
This is a level script for a hypothetical Gears of War mission in which you play as the Locust.

Ahead of this mission--whether in the form of cinematics or preceding levels--the player is assumed to have received the following key narrative payloads:

- You play at Zamil* Vox, a Locust General leading a brigade of troops to the flooded ruins of the Locusts' former home.
- All of Vox's troops have died except for U'Rul, a Kantus Monk, Gath, a Guard Captain, and Nemis, a lowly footsoldier.
- It is the final day of the Locust War. The humans and Locust battle at Azura* for control of a powerful weapon.
- Should the Locust fail at Azura, the weapon will be activated and seemingly kill all Locust across the planet.
- Vox has been maligned for his view that the war is lost and that dramatic contingencies need to be considered.
- Vox claims this contingency lies beneath the ruins of the Locust capital: Nexus*. It is occupied by the Lambent*.
- Vox has been secretive about what his contingency is and how he knows about it. His comrades do not trust him.

*A glossary of terms related to the Locust and Gears of War franchise at large is included at the end of the script.

ABYSSAL WASTES

1010_###_ABYSSAL_TIDES

The squad arrives at the far outskirts of Nexus, inside the flooded tunnels of the former Locust Hollow. The team is battered, bloodied, and tired.

Vox attempts to rally his hordemates.

VOX

Take heart, blight brothers. Nexus
lies in reach.

GATH

You may be of my blight, but my
brothers are not among us.

(beat)

They bleed for their Queen on the
shores of Azura.

NEMIS

For Queen!

U'RUL

The ineloquent maggot has the right
of it.

(beat)

We should serve by her side.
Instead we chase fables.

VOX

U'Rul, you are an acolyte of the
Trinity.

(beat)

Surely you have known faith in what
your eyes have not beheld?

U'RUL

Such faith has begun to elude me,
Zamil.

We transition to on-stick gameplay.

1010_###_MEET_GRUBS

The level begins with a walk & talk sequence along a
flooded, subterranean path.

In this conversation we establish our primary objective.

VOX

Ukkon was of flesh, not fable.

(beat)

In his sanctum we will find
salvation. The means to survival.

GATH

You believe the war lost.

VOX

I do.

U'Rul hisses.

U'RUL

Heretical rock-rot.

VOX

All the Locust have built lies in
ruin before us.

NEMIS

Humans flood Nexus.

VOX

Yes. Do neither of you understand
what that means?

GATH

I understand, Zamil. More than you
realize.

VOX
Then try to find belief in our
task.

Gath huffs. The words lie with him quietly as Vox composes himself. Then:

VOX
To me. We must get our bearings.

OBJECTIVE: FIND A VANTAGE POINT

1010_###_HINT_RIDGE

The player calls for a hint.

Nemis huffs.

NEMIS
What is bearings?

VOX
The path to Nexus of which we seek.

GATH
How does this maggot yet live?

1010_###_SPOT_RIDGE

Vox spots an ideal vantage point.

VOX
There. We can glimpse Nexus at that
ridge.

NEMIS
Home.

1010_###_POLYPS_ATTACK

As the team approaches the ridge, they are suddenly ambushed by a group of Lambent creatures.

VOX
Polyps!

GATH
Lowly vermin. I will feast on their
slaughter!

NEMIS
For Horde!

1010_###_HINT_POLYP

The player calls for a hint while fighting the Polyps.

VOX
These combustible fiends have
strength in their number!
(beat)
Underestimate them at your peril!

Gath is offended at the unsolicited advice.

GATH
I was trained from the crèche to
vanquish this scourge!
(beat)
Do not presume to know my mind!

1010_###_POLYPS_CLEAR

The Polyps are defeated. Gath lets out a triumphant hiss.

U'RUL
Dead to the last.

VOX
Onward, then.

1010_###_RIDGE_CLIMB

The team encounters a traversal challenge. Nemis huffs at the unexpected obstacle.

NEMIS
Big rock.

GATH
I would suffer the unspeakable for
a gas barge.

VOX
Come, we climb.

1010_###_RIDGE_BICKER

The team bicker as they contend with the climb.

U'RUL
Departing the Deadlands, our blight
numbered in the hundreds.
(beat)
Now we stand as four if you count
the maggot. Our cause is futile.

GATH
Aye. The only thing to be found in
these caverns is retribution.
(beat)
An aimless rage at the eve of our
demise. I would settle for it.

VOX

You settle for scraps, guardsman.
(beat)
I expect more of one from your
storied brotherhood.

GATH

The Theron Guard perished at the
Gorgon one cycle ago.
(beat)
I should have returned to the dirt
amongst them.

VOX

But here you stand.
(beat)
Nothing is futile while it yet
draws breath.

1010_###_HINT_CLIMB

The player calls for a hint during the climb.

GATH

My raiment is not suited to this
clambering.

U'RUL

Seek faults in the strata. The
Destroyer has lain your path.

1010_###_RIDGE_FAIL

The player fails a jump and falls down.

NEMIS

No!

U'RUL

Your stumbling betrays your age,
Zamil.

VOX

Be silent.
(beat)
A rock will not best me.

1010_###_RIDGE_SUCCESS

The team arrive at the top of the ridge. Nexus is in plain
view ahead, across a great stretch of cavern.

U'RUL

Nexus.

GATH

It is still there.

VOX

Do not seem so surprised.
(beat)
Let us away.

OBJECTIVE: REACH NEXUS

1010_###_HINT_NEXUS

The player calls for a hint before reaching the next combat encounter.

VOX

Nexus awaits. Keep moving.

GORGON

FRONT

1010_###_BATTLE_MEMORIES_1

Walk & talk. The team arrives at the Gorgon Front: an ancient battlefield where the Locust once fought back foes human and Lambent alike.

It is here that Gath faced his greatest defeat: failing to prevent the humans from flooding Nexus. It weighs heavy on his mind as they traverse the area.

GATH

Tread soft. We are among honored dead.

VOX

The Gorgon Front.
(beat)
A great many of our hordemates
greeted their demise here.

GATH

Stay your forked tongue. You know
nothing of our sacrifice.

VOX

I would like to know it better.

GATH

A pitiful sum for a moment
departed.
(beat)
Where were you as we gasped our
last upon these fields?

U'RUL

Carousing the palace and practising
the groundwalkers' utterances.

GATH

You are the enigma, Zamil. Not I.

VOX
You test me, guardsman.
(beat)
But my belief in our blight
eclipses your noxious words.

1010_###_BATTLE_DRUDGES

The team are confronted by a new Lambent foe: the Drudge.

NEMIS
Brother?

U'RUL
Foolish maggot, that is a Drudge!

VOX
A hordemate no longer. Slay it
where it stands!

GATH
For once you speak sense.
(beat)
I will seize glory from its gored
remains!

1010_###_HINT_DRUDGES

The player calls for a hint while fighting Drudges.

NEMIS
Horde none?

VOX
That is the gnarled flesh of a
Lambent footsoldier!
(beat)
It may resemble us, but its mind is
lost!

GATH
Shredding fire! Kill it now!

1010_###_BATTLE_WAVE_TWO

As the fight progresses, another wave of Drudges enter the
fray.

U'RUL
More Drudges!

Gath fights with an untempered fervor, foreshadowing the
team's challenges ahead.

GATH
Stand aside! Their flesh is mine!

1010_###_BATTLE_CLEAR

The Drudges are defeated.

VOX

Vanquished.

U'RUL

The Lambent desecrate these grounds
no more.

Gath speaks distractedly. Something is on his mind.

GATH

They cannot be dead enough.

1010_###_BATTLE_MEMORIES_2

The team walks on. A few moments of silence pass, then:

GATH

Have you ever tasted grief, Zamil?
(beat)
Or did the comforts of the palace
not afford such trials?

Vox hesitates to speak. Then:

VOX

I have.
(beat)
My charge at Nexus was to attend
the waning cycles of one I revered.
(beat)
To whom I was bloodsworn.

U'RUL

A death at the palace?
(beat)
RAAM and Skorge met death in
battle, and our Queen yet lives!

GATH

Of whom do you speak?

VOX

I will say no more.

GATH

<hisses> Deceiver. Will you never
speak plain?

1010_###_STEALTH_INTRO

The team encounters the ruins of an old Locust highway.

VOX

Be still. Look.

They are shocked to discover a large column of Lambent enemies marching along it to some unknowable place.

U'RUL

From this vantage, a column of
Boomers would see them all sorted.

(beat)

To where do they march?

GATH

The piteous filth surely parade to
their slaughter.

(beat)

I should hasten their demise here
and now.

VOX

Stay your hand, Krav. We are no
match for their number.

(beat)

We will evade their notice.

GATH

<hisses>

Stealth is not in the guardsman's vocabulary.

NEW OBJECTIVE: EVADE THE LAMBENT

1010_###_HINT_STEALTH

The player calls for a hint during the stealth sequence.

NEMIS

<growl> No fight?

GATH

The maggot and I are of one mind.

VOX

Remain unseen. To fight is to
forfeit our lives.

1010_###_STEALTH_GATH

As the team proceeds, Gath protests. He came to seize glory,
not cower from the enemy!

GATH

To skulk and cower like the common
Wretch...

VOX

You tread the precipice of death,
you fool.

GATH

I would choose it eagerly.

1010_###_STEALTH_FAIL

The player is spotted by a Lambent creature, causing a small group of them to attack.

U'RUL

We are seen!

GATH

<soft laughter>

VOX

Crush them! With haste!

1010_###_STEALTH_RESET

The Lambent are defeated, and we return to sneaking gameplay.

U'RUL

Dead. Do none other dare approach?

VOX

Do not allow them to sense us again.

1010_###_STEALTH_IMPATIENT

We transition to cinematic as the player pushes forward. Gath is at the limit of his patience. He turns toward the Lambent horde.

GATH

(softly)

Enough.

VOX

(severe)

Guardsmen.

Gath brandishes his Torque Bow with steely defiance.

GATH

I will suffer this humiliation no longer!

Gath fires a bolt into the mighty swarm, ingiting a chain of combustion that kills scores of Lambent, but not nearly enough.

Thousands of gnarled creatures turn, their beady yellow pupils now affixed to the squad.

Vox's eyes widen as he beholds his coming demise.

VOX

(roaring)

Fight for your lives!

Transition to gameplay.

NEW OBJECTIVE: SURVIVE

1010_###_HIGHWAY_ALARM

An unfathomable amount of Lambent begin to approach from all directions.

U'RUL

The Zamil speaks truth, you have
doomed us all!

GATH

Then partake of this glory while it
lasts!

NEMIS

For Horde!

1010_###_HINT_ALARM

The player requests a hint during the onslaught.

VOX

Pick your targets! The Polyyps seek
to overwhelm us!

GATH

<laughter>

1010_###_HIGHWAY_WAVE_TWO

As the fight progresses, another wave of Lambent burst
through a wall, now bearing down from a new direction.

U'RUL

They flank us!

VOX

Blunting fire! Repel their advance!

GATH

More to the massacre!

1010_###_HIGHWAY_COLOSSUS

We transition to cinematic as the fight approaches its
crescendo.

U'RUL

There are too many! Death comes!

Gath is struck by an approaching Drudge's gunfire, falling
to the ground.

GATH

<hisses>

VOX

Gath!

The Drudge bears down on the guardsman with vicious intent. Suddenly, Nemis intervenes.

NEMIS

Brother!

Nemis rends the creature with his handblade, then turning immediately to his downed comrade. He reaches to offer aid, speaking assuredly to his hordemate with grovelly affection.

NEMIS

Rise.

Gath reaches to clasp his claw, but not before Nemis is brutally crushed and killed by the appendage of a colossal creature from the inky void above.

The three Locust gaze upon a bioluminescent Colossus. It gazes back.

VOX

(roaring)

Fucking run!

Transition to gameplay.

NEW OBJECTIVE: ESCAPE THE COLOSSUS

1010_###_HIGHWAY_RUN_1

Vox mightily pulls Gath to his feet as the squad break into a frenzied sprint. The terrain is treacherous; they must climb as they did earlier, with enemies now bearing down.

The outer walls of Nexus lie just ahead.

VOX

The walls! It is our only chance!

Nemis' death flashes in Gath's mind as he flees.

GATH

No... No!

1010_###_HINT_COLOSSUS_1

The player calls for a hint during the chase.

VOX

Do not stop moving!

1010_###_HIGHWAY_RUN_2

A massive gate bearing a depiction of the Destroyer--a deity of the Trinity--comes into view, looming large.

U'RUL
The Destroyer's Gate!
(beat)
It will deliver us from death!

1010_###_HIGHWAY_RUN_3

The mighty footfalls of the Colossus can be heard behind the squad.

VOX
It is nearly upon us!

1010_###_HIGHWAY_ESCAPE

The team reach the walls of Nexus and hurry inside of the ancient gateway.

VOX
Inside! Now!

Vox and U'Rul push the gates closed. Gath does not participate.

VOX
<straining efforts>

U'RUL
<straining efforts>

The Colossus howls and pounds savagely on the gate. U'Rul and Vox watch to see if it will hold.

Then, silence.

NEXUS

1010_###_WELCOME_HOME

Transition to cinematic.

Without a moment's hesitation, Vox marches to Gath, seizing him by the breastplate. He swings the guardsman mightily into the intricate slate stonework of Nexus' walls.

VOX
(incensed)
Answer for your insolence!

Gath hisses weakly. Then:

GATH
My order... My brothers.
(beat)
I did it for them.

VOX
 Consumed by the dead you forsake
 the living.
 (beat)
 Speak his name.

Gath hesitates. Then:

GATH
 Nemis. Maag Nemis.

Vox releases his grasp on the guardsman.

VOX
 Nemis was your brother. Loyal unto
 the end.
 (beat)
 He marched for those he could still
 yet save.
 (beat)
 What do you march for?

The words lie quietly with Gath, who does not protest. U'Rul looks on in silent contemplation.

The palace is visible at the end of a long stretch of road.

VOX
 The palace lies ahead. To me.

Transition to gameplay.

NEW OBJECTIVE: GET TO THE PALACE

1010_###_HINT_PALACE

The player calls a hint while exploring the Nexus thoroughfare.

VOX
 Beneath the palace we will find
 what we seek.

1010_###_STREET_EXPLORE

The squad explore the Nexus thoroughfare. Something weighs heavy on U'Rul's mind. A stretch of silence, then:

VOX
 Priest, have you words to spare for
 the departed Maag?

U'RUL
 None I am worthy to share, Zamil.
 He died believing me cruel.
 (beat)
 I now gaze upon this crumbling
 bulwark and am made to wonder...
 (MORE)

U'RUL (cont'd)
 (beat)
 Did the Trinity forsake us for the
 hubris in our hearts?

VOX
 The Destroyer was slain by men.

U'RUL
 Yes. Wielding God as a weapon we
 wrought Her demise.

U'Rul's voice trembles. He pauses, then:

U'RUL
 Her sisters have not since seen it
 fit to return.

1010_###_COLLECTIBLE_GLOWBE

Vox picks up a glowbe fruit. The hardy, bioluminescent crop
 was once cultivated by the Locust.

VOX
 A glowbe. They lie dormant for
 decades before their bloom.
 (beat)
 Those who sow them did not live to
 see their harvest.

GATH
 You speak to me in parable, Zamil.

VOX
 Does it not ring true?
 (beat)
 Here we are delivered by the dead.

1010_###_COLLECTIBLE_STATUE

Vox picks up a small statuette. It depicts a Locust child.

VOX
 Have either of you any descendants?

GATH
 I had won mating rights on the
 Gorgon, but did not partake.
 (beat)
 I did not wish them born to
 oblivion.

U'Rul remains silent.

1010_###_COLLECTIBLE_WRITINGS

Vox picks up a stone tablet with Locust runes on it.

VOX

"I am Horde, for we are many..."

GATH

Three, to be precise.

VOX

One to my left, and one to my right.

(beat)

I would still fight for it.

1010_###_PALACE_PUZZLE

The squad arrive at the gates of the palace. There is an intricate clockwork mechanism that controls it.

VOX

The palace. We are returned.

Part of the mechanism appears damaged. The team must work in tandem to operate the interlinking parts.

GATH

The mechanism is in ruin. This gate cannot rise.

VOX

Shall we seek another path?

Gath is being uncharacteristically helpful. As a former Nexus guardsman, this is an area of expertise.

GATH

No, I believe we may see it restored.

1010_###_HINT_PUZZLE_1

The player asks for a hint during the puzzle.

GATH

Return the cogwheels to their places.

(beat)

Then we push... In tandem.

1010_###_PALACE_PUZZLE_FAIL

Vox attempts to open the gate before all the cogwheels are in place.

GATH

<soft hiss>

(beat)

Has each part found its place?

1010_###_PALACE_PUZZLE_URUL

Vox attempts to open the gate. The three must turn their cogwheels, all together.

VOX

Now, push!

VOX

<straining effort>

GATH

<straining effort>

The gate does not budge. U'Rul gazes at the inky void above them in contemplation. He isn't participating.

VOX

Acolyte.

(beat)

You are needed.

U'Rul acknowledges Vox in silence, and takes up position.

1010_###_PALACE_PUZZLE_SUCCESS

The team try again, with U'Rul now in position.

VOX

Push!

VOX

<straining effort>

GATH

<straining effort>

U'RUL

<straining effort>

The gate rises, revealing the main chamber of the palace. They enter.

1010_###_SURFACE_TENSION

Transition to cinematic.

Vox, U'Rul, and Gath enter the palace. A mighty relief depicting the three worms of the Trinity lies crumbled and eroded overhead.

Everywhere they look, the grave extent of the palace's devastation is on full display.

U'RUL

The Trinity is well and truly dead.

VOX

Acolyte.

U'RUL

They bore this great vastness for
us. Bestowed upon it life.

(beat)

Now it is a realm of parasites and
ruin.

VOX

One day we will reclaim the Hollow,
U'Rul. This I swear to you.

U'RUL

Your words will find no purchase,
deceiver.

(beat)

If this were truly our time of
greatest need...

(beat)

Our Gods would have answered us.

U'Rul leaps into a crevasse below, toward the palace crypts.

GATH

U'Rul!

VOX

Give chase!

Return to gameplay.

1010_###_PALACE_BOOMER

The squad rushes after U'Rul, but are confronted by a new
and mighty foe: the Lambent Boomer, wielding a lethal
Boomshot.

VOX

Fuck!

GATH

We will see it slain!

It is not lost on Vox that Gath's language is beginning to
frame this as a team effort.

NEW OBJECTIVE: DEFEAT THE LAMBENT BOOMER

1010_###_HINT_BOOMER

The player requests a hint during the Boomer fight.

GATH

The thrall wields a Boomshot!

VOX

Seek cover!

1010_###_PALACE_CHASE

The Boomer is dispatched.

GATH
<satisfied hiss>
(beat)
The fiend is laid low.

VOX
To the crypts. Quickly!

NEW OBJECTIVE: PURSUE U'RUL

THE
UNDERCITY

1010_###_PENANCE

Vox and Gath rush into the crypt. At the end of the dim and primeval chamber lies U'Rul: given to despair and kneeling at the foot of a mighty stele.

A Lambent Boomer's heaving footfalls are felt, then seen: it approaches U'Rul, who gazes at the beast unflinchingly.

VOX
U'Rul!

The gnarled behemoth seizes U'Rul by his garb, lifting him high into the air. He closes his eyes, surrendered to his coming demise.

Vox's eyes search frantically. A burst from his rifle at this range would surely kill the Acolyte...

Before the General can act, the metallic clap of a Torque Bow loosed; Gath's shot flies true, rendering the Boomer's skull unmade.

In Gath's serpentine cry: an earnestness we have not heard before.

GATH
(roaring)
My brother! Rise!
(beat)
You are not forsaken!

U'Rul collapses, seemingly injured but alive. Twisted Lambent creatures begin to emerge from the sarcophagi.

Return to gameplay.

1010_###_PALACE_CRYPT

Polyps, Drudges and Boomers press the attack.

GATH
See these defilers back to their
rest!

VOX
Hold fast, Acolyte!

NEW OBJECTIVE: RESCUE U'RUL

1010_###_HINT_CRYPT

The player requests a hint during the fight.

VOX
They seek to drive us from cover!

GATH
Aye, keep your footing!

1010_###_PALACE_CRYPT_COLLAPSE

The fight intensifies. Lambent pour in from all directions, unrelenting. The fight seems like it may never end.

Then: a steady rumble. First soft, then louder. Drawing closer, it causes the whole crypt to shake.

VOX
Is that...?

GATH
It cannot be...

Whether or not these are the twin worms of the Trinity returned... is a matter of faith.

Rubble begins to fall from above, mercilessly crushing Lambent all around. Then:

GATH
<falling efforts>

VOX
<falling efforts>

The floor collapses, sending Vox, U'Rul and Gath tumbling into the dark void below.

1010_###_PALACE_CRYPT_BURIED_1

We enter a custom gameplay sequence. Vox collects himself, realizing he is pinned beneath rubble. It is unclear where U'Rul is. Gath isn't moving.

VOX
<struggle efforts>

Vox's left arm is pinned, but his right is able to unholster his Gorgon pistol. As the glowing eyes of approaching

Lambent pierce the darkness ahead, he brings his weapon to bear.

VOX
(roaring)
Step forward if you think yourself
worthy!

The custom gameplay sequence begins. Vox must fend off approaching Lambent for as long as he can.

1010_###_PALACE_CRYPT_BURIED_2

The battle progresses. Gath comes to.

GATH
<weak hissing>

VOX
Guard sman! Lend your strength!

Pinned but undeterred, Gath levels his Boltok revolver and begins to fight.

GATH
Die!

1010_###_PALACE_CRYPT_BURIED_3

The Lambent draw closer. This isn't looking good.

VOX
Fuck. We haven't the bullets!

GATH
(severe)
Then they will know tooth and claw!

1010_###_HINT_BURIED

The player requests a hint during the custom gameplay sequence.

GATH
Keep shooting to your last!

1010_###_PALACE_CRYPT_RETURN

Just as all seems lost, the unmistakable howl of the Kantus war cry pierces out.

U'RUL
<war chant>

VOX
(breathy, to self)
Acolyte.

1010_###_PALACE_CRYPT_RALLY

U'Rul begins to beat back the Lambent horde. Gath frees himself, and then turns to aid Vox.

U'Rul calls out to the Lambent hordes as he fights.

U'RUL
Come ye filth, and weep before me!
(beat)
I have beheld death and found it
wanting, for the Rift has answered!

1010_###_PALACE_CRYPT_COMEBACK

Vox and Gath rise to their feet. The trio is united once more, but the Lambent are not yet deterred.

VOX
(roaring)
My blight, rise and make them know
fear!

U'RUL
<war chant>

GATH
<fearsome hissing>

1010_###_HINT_COMEBACK

The player calls a hint after rising from the rubble.

U'RUL
Cast them back to the acrid rot!

1010_###_PALACE_CRYPT_CLEAR

The last of the Lambent enemies have been vanquished.

VOX
Dead. All of them.

U'RUL
Krav. Zamil. Pray forgive my
transgressions.

VOX
The penance is paid, priest.

GATH
I am just glad my brother lives.

VOX
Come. The laboratory lies just
ahead.

The team proceeds into an ancient sewerway, adjacent to the crypts.

1010_###_HINT_LAB

The player requests a hint while searching for the laboratory.

U'RUL

One could become lost easily among these winding catacombs.

(beat)

Is the way to the laboratory known?

VOX

Yes. I traveled there often.

UKKON'S

LABORATORY

1010_###_LAB_SEWER

The team explores the ancient sewerway.

GATH

A laboratory among the sewerways?

VOX

For machinations some believed best buried.

Vox knows this is the time to reveal the truth.

VOX

Gath. U'Rul. For this blight, you have brought your all to bear.

(beat)

I must now do the same.

(beat)

The one I spoke of, whom my charge was to assist; they studied here.

Vox hesitates. Then:

VOX

A human.

Vox is speaking of Elain Fenix, a biologist believed killed by the Locust. Long ago they were unlikely friends.

GATH

A Groundwalker?

U'RUL

Zamil, you tread near heresy.

VOX

I will remind you that our Queen once walked among men.

(MORE)

VOX (cont'd)

(beat)

Like Myrrah, she was gifted;
well-learned of her letters,
numbers, and phyla.

GATH

Did she serve the Horde?

VOX

Yes. Researching the denizens of
the Hollow until her last.

Vox pauses, recalling a painful memory. Then:

VOX

And I promised to her I would never
return here.

END OF SAMPLE

GLOSSARY OF TERMS:

Azura: a secretive island where the Coalition of Ordered Governments built the Imulsion Countermeasure Weapon: a radiation device believed capable of ending the war.

Blight: a Locust brigade.

Boltok: a heavy revolver of Locust make.

Boomer: a towering humanoid Locust creature that typically wields heavy weaponry.

Boomshot: a Locust grenade launcher.

Coalition of Ordered Governments: the last surviving nation representing the humans of Sera.

Destroyer: one of the primary deities of the Locust religion; a great and mighty wormlike creature.

Drudge: a Lambent creature; a former Locust Drone infected by the Lambent parasite.

Gorgon Pistol: a fully automatic machine pistol of Locust make.

Hollow: the expansive underground caverns where the Locust once lived.

Horde: the Locust army.

Krav: a Locust title equivalent to Captain.

Lambent: former Locust mutated by the Imulsion parasite; they now wage war against Locust and human alike.

Locust: a race of subterreanean creatures that once descended from humans.

Torque Bow: a bladed, bow-like weapon that fires explosive-tipped bolts.

Maag: a Locust title equivalent to Private.

Maggot: a derogatory Locust term referring to a Maag, or Locust Private.

Nexus: the Locust capital city. It was flooded and destroyed by the humans.

Polyp: a small, crab-like Lambent creature. It explodes when killed.

Queen Myrrah: the leader of the Locust.

RAAM: a former Locust High General who was defeated in battle.

Sera: the planet.

Skorge: a former Locust High Priest who was defeated in battle.

Trinity of Worms: the Locusts' religion. Its devout are worshippers of three great worms.

Wretch: a clambering, monkey-like creature that the Locust utilize as warbeasts.

Uzil: a Locust title equivalent to High General.

Zamil: a Locust title equivalent to General.