

The ONLY Official STRATEGY Guide
WELCOME TO YOUR NEW RELIGION

HERETIC II™



Everything You
Need to Rid
DATHORIS of Its
PLAQUE AND MADNESS!

For PC CD-ROM

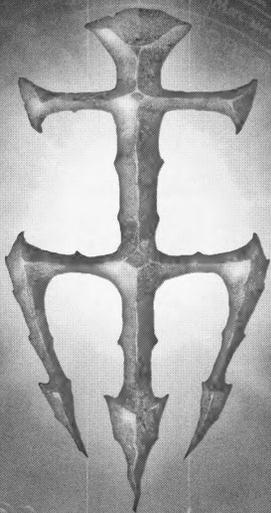
ACTIVISION®

BradyGAMES
STRATEGY GUIDES

The Only Official Strategy Guide

WELCOME TO YOUR NEW RELIGION

HERETIC II™



HERETIC II™

OFFICIAL STRATEGY GUIDE

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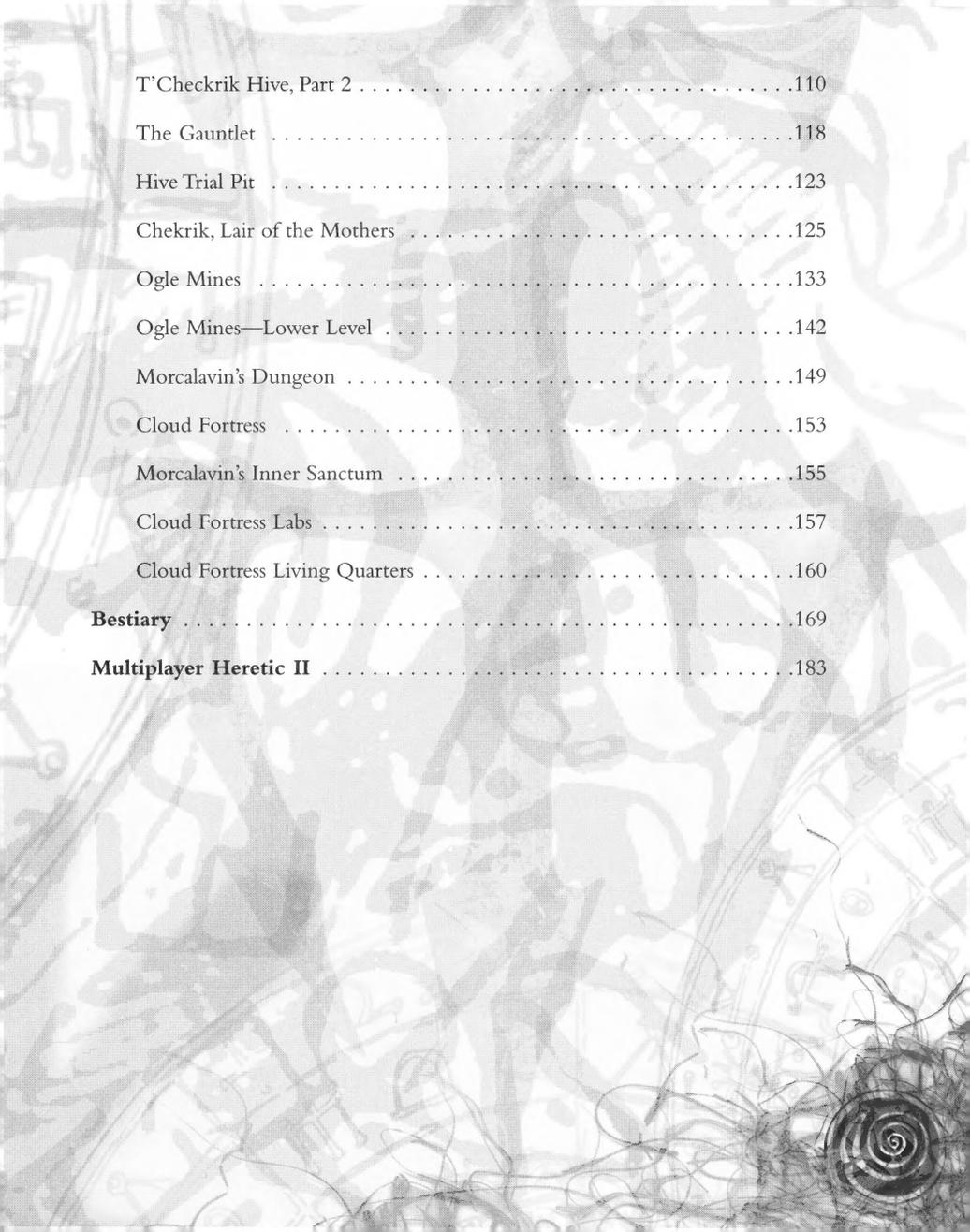
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As always, I wouldn't be doing this without the support of my wife, Debbie, who makes it all worthwhile.





