELDER GOD

Consuming Dumah's soul empowers you to wind a constricting band of spectral energy around your enemies.

This energy manifests itself in both the spectral and material realms - and in the physical world, it can be employed to manipulate otherwise immovable objects.

*After Raziel defeats Dumah (earning the constrict ability), if he revisits the Elder God in the Underworld before advancing to the Oracle's Cave, he receives the following clue:*

ELDER GOD

In the furthestmost canyon of Nosgoth's frozen wastes, the hushed silences embrace an ancient enigma.

In the bowels of this labyrinth, your master awaits...

*If the player visits Ariel before going to the Oracle's Cave:*

ARIEL

In the bowels of an inverted clockwork, the tormentor awaits.

Be wary, Raziel - those blind with rage are by destiny ensnared.

## The Oracle's Cave

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*North of the Dumahim City, Raziel discovers a trail leading into the mountains. It winds around, opening onto the entrance of the Oracle's Cave, a location from the first game.*

*Raziel discovers the long-hidden entrance to the Oracle's chamber, which triggers an expository soliloquy.*

### RAZIEL V.O.

The Oracle's Cave, where Kain's first fateful meeting with Moebius occurred.

Moebius played the role of a doddering soothsayer, stirring his pot of visions while dispensing enigmatic predictions to gullible visitors.

Underneath the facade was Moebius the Time Streamer, sorcerer of the Circle of Nine - a ruthless manipulator with the power to bend time.

Since his murder at Kain's hands centuries ago, these caves have stood vacant... though, like Moebius himself, they are rumored to be only a facade for a much larger, more elaborate complex...

### RAZIEL V.O.

*(continuing from above)*

I sensed that Kain was here... and at that moment, I would have plumbed the depths of hell to find him.

*Once inside, Raziel comes upon a statue of Moebius, the Time Streamer - as he regards it, he reflects:*

### RAZIEL V.O.

*(slightly disdainful)*

This, I deduced, must be the man himself - the Time Streamer, Moebius.

He seemed not at all the impressive figure I had imagined from Kain's boasted exploits.

And yet, even this cold image radiated a certain undeniable power...

*In the depths of Moebius' time-streaming apparatus, Raziel discovers a series of portals displaying scenes of past and apparently future events. As he descends, passing these various scenes, he reflects on the images confronting him.*

*In all of the following lines, Raziel's tone should be one of simultaneous astonishment, confusion and anger at what he's viewing. The images in the portals imply that the events he's experienced – and those still to come – have all been predestined.*

*The first portal shows Raziel reviving in the Underworld, after being executed by Kain --*

RAZIEL  
(amazed, horrified)

My arrival in this miserable age...  
What trickery is this?

ELDER GOD

It is no illusion, Raziel, but a glimpse  
into the currents of Time itself.

*A second portal displays Raziel's discovery of the Tomb of Sarafan, and his origins –*

RAZIEL

Impossible - this must be one of Kain's  
deceptions...

*A third portal shows the Soul Reaver being shattered during the confrontation between Kain and Raziel (as Kain prepares to destroy Raziel with the blade) --*

RAZIEL

These apparitions torment me... has this  
all been foretold?

*The next portal shows Raziel confronting Kain at some future time, in an unfamiliar setting --*

RAZIEL

My mind reels with conflict... does Kain  
await me moments from now, or in some  
century yet to come?

*Another portal shows Raziel striking Ariel down with the Soul Reaver (an event which has not yet occurred) --*

RAZIEL  
(*horrified*)

This cannot be! What madness does this scene portend?

Kain must think me credulous, to suffer these lies...

*A final portal shows Raziel armed with an enhanced Soul Reaver, its blade writhing with intertwined black and red energies --*

RAZIEL

Is this phantasm a conjuration of my mind, or an echo of future events?

*After having worked his way down into the depths of Moebius' complex, he comes across the "heart" of Moebius' time-streaming device – the Chronoplast room. Kain reveals himself, stepping out from the shadows of the room.*

KAIN  
(*revealing himself to Raziel*)

At last. I must say, I'm disappointed in your progress. I imagined you would be here sooner. Tell me – did it trouble you to murder your brothers?

RAZIEL

Did it trouble you when you ordered me into the abyss?

KAIN

No – I had faith in you. In your ability to hate. In your self-righteous indignation.

