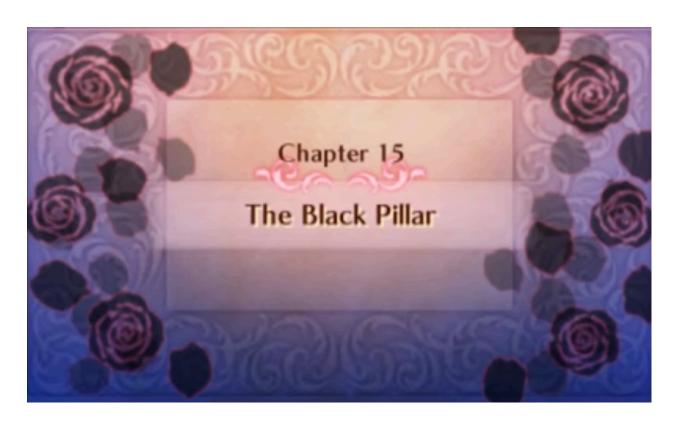
Conquest Rewritten, Chapter 15

Check out the original script here!



Opening

Character Model scene

[Livéle, Lilith and Layla (the dancer from Birthright chapter 12) are standing in the woods]

Livéle: If you keep going east from here then you'll reach a small farming village by morning. Use the gold we gave you to get transport back home. Just follow the moon.

Layla: Th-thank you both! Thank you so, so much, I swear I'll never forget your kindness today!

[Layla runs off]

Livéle: Whew. That was the last of them, right Lilith?

Lilith: Yup, all of them have been sent off. It was quite nice of Leo to give us his personal savings for this. He very well could have just let them be on their way.

Livéle: You may be right about his 'bouts of heroism' Lilith. He tries to act so stoic, but he's always cared for me and the others.

Lilith: Maybe he considers himself more an anti-hero, then, since he helps from the shadows~?

Livéle: Heh, helps from the shadows, huh? It's admirable of him, it truly is...

Lilith: ...Lady Livéle, we've helped as many singers as we could. If you hadn't done what you did, then nobody would have escaped from there alive.

Livéle: I know that. But after the incident in Cheve, after seeing Father-- Garon's true colors... I wonder if I made the right choice back then. Is it even possible for me to change Nohr from the inside, when such cruelty is encouraged by the king himself? When I sided with Nohr back on that fateful day, I did so because I couldn't betray my siblings. But it seems they've all known about this from the start. And even then, nothing's changed. I love them all dearly, but does that justify me siding with the country's sadistic king? Maybe I'm not cut out for this after all.

Lilith: Lady Livéle, I understand your pain. I cannot say whether the choice you made was the correct one or not. Nobody knows that. What I do know is that, mistake or not, you've been fighting for a better world for everyone. We cannot change our pasts, only our futures. All we can do is keep moving forward.

Livéle: But I wonder what 'moving forward' would even entail? My Yato guarantees that I'll bring about the end of the war, but do I need to stay in Nohr to do so? Ryoma has been fighting to bring me back home. Maybe it isn't too late to go back to Hoshido.

Lilith: That could be better for you. You've gone on these missions with them since you've

returned, but you never enjoy them.

Livéle: Yeah... now that I think about it, on the day that Elise got sick, Azura brought that up.

The missions themselves, I thought I was having fun with them. But in reality, it was spending

time with my siblings that I loved. I hated what I was doing, hated hurting all those people. I

could leave all of this behind, fight for a truly just cause.

Lilith: The question remains Livéle: could you bring yourself to do so? Could you turn your

sword against your siblings? Camilla, Leo, Elise? Xander? I can't make your choice for you, but

I vowed that I would stay by your side no matter what. So then, what will you do?

Livéle: ...l don't...

[Azura's song can be heard in the distance, 'Oceans Grey Waves']

Livéle: That song... is that Azura? That's right, in all the commotion I nearly forgot she slipped

away before the fighting even began. It's nice to hear she's okay, maybe I should go check on

her. She may help me think through this.

Lilith: ...I'm glad she's okay too. Come then, let's go see her.

[They spot Azura at the lake]

Livéle: Azura? Where-- ah, there she is. Huh? What is she doing?

Lilith: Oh dear, oh no...

CG scene





[A portion of a dark purple glowing spot along her arm is visible, she's clutching it]

Azura: Huff, hhaaahh...

Livéle: She's hurt? Is that a curse too? What's going on?

Lilith: Wait Livéle, hold on. Stay back for now.

Livéle: Lilith? Do you know what's going on here? Wait, what's she doing now?

Character Model scene

[Azura is disappearing into the lake, leaving a pillar of light in her place.]

Livéle: She's gone! Gods, she's not coming back up... Don't tell me she's... Azura! AZURA!!

[Livéle runs in after her.]

Lilith: Livéle!! Oh gods, oh no, not there! I-- Ghrr... Gods help me...!

[Lilith follows suit]

Movie Cutscene: Invisible Door (9:30 - 10:30)

[Azura sinks into the lake while a pillar of light surrounds her. Livéle follows her to the light and

gets transported through a tunnel-like formation made of water. After waking up in a field the

camera rises up slowly. The field continues to a sideways land formation, only to reveal

numerous floating islands, some inverted and others sideways and broken skies. The islands

have remains of buildings and grass fields. Azura begins to speak and catches the attention of

Livéle]

Azura: Tell me... Why are you here?

[The shot shows Azura with a saddened expression]

[Movie ends]

Battle Sprite scene

[Lilith, Livéle and Azura are standing on floating islands]

Livéle: Azura? Wh-what happened? I dive onto the lake to save you...and then...

Azura: You shouldn't be here, Livéle. Go back while you still can.

Lilith: Oh no, no no no no no. Not here, not here. He's going to see us!

Livéle: Go back? See us? Both of you, what do you mean? Where are we?

[An invader appears]

Azura: Livéle, watch out!

[Livéle blocks the attack]

Livéle: Who is this person? Why is he attacking me?!

Azura: This is bad... We need to get out of here, Livéle! That thing attacking you may look human, but it's only a monster now. It feels no emotion. It can't love or even communicate. A soulless killing machine. If you get too close, it will surely destroy you.

Livéle: But Azura... There's nowhere to run!

[The camera pans out to show more enemy units]

Azura: What?! Oh no... The path has closed. That means we'll have to fight our way through. Don't die on me, Livéle. Not before I can tell you the truth.

[Gunter appears and kills the invader that attacked Livéle]

Gunter: Milady!

Livéle: HUH?! It...it can't be... GUNTER!! Is that really you? You're not a ghost...are you?

Gunter: It is I, milady, in the flesh. And I won't tolerate being called a ghost. I saw that the two of you were in trouble, so I've come to help.

Livéle: I'm so happy to see you alive and well, Gunter! It's unbelievable! I don't understand,

though... Why are you here?

[Gunter moves]

Gunter: We can discuss all that later. First we must dispatch these cretins!

Livéle: Valid point! I'm so glad to have you fighting by my side again, Gunter...

Before Battle

[Lilith is indicated]

<u>Textbox:</u> Lilith will only join Livéle in battle at certain parts of the story. Her strength is

determined by her level in your castle, but she will not gain any experience. Use her however

you wish, but if you seek to make your other allies stronger, have Lilith focus on support.

Victory Objective Text: Defeat the Boss or have all units escape in twenty turns

Battle Begins

Versus Invader (Boss)

Invader: Kill...them...all... Kill the...out...siders...

[Invader is Defeated]

Invader: ...

Closing Dialogue

[Character Portrait scene]

Livéle: Gunter!! I can't believe it's really you! Where have you been all this time?

Gunter: As you may recall, Hans knocked me into the Bottomless Canyon. I hit solid ground, but it wasn't a canyon floor. When I came to, I was here. I barely had time to find my bearings before those monsters started attacking me. I tried to fight, then to run. I almost died a number of times, but then Lady Azura—

Livéle: You know Azura?!

Azura: He does. When I felt lost and lonely in Hoshido, I often found my way here. In this abyss I tried to derive some clue as to how I could achieve peace for the world. During one of my visits, I found Gunter here, on the brink of death.

Gunter: Lady Azura taught me how to hide here—where I could go to stay safe. I would be dead right now if it weren't for her kindness. I am forever in her debt.

Azura: Thank you, Gunter, but I don't deserve your praise. After I left you that day, I was captured by Hoshidan soldiers. I wasn't able to come back for you until now. I'm so sorry I left you alone...

Gunter: Think nothing of it, milady. I'm just happy to see you again.

Livéle: So, where exactly are we? Gunter got here by falling in the Bottomless Canyon... But we came here by diving into the lake. It sounds mad... Is that even possible?

Azura: It is. We are no longer in Nohr, but we are not in Hoshido either. It is a land separate

from both. Ever near, but hidden to all.

Livéle: A hidden land.

Azura: Yes. Time flows differently here than it does in the world we came from. There's

something else... You must never speak of this place in the outside world. There exists a

curse...if you speak of this land outside of it, you'll vanish.

Livéle: Vanish?!

Azura: Don't worry. So long as you don't talk about it, you'll be fine. We should head back.

Please heed my warning and keep this place a secret. Both of you, follow me.

Character Model scene

[The four walk to the edge of one of the floating islands]

Azura: Listen carefully. This place leads to the Bottomless Canyon in the other world. If we jump

here, we can return to the world from whence we came.

Livéle: Wow, so this is how you go back and forth between worlds. Amazing.

Azura: Hm? Oh no, it's actually not. I always travel through water.

Livéle: Oh. Then why don't we just go back the same way we came?

Azura: We can't. You, Lilith and I are the only ones who can use water to travel between worlds.

This is the only way to bring Gunter back with us. I realized that last time I was here. I tried to

take Gunter with me but was unable to.

Livéle: Only Gunter can't travel through water? But why?

Azura: That's... ... I'm sorry, but that's not something I can talk about right now. We need to get back to the other world now, before those things attack again.

[Azura jumps down]

Livéle: Huh? Azura?! Wow! She didn't even hesitate...

Gunter: Then let us show the same strength of will. I've got your back, milady.

Lilith: If you need it, I can jump in along with you Lady Livéle.

Livéle: I think I'd like that, actually. This may very well be the most frightening thing I've ever done. But I have no choice... ... OK, I'm going to do it... Deep breaths... HERE GOES NOTHING!

[Lilith and Livéle jump together, the screen goes black]

Livéle: ...

[The black screen splits to reveal Azura and Lilith looking down at Livéle, now at the Bottomless Canyon]

Azura: Welcome back, Livéle.

Livéle: I'm back already? Incredible. Wait a minute... Where's Gunter?! H-he didn't get lost or something did he?!

Azura: Not to worry. If he jumped off the cliff as instructed, he'll show up here eventually.

[Livéle stands up]

Azura: As I said, time flows differently there. That's why there's a lag between when someone jumps and when they arrive back.

Lilith: You don't need to worry about catching him either. After a little while you'll blink and then *poof!* There he is.

Livéle: Azura, Lilith, how do you both know all of these things? That curse you had, Lilith's panic, and you've been visiting Gunter for months? I'm so confused, why have you both been hiding this from me?

Lilith: Well, I suppose it was only a matter of time until you found out. Lady Azura?

Azura: Yes. Now that she knows of that place, it should be safe to explain. Livéle, while you were waking up, Lilith told me about what happened in the Opera House with the singers. About your confrontation with Garon. It seems you finally understand now, that while Garon is alive we cannot hope for peace.

Livéle: Yeah. I tried to talk to him and hoped he would understand, but you were right. This has been going on for decades, he's always known and endorsed it. I was a fool for thinking that any sort of good was inside of him. That's what you were trying to say when Elise got sick, right? You were trying to get me to see. If only I realized it sooner, I could have helped those rebels and that singer finish the job.

Lilith: We were so close... but I suppose it's on us for not telling you the truth sooner.

Livéle: Wait, that was you? Both of you?

Lilith: I used a spell to obscure Lady Azura's appearance, in the case she was caught and had to retreat.

Livéle: But I thought your song was to pacify, to purify. Like you did with my dragon form back in Hoshido. I thought it couldn't hurt normal people.

Azura: It can't, you're exactly correct. Livéle, I know this will be hard to swallow, but Garon isn't human. Not entirely, anymore. He's being overtaken and controlled by a monstrous deity, the forgotten king of Valla...

Lilith: Anankos...

Livéle: Wait, Anankos? That's the name Garon mentioned when he gave me Ganglari, my original sword. The one that caused the explosion in Hoshido! He said that it was imbued with Anankos' power. And those shadow monsters were there too, I remember them!

Azura: Then it's likely he orchestrated that too. I don't know how long he's been consumed by this hatred, but it's likely he's suffered his influence since we were born.

Livéle: I'm confused. You said he's been taken over, but also he's under the dragon's influence?

Lilith: Both are true. Let me explain...

CG Scene



[The above image is a placeholder. This is what the crystal ball and background CG looks like in the rewritten edition]

[Within the crystal ball illustration, a silhouette of Anankos' sprite appears.]

Lilith: Anankos is an old and vengeful god. Once he was kind and loving to the people he ruled over. But, as is the fate with all gods, the longer he lingered the more his mind eroded. His love twisted into an obsessive hatred, and in his rage, Valla became what you see today. He will not rest until he's had his revenge on the world that left him to decay, all alone.

[Anankos' silhouette disappears, and Garon's sprite is in its place]

Lilith: His powers are great but he cannot control people directly. He seeks out people whose hatred rivals his own. People who are consumed by their desire for revenge and destruction. Then, bit by bit, he influences them towards further and further extremes. It starts small, a voice in the back of your head edging you in a certain direction. Each time you give in, listen to that voice, you invite more of him into your heart.

[A blacked out silhouette of the Empty Vessel sprite appears behind Garon's]

Lilith: The power you witnessed when confronting him is thanks to his devotion to Anankos. He will not stop until the host is completely taken over, acting as a pure and empty vessel for him to control.

Livéle: Does that mean all the atrocities Garon carries out are Anankos' will? He never wanted that in the first place?

Azura: It's difficult to say, but Garon is not blameless here. Garon could be fully controlled now, but he took those first steps of hatred long ago.

[Screenshot of 'Lost Memory cutscene, Garon standing over the arrow-ridden King Sumeragi]



Azura: In his heart, the destruction of Hoshido is something he's always craved. Anankos merely acts as a way for him to better realize that dream. But once that dream is fulfilled, it will never be enough. I'm certain.



[Screenshot of 'Lost Memory cutscene, Garon holding his axe up, ready to strike]

Azura: Camilla thinks that, when the war ends, everything will go back to normal. But she's wrong. If Garon manages to destroy all of Hoshido, his rampage won't stop. Anankos will push him further and further, until every last living thing is destroyed.

Character Portrait scene

[The scene returns to the three in the Bottomless Canyon]

Azura: The song I sang was to destroy the parts of Anankos lingering within him. With how long Garon has been controlled, I imagine killing Garon would destroy Anankos as well. However, every time I sing the song, the curse tied to it grows. If I use it too much, I run the risk of destroying myself. As long as I destroyed Garon and Anankos, that was a sacrifice I was willing to make. But now that chance is gone. Garon will likely double the soldiers protecting him to ensure that I'll never get close enough to sing that song again.

Livéle: Damn it all... I'm so sorry, both of you.

Lilith: Don't blame yourself, Lady Livéle. You didn't know at the time. Neither of us could tell you about this because of Valla's curse.

Livéle: But how do the both of you know so much about Valla? Everything that you've said, knowing how the Bottomless Canyon works, that's far beyond an occasional visit.

Lilith: That is a very long and... very personal story Livéle. For both of us. Perhaps one day we'll be comfortable enough to tell you everything. But to answer your question, Valla used to be my home. I grew up under Anankos' fury, witnessing what he did to the land firsthand. Believe it or not, I actually knew Arete from there too. That's how me and Azura were able to recognize one another.

Livéle: You knew Azura's mother? Does that mean...?

Azura: You're correct. My mother was from Valla as well. Lilith and my mother were the few that remain of that forgotten country. With what little she could say, she passed to me our heritage. Along with the curse that comes with that knowledge.

Livéle: This... explains a lot. How you were able to calm me as a dragon, how you recognized those invisible soldiers.

Azura: Indeed. Despite the burden that was placed on me, I do not regret knowing. It allows me to spot the signs that those cannot see, protect those I love.

Lilith: The same goes for me. It can be painful at times, knowing you're the only one of your people left. But I'm glad that I ran. After all, I wouldn't have met you, Lady Livéle.

Livéle: I wish I knew sooner. I can't imagine how lonely you must have been, watching over me for so long.

Lilith: As I said, there was no way for you to know before. But you do know now. So I'll ask again, what are you going to do?

Livéle: ...I still don't know yet. I was thinking of going back to Hoshido, joining my blood family there in their resistance. But knowing what Garon is now, I'm not sure if I could bring myself to leave my siblings with him. What if me leaving drives Garon to further extremes and they get hurt?

Azura: It is very likely. But no matter what we do, someone will undoubtedly get hurt. I believe that, right now, your best chance is to stay in Nohr. Your Yato has already transformed thanks to Leo's help, you're growing in power. If you want to slay him for good, then you'll need to stay close to him and wait for that chance.

Livéle: But I was still too weak. I fought as hard as I could, but he overwhelmed me so fast. Even if my Yato fully transforms, I doubt I could destroy him on my own.

Lilith: Then we'll talk to the rest of the royals. Leo was able to help you tonight, going behind Garon's back to save people. If you were able to convince him, I'm sure that the rest will follow in due time. If all of you band together, I'm sure you could overpower the king.

Livéle: But how am I supposed to do that? Lilith, I'm sure you saw. When I tried to get them to help me kill Garon, all of them froze. They're scared of facing him. Or scared of losing him. Unless I show them directly that Garon has been taken over, I don't know if they could do it.

Azura: ...there may be a way to do so.

Livéle: There is?

Azura: It's risky, I don't know if it will even work. But do you remember the throne in the Hoshidan castle? There's a rumor that those who sit on it reveal their true natures. I've never seen it myself, but if all else fails, we could show them that way.

Livéle: Wait, have him sit on the throne? That'd be impossible, unless...

Azura: Yes. We'd have to conquer Hoshido in order for him to do so.

Livéle: No. No, absolutely not. I don't want Garon to even get *close* to Hoshido after what I learned. Hundreds would get killed!

Azura: I know. The throne would only act as a last resort in case we can't rally enough power. But in order to avoid it, we need to convince everyone it's the right thing as soon as possible. We can't tell them that he's been overtaken by Anankos because of our curse. But if we can show them how much he's changed, they may just listen.

Livéle: Gods, this is too much... I don't want to fight my Hoshidan family at all, but I don't know

if I could convince my siblings either. But it's like you said Lilith. I can't change the past, only the

future. One way or another, I'll make sure they all understand. I don't want to even think about

the alternative.

Azura: I understand that this is a lot, Livéle. But you have a brave and compassionate heart. As

the Rainbow Sage said, it shines brightly in Nohr's darkness. If that's the path you choose to

walk, I shall walk it with you.

Lilith: As will I, Lady Livéle. You don't have to do this alone.

Livéle: Both of you... thank you so much. I promise I'll make this right.

[Gunter appears]

Gunter: Lady Livéle! Lady Azura!

Livéle: Welcome back, Gunter.

Azura: I'm so glad you made it back safely. Well, no time to spare. Let's hurry back and rejoin

the others. King Garon will grow suspicious if we're gone too long...

[End of Chapter]

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