HERETIC II™

INTRODUCTION

INTRODUCTION

Long ago, Corvus, a lone Sidhe Elf, battled against the minions of D’Sparil—one of the Serpent Riders. During his fight to rid Parthoris of D’Sparil’s taint, Corvus was dubbed the “Heretic” by those who held that cooperation with D’Sparil would result in a better outcome. Corvus was victorious, and D’Sparil was destroyed. However, Corvus paid the price for his victory.

Cursed by the dying Serpent Rider, Corvus was exiled to wander the outer worlds, searching for a way back to Parthoris. For ages he searched and traveled from world to world until finally, the Tome of Power that he carried sensed a call from its fellow Tomes in Parthoris. This enabled the Tome to fashion a World Ripple that finally brought Corvus back home.

This is where the *Heretic II* story begins. At the outset, Corvus learns that something is horribly wrong. A monstrous plague has ravaged Parthoris in his absence. As he searches for answers, he discovers that he must seek the source of the plague and destroy it. If he can’t stop the plague and heal Parthoris, his victory against D’Sparil will mean nothing, and his beloved homeland will rot until everyone dies.



Heretic II places you in the role of Corvus once again, but it differs from the original title in your method of control. *Heretic* was a first-person shooter based upon id Software's Doom engine. Although *Heretic II* is based upon Id's Quake II engine, the similarity stops there. *Heretic II* is a third-person perspective game—you control Corvus from outside his body. This enables you to have amazing control over his actions and gives the game a much more cinematic feel.

This quest leads Corvus on an exploration of the back alleys of Silverspring, roaming the streets of Andoria, or braving the rituals of the T'Chekrik. Therefore, you'll need a guide to get Corvus through in one piece. This book is designed to help you do just that.

First, you'll find detailed information on the game itself, followed by details on each weapon, item, spell, and shrine in the game. This information is backed up by an extensive, step-by-step walkthrough that tells you how to traverse the areas Corvus must complete to reach his objective. Then comes a detailed run-down on the enemies Corvus will face. Finally, the multiplayer section gives you tips and valuable information for head-to-head combat and cooperative play.

Corvus's quest won't be easy, but neither was his goal to destroy D'Sparil. One way or another, Corvus has the gifts to succeed yet again—with your help.





HERETIC II



GAME BASICS

GAME BASICS

Before you launch your first spinning staff attack or cast your first spell, it might help to become familiar with some basic game properties. This includes tips for controlling Corvus, as well as some general game tips. This section is designed to give you some quick, useful information by taking you through the tutorial map provided with the game.

TUTORIAL MAP

Heretic II ships with a tutorial that enables you to get familiar with controlling Corvus, shows you how to use each weapon and defensive spell in the game, and tells you how to use shrines and power-ups.

Before using the tutorial, configure the game controls from the Main Menu and make sure your video and audio options are set to your liking. To enter the tutorial, select Game from the Main Menu, and then choose Tutorial. This will load the map and place Corvus at the beginning of the tutorial.

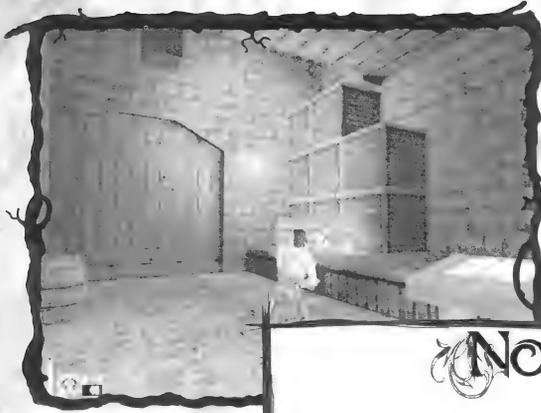
As you enter each new stage, approach the book on the desk to begin that section of the tutorial.



The first section of the tutorial introduces you to the game interface and describes the various on-screen gauges and icons. It also introduces you to **Mana**, which is Corvus's magical ammunition for all his spells. Follow the tutorial instructions and the door ahead opens, leading you to the next stage.

Note

Keep a close eye on Corvus's Mana, especially in the later levels. Corvus is tough, but he's no match for some of the denizens of Parthoris without Mana to power his staff and spells. If you climb the barrels and jump to the ledge above, you can reach an area that has all the weapons in it as well.



The next area discusses weapons in general, and enables you to pick up and use a **Hell Staff**.

NOTE

Experiment with each weapon you pick up and learn how to control it. Get used to each weapon's area of effect—Corvus will suffer damage if he's caught in the blast of several of the weapons.



In the next room, you learn how to use offensive and defensive spells—primarily the **Tome of Power** that Corvus carries with him. In addition, the next room discusses defensive spells and how to toggle between them. Once you're done here, walk down the hallway to access the next part of the tutorial.

NOTE

In many cases, defensive spells are more important than your main offensive spells. Stockpile Mana so that you can always use your defenses.