RAZIEL

Lies. You cannot have foreseen all of this.

## KAIN

Eternity is relentless, Raziel.

*(pause)*

When I first stole into this chamber, centuries ago, I did not fathom the true power of knowledge.

To know the future, Raziel... to see its paths and streams tracing out into the infinite...

As a man, I could never have contained such forbidden truths... But each of us is so much more than we once were...

Gazing out across the planes of possibility, do you not feel with all your soul how we have become like gods?

And as such, are we not indivisible? As long as a single one of us stands, we are legion...

That is why, when I must sacrifice my children to the void, I can do so with a clear heart...

## RAZIEL

Very poetic, Kain - but in the end, you offer no more than a convenient rationalization for your crimes.

## KAIN

These chambers offer insight for those patient enough to look - in your haste to find me, perhaps you have not gazed deeply enough.

Our futures are predestined - Moebius foretold mine a millennium ago.

We each play out the parts fate has written for us. We are compelled ineluctably down pre-ordained paths.

Free will is an illusion.

*Raziel responds by changing the subject –*

RAZIEL

I have been to the Tomb of Sarafan, Kain. Your dirty secret is exposed. How could you transform a Sarafan priest into a vampire?

KAIN

How could I not? One must keep his friends close, Raziel - and his enemies even closer.

Can you grasp the absurd beauty of the paradox? We are the *same* - Sarafan and vampire. With our holy wars... our obsession with Nosgoth's domination...

Who better to serve me than those whose passion transcends all notions of good and evil?

RAZIEL

I will not applaud your clever blasphemy. The Sarafan were saviors, defending Nosgoth from the corruption that we represent.

My eyes are opened, Kain - I find no nobility in the *unlife* you rudely forced on my unwilling corpse.

KAIN

You may have uncovered your past, but you know nothing of it. You think the Sarafan were noble, altruistic? Don't be simple. Their agenda was the same as ours.

RAZIEL

You are lost in a maze of moral relativism, Kain.

*(then, gesturing toward the chamber of visions)*

These apparitions and portents... what *game* are you playing now?—

KAIN

Destiny is a game, is it not? And now you  
await my latest move...

*Kain dematerializes, the combat music swells, and the widescreen bars fade out as  
gameplay resumes.*

*As soon as Raziel lands his third and final Soul Reaver attack, we transition into the  
denouement cinematic. After throwing the final switch, Kain materializes in front of the star  
portal on the upper floor of the Chronoplast. Visibly exhausted, he addresses Raziel –*

KAIN

You nearly had me, Raziel...  
But this is not where - or how - it ends.  
Fate promises more twists before this  
drama unfolds completely.

*As he finishes speaking, he turns and runs through the star portal.*

*As Raziel prepares to follow Kain through the portal and into the void of the unknown, the  
Elder God's disembodied voice admonishes him:*

ELDER GOD

*(warning, vaguely threatening)*

Be warned, Raziel - once you cross this  
threshold, you are beyond my influence...

*If the player loses the battle, when Raziel returns (and on subsequent visits), Kain greets him  
as follows:*

KAIN

Have you returned to embrace your destiny,  
Raziel?

## Moebius reveals himself

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*As Raziel steps through the portal, the scene fades to black. We fade in to a mysterious room with an infinity sigil on the floor – Raziel steps into the pool of light in the middle of the room. A moment later, Moebius steps out of the darkness, addressing Raziel by name.*

*(Moebius is an ancient sorcerer, slightly stooped with age. His voice is somewhat reedy, nasal and high-pitched – as would be appropriate for his age and slight build. Beneath this facade, though, is a powerful sorcerer – his manner of speaking should convey his arrogance and underlying strength. He tends to speak with a mocking, disdainful tone.*

*These lines should be spoken ominously, as he steps out of darkness into a pool of light, revealing his features.)*

### MOEBIUS

Raziel...

Redeemer and destroyer... pawn and  
messiah.

Welcome, time-spanned soul...

Welcome... to your destiny...

*The scene fades to black, and following verse is displayed, as Moebius speaks –*

### MOEBIUS

Where Time is but a loop,

A loose stitch in the universal cloth,

A Streamer might seize upon a chance, a  
fatal slip -

And plunge the fate of planets into  
chaos...