This section focuses on controlling Corvus—a very important skill to learn. Follow the prompts as you come to each successive tome. This part of the tutorial teaches you everything you need to know to navigate Corvus through the environment.

NOTE

Creeping is very important in the game, because it can keep Corvus from falling off a ledge as you get close to the edge.





At the end of this segment, you'll find a combat chamber with a chicken hanging from the ceiling. After you've grown accustomed to Corvus's staff and any other weapons you want to try on the hapless fowl, kill the chicken and enter the door ahead. Walk into the portal at the end of the tutorial and return to the Main Menu.

Note

Become very adept with the **Durhnwood Staff**—it can be a very powerful weapon. Get used to dodging and spinning around the target chicken in this room to prepare for fighting large groups of enemies with the staff.



HERETIC II

WEAPONS

WEAPONS

As Corvus travels throughout Porthoris, he'll make use of his staff and other powerful weapons.

Corvus has access to his staff and three other offensive weapons. Each of these items has different requirements for ammunition. When Corvus runs out of ammunition, he automatically switches to another weapon. When he's totally out of ammo, he must slice his way through the environment with his staff.



DURHNWOOD STAFF

Ammo/Mana: n/a (not applicable)

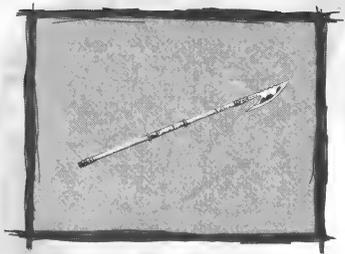
Ammo/Mana per Shot: n/a

Ammo per Pickup: n/a

Max Ammo: n/a

Damage: Varies

Damage Powered Up: Varies



The **Durhnwood Staff** is Corvus's default weapon. With a blade lashed to it, this staff is anything but a last resort. Use it against non-ranged enemies and whenever Corvus gets into a tight spot. You can also use it to pole vault across long jumps. This weapon doesn't encumber Corvus—he can climb or use items while holding it. In its powered-up state, the staff is a killing scythe, scorching the air with a bright blue trail and laying waste to anything in its path. When you've got it in this state, wade in to a crowd and watch the body parts fly.

HELL STAFF

Ammo/Mana: Ammo

Ammo/Mana per Shot: 1

Ammo per Pickup: 50

Max Ammo: 200

Damage: 7-10 per shot

Damage Powered Up: 11-14



The **Hell Staff** is Corvus's first weapon that uses ammo instead of Mana. He can pick up the red, floating skulls that power up the Staff throughout Parthoris. The **Hell Staff** fires bursts of energy in a rapid pattern that cuts down most enemies. In its powered state, the **Hell Staff** fires a steady, laser-like energy that slices through a roomful of enemies like a hot knife through butter.

PHOENIX ARROW

Ammo/Mana: Ammo

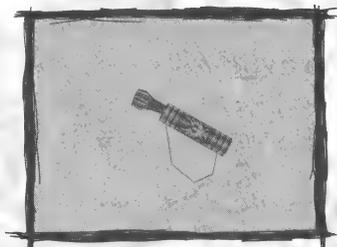
Ammo/Mana per Shot: 1

Ammo per Pickup: 5

Max Ammo: 20

Damage: 225

Damage Powered Up: 350



Phoenix Arrows act like rockets. When Corvus notches one to the **Bow of the Ancients** and lets it fly, it streaks toward its target and explodes on impact. The arrows take their name from the shape of the exploding flames, which resemble a phoenix. This weapon can injure Corvus if he is standing close enough to the blast. When powered up, the explosion is larger and causes more damage, but it's otherwise the same.

Sphere of Annihilation

Ammo/Mana: Mana

Ammo/Mana per Shot: 7-20

Ammo per Pickup: n/a

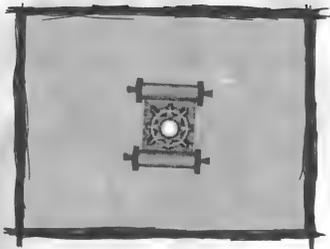
Max Ammo: n/a

Damage: *Full charge hit:* 200; *Full charge radius:* 50-200;

Minimum hit: 50; *Minimum radius:* 12-50

Damage Powered Up: 50-200

The **Sphere of Annihilation** enables Corvus to build up a full charge of potent blue light. When he releases it, it slowly heads toward its target. When it detonates, its damage wave hits even distant foes. It's rare to score a direct hit, but the damage of the blast radius should be more than sufficient. When powered up, several potent rows of light spread out to the left and right of the sphere's main path, inflicting damage to any creature they touch.



Storm Arrow

Ammo/Mana: Ammo

Ammo/Mana per Shot: 1

Ammo per Pickup: 5

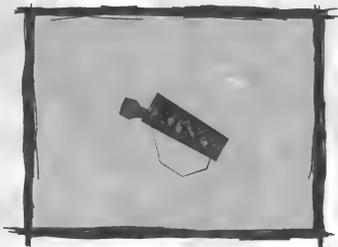
Max Ammo: 30

Damage: *Arrow hit:* 35-45; *Rain:* 10 per 1/4 sec;

Lightning: 20-30 per hit

Damage Powered Up: *Arrow hit:* 45-55; *Rain:* 15 per 1/4 sec; *Lightning:* 40-60

The **Storm Arrow** is the first of Corvus's two weapons that require the presence of the **Bow of the Ancients**. Once he has the Bow, these arrows detonate on their target, sometimes killing the target outright. If they don't destroy the target, then the red acid rain and lightning from the storm that surrounds the target should finish the job. Be careful—the rain can hurt Corvus as well. When powered up, the arrows detonate in a nasty green thundercloud, followed by a rippled explosion along the ground. This is an extremely powerful weapon.



HERETIC II

Spells

Spells

In addition to weapons, Corvus can acquire offensive and defensive spells. These greatly aid his quest to free his homeland from the evil that besets it.

Offensive Spells

The following spells enable Corvus to quickly wipe out many of the foes he meets in Parchoris.

FIREWALL

Ammo/Mana: Mana

Ammo/Mana per Shot: 5

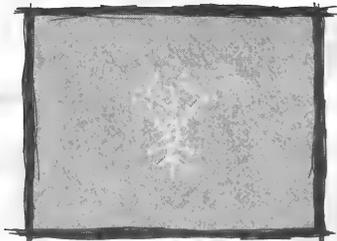
Ammo per Pickup: n/a

Max Ammo: n/a

Damage: *Initial:* 45; *Lingers:* up to 35 additional

Damage Powered Up: *Initial:* 60; *Lingers:* up to 50 additional

The **Firewall** spell launches a massive wall of flame outward from Corvus in a semi-circle. Anything caught within this blast catches fire. If it doesn't die, the target burns for an additional few seconds, suffering further damage. In its powered-up state, this spell launches flaming chunks of shrapnel in arcs toward the target. The area of effect is also larger.



FLYING FIST

Ammo/Mana: Mana

Ammo/Mana per Shot: 2

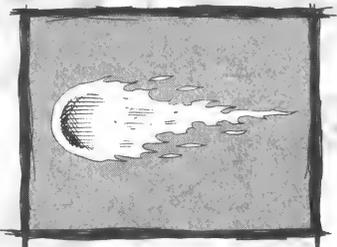
Ammo per Pickup: n/a

Max Ammo: n/a

Damage: *No Mana:* 10-13; *Mana:* 20-25

Damage Powered Up: 30-40

The **Flying Fist** is Corvus's first spell. When he casts it, a ball of flame flies from his fist and hits the **target**, causing damage upon impact. It uses no Mana, so it's always available. It is anemic in this normal state and should be used sparingly. When it is powered up, the **Flying Fist** becomes a powerful weapon, with the ability to bring down plagued Sidhe and plague spreaders quickly, as well as other enemies.



FORCE BLAST

Ammo/Mana: Mana

Ammo/Mana per Shot: 3

Ammo per Pickup: n/a

Max Ammo: n/a

Damage: 10-15

Damage Powered Up: 30-40

The **Force Blast** spell enables Corvus to fire a fan of violet tracers that shred a single enemy if they all hit at one time. This is also a great weapon to use in a crowd, as the tracers spread out with distance. When powered up, this spell discharges three extremely powerful fireballs that explode upon impact.



IRON DOOM

Ammo/Mana: Mana

Ammo/Mana per Shot: 10

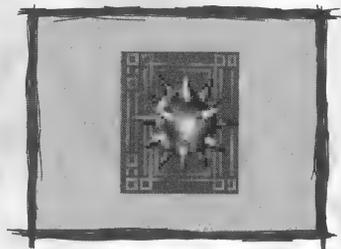
Ammo per Pickup: n/a

Max Ammo: n/a

Damage: *Impact:* 25-30; *Spike:* 20-30

Damage Powered Up: *Impact:* 1,000

Iron Doom is a spell that enables Corvus to fling phantasmal metal spikes to the ground, which fan out in all directions from the impact point. The spikes are deadly and bounce from other surfaces, which makes any small room a killing zone. When powered up, **Iron Doom** creates massive spiked balls that bounce around the area, slicing anything in their path. Corvus can unleash several of these spells at once. This spell will not harm him.



Defensive Spells

With sufficient Mana (and with knowledge of the proper spells), Corvus can defend himself from attack nearly as well as he can attack. The following spells can be readied one at a time and used at your discretion.

Lightning Shield



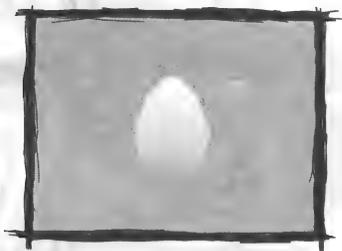
The **Lightning Shield** activates spheres of energy that swarm around Corvus, shocking any enemies who approach. This spell makes quick work of a crowded room, enabling Corvus to pass through unscathed.

Meteor Swarm



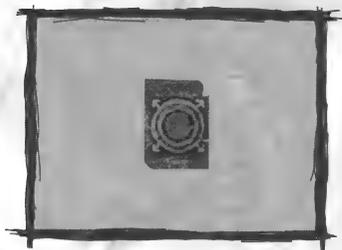
The **Meteor Swarm** defensive spell summons powerful meteors to orbit around Corvus. These streak out and strike targets with deadly force whenever an enemy comes near.

MORPH OVUM



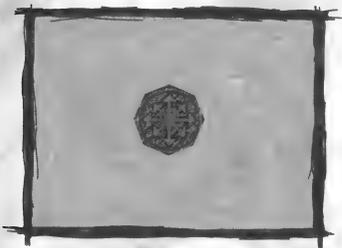
The dreaded **Morph Ovum** blasts in all directions, turning any enemy in its path into a helpless chicken. Corvus can step on the chickens or hunt them down. The effect lasts for just a few seconds. Rumor has it that in very rare circumstances the spell backfires, creating a massive juggernaut chicken, capable of unbelievable carnage using its indestructible beak. Run for your life if this happens—the massive chicken can't be stopped!

RING OF REPULSION



This spell sends out an expanding shock wave of energy that is powerful enough to destroy lowly enemies. It pushes even the most powerful baddies away from Corvus. This spell is very useful in a crowd, or when Corvus needs to make a fast getaway.

TELEPORT



This spell magically teleports Corvus to a nearby area that is free of foes. This is a very useful spell if you are falling to your death, or if you're facing overwhelming enemy odds.



HERETIC II

Items

Items

In addition to weapons and spells, there are several items that Corvus can find on his journey. He can use these items to heal or assist him in other ways. Most of these items work as soon as he picks them up, but some of them are kept in his inventory until he needs them. When Corvus approaches an object that requires an inventory item, his current inventory appears over the item, prompting you to push the *USE* button to use the item.

Tome of Power



This is the Tome that helped Corvus while he was in exile, teaching him the ancient spells of the Seraphs. It also opened the **World Ripple** that brought him home. When Corvus has sufficient Mana, this Tome temporarily powers up his weapons and spells, adding capabilities to those they normally have. Corvus won't find additional Tomes, but this one will help him out of many tight spots.

CRYSTAL VIAL



The **Crystal Vial** contains a mystical fluid that restores a small portion of Corvus's life energy. In many cases, these can be used to sustain life, because their effect is cumulative.

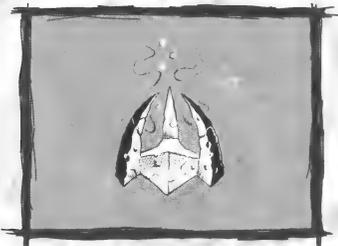


QUARTZ FLASK



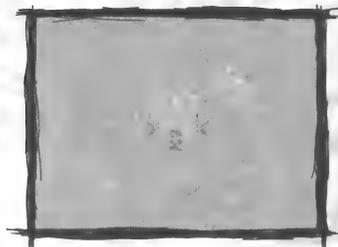
Quartz Flasks contain a highly concentrated fluid that restores a large portion (as much as 100 percent) of Corvus's life energy. Highly prized, they are rare but are always a blessing when found.

BLUE MANA



Blue Mana is defensive Mana. It is used to power up some of Corvus's weapon spells and defensive spells. It can be found in small and large sizes and is instantly added to Mana reserves when picked up.

GREEN MANA



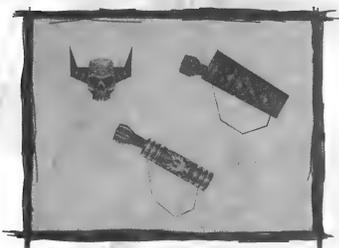
Green Mana is offensive Mana used to power up many of Corvus's weapon spells. As with **Blue Mana**, it can be found in small and large sizes, and it also takes effect as soon as it is picked up.

Combo Mana



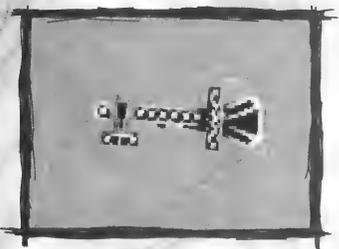
Combo, or combination, **Mana** contains both **Blue** and **Green Mana**. This item simultaneously recharges both the **Blue** and **Green Mana** reserves. **Combo Mana** is usually found in a large size.

Ammo



The various ammunition that **Corvus** needs for some of his weapons can be found scattered throughout **Parthoris**. These items include **Hell Orbs**, **Storm Arrows**, and **Phoenix Arrows**. Don't expect to find these valuable items unguarded or attainable without paying a price.

Keys



Throughout **Parthoris**, there are times when **Corvus** needs to enter a locked door, but first he must find a key. Most keys are well protected, so don't expect to find them easily.

HERETIC II



SHRINES

Seraph Shrines



When the Seraph abandoned Parchoris long ago, they left behind many magical wonders. Among them are the Seraph Shrines. These shrines provide a magical boost to anyone who prays at them. The effects depend upon the type of Shrine:

Armor Shrine—You can find this shrine in Gold Armor and Silver Armor versions. Gold Armor is more powerful, but Silver Armor Shrines are more plentiful.

Blade Shrine—One of the more sought-after shrines, the Blade Shrine permanently bestows power upon Corvus's blade, making it as deadly as it is when powered up. The effect is permanent and cumulative.

Chaos Shrine—This shrine provides a random bonus, meaning any of the shrine effects may occur.

Flight Shrine—This shrine enables Corvus to fly, however, it's available only in Deathmatch games.

Ghost Shrine—This shrine makes Corvus nearly invisible, much like an assassin. He can attack while in this state, but the effect wears off after a short time.

Light of the Seraph Shrine—The Light of the Seraph Shrine enables the Tome to emit a bright light as it circles Corvus, enabling him to see in darkened areas.

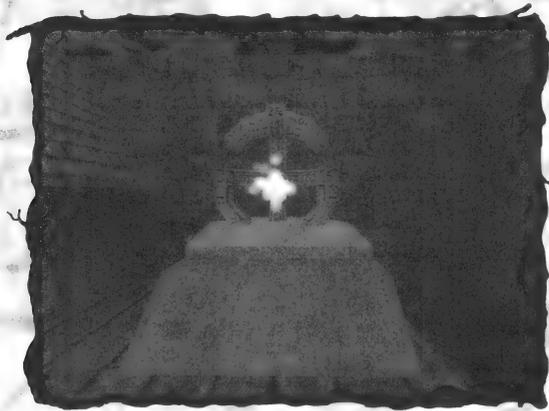
Lungs of the Ssithra Shrine—This shrine greatly extends the amount of time Corvus can stay underwater. He won't become a fish, but this is the next best thing.

Mana Shrine—This shrine bestows Corvus with 100 percent of both types of Mana.

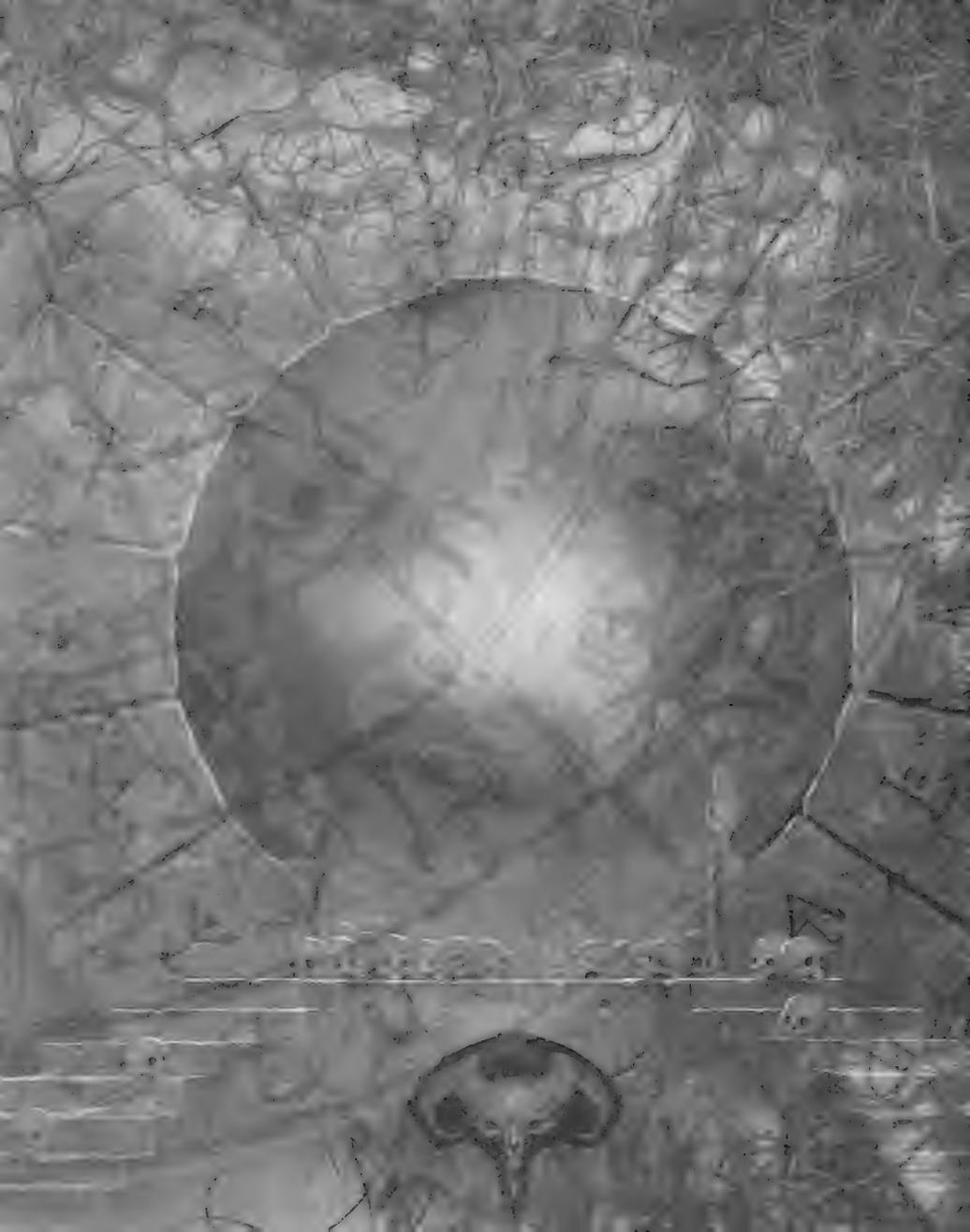
Power Shrine—This shrine has the same effect as the **Tome of Power**, but it powers up everything for a longer period of time.

Reflective Shrine—This shrine coats Corvus with a thin, reflective covering that repels all projectiles until the effect wears off.

Spirit Shrine—The Spirit Shrine heals Corvus entirely, replenishing his health to 100 percent.







HERETIC II

WALKTHROUGH

HERETIC II WALKTHROUGH

Corvus's curse is at an end and he's finally been transported back to Parthoris, but all is not right for the returning hero. The city of Silverspring appears deserted, and a grave illness has infected the Sidhe elves, turning them into plague-maddened creatures bent on Corvus's destruction. It seems that the defeat of D'Sparil the Serpent Rider was only the beginning of Corvus's quest.

LEVEL 1: SILVERSPRING DOCKS



Corvus's welcoming committee is anything but friendly as he returns to the world he knows. The docks are crawling with rats, and plagued Sidhe are everywhere. Corvus must make his way through this portion of the city and discover what has befallen his people.



Explore the area around the docks. From your arrival point, walk to the end of the dock and turn right. As you walk along the pier, several rats attack. Use your staff or **Fireball** attack on them, then open the door ahead on the right. Kill the plagued Sidhe inside and pick up the **Crystal Vial** as well as the offensive **Mana**.



Jump through the hole in the floor of this room and swim under the dock—if you destroy the chest on the bottom, it reveals a **Quartz Flask**.



Enter the town. Once you've explored the docks, the quickest way to enter town is to climb the crate near the wall in front of the dock, then jump up to the roof above. Walk across the roof and drop down on the other side into a small courtyard.

ALTERNATE TOWN ENTRANCE

*There's another way to get past the docks, but you'll have to fight two plagued Sidhe and more rats to do it. Instead of climbing the crate, you can open the doors that are to the right of the dock as you face the water. Two plagued Sidhe attack you from behind the door, so kill them and then enter. Follow the passage to your right and kill the rats in the next room—climb the crates if you need a breather, and use your **Fireball** to clear the room. Break open the barrels, because they may contain **Crystal Vials**. Climb the ledge in this room and drop through the hole in the floor to reach the small courtyard mentioned earlier.*



Get past the courtyard and open the town gate.

Kill the rats and plagued Sidhe once you're inside the town. Get the **Mana** and **Crystal Vial** on the crates above. Search the barrels for a **Crystal Vial**, then walk through the shattered gate and push the button on your left to open the next one.



Kill the Sidhe on the ledge above and jump up to his platform. Get the **Mana** and press the button to your right to open a passage ahead. There is a **Quartz Flask** hidden behind the cracked wall under the platform. Get it if you need it. Before you proceed to the next passage, climb onto the ledge above the short hall to open a secret door and find another **Quartz Flask**. Kill the rats that drop down from above.

NOTE

You can kill rats by vaulting into them, or by jumping and stepping on them. Never waste magic on rats if you can help it—they are fairly easy to kill.

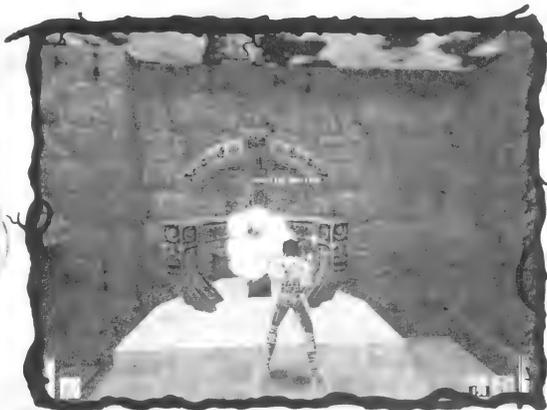


Enter the courtyard ahead. Ward off the two attacking Sidhe. A third runs through a gate to your left. Blow up the barrels for more **Mana** and a **Crystal Vial**. Use the lever on the wall to go through the gate the Sidhe just ran through.

EXPLORING THE SEWERS

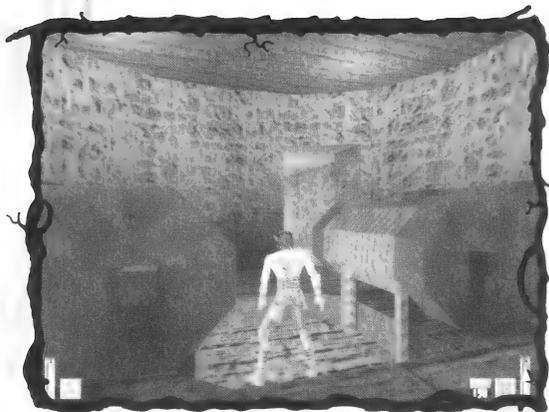
Enter the courtyard beyond the gate across from the locked tavern door. You must battle several more plagued Sidhe, as well as rats. Go through the next arch and behind the building. Kill the Sidhe and grab the **Tavern Key**. You'll find a grate that leads down to the sewers. Blow it off and jump down into the sewers. You'll find several Sidhe below, as well as plenty of rats. To get out of this area, walk toward the gate on your left. It closes, but this opens another gate across from you. Get the **Quartz Flask** and **Mana** in this room, then throw the switch inside to

open the other gate again. Swim down the channel and kill the Sidhe at the end to make your way from the chamber at the end. There may be more plagued Sidhe beyond the gate; fight them off, then open the doors nearby to reach the docks.

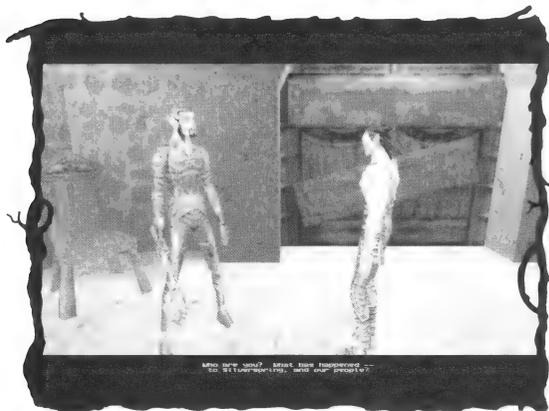


Make your way back to the tavern door. Use the **Tavern Key** to get inside. Once you're inside, walk around the corner. The stairs in this room collapse, leaving you to face two plagued Sidhe. Once they're gone, exit through the doorway near the bar, then walk out into the alley behind the tavern, claiming your **Ring of Repulsion** spell on the way. Climb the crates in the alley once the horde of

attacking rats and Sidhe are dead, and enter the window to reach the upper level. Open the door across from you to get onto the ledge overlooking the front of the tavern.



Fight your way to the Health Shrine on the ledge to your left, and step up to it to use it. Your health is completely restored by this powerful shrine. Finish off any remaining rats, then jump up to the narrow landing and open the door.



Fight the plagued Sidhe inside, as well as the other one at the bottom of the spiral stairs ahead. Once you get past him, you can reach a **Quartz Flask**. Step onto the lift to your right, which takes you to a small chamber above. Get the **Quartz Flask** near the lift, then destroy the barrels to find some **Green Mana**.

Shatter the grate on the floor and drop down through the hole into the room below. A lone Sidhe attacks from the balcony; finish him off, then step onto the balcony. Jump to reach the **Green Mana** to your left, then slide along the ledge to reach the balcony again. Walk inside and step into the next room to talk with Dranor, the Harbormaster. You'll discover that a plague has devastated your people, and that you must travel to Andoria to find a cure. As the Harbormaster tells you about the plague spreaders, the wall behind him explodes, killing him in mid-sentence.



Kill the plague spreader behind the wall, but keep your distance. The deadly mist it spreads is death to you in such a small area. Use your **Flying Fist** attack, fleeing to the courtyard if you need to.



Enter the chamber behind the wall and get the **Quartz Flask** and **Crystal Vial**. Cross the room with the hole in the floor to reach a Mana Shrine that completely recharges your Green and Blue Mana, then climb down the rope (or jump into the hole) to enter the area below.

Level 2: SILVERSPRING WAREHOUSES

The next section of Silverspring that Corvus must explore is the warehouse district. The area is crawling with more plagued Sidhe, rats, and plague spreaders. Corvus has to make his way through all of them to continue his journey.



Attack the two plagued Sidhe ahead, then walk down the stairs to the street below. Several spellcasters and other Sidhe are roaming the streets, so watch your back as you turn left and follow the street around the corner.

Climb the boxes in the basement of the building at the end of the street and climb into the room above. Kill the plagued Sidhe that attacks you, then use the ledges to reach the window. Grab the **Hell Staff**, and then step through the window.





Kill the attacking Sidhe that come from the building ahead. Stay on top of the crate to gain a defensive edge, and use your **Fireball** spell to finish off the Sidhe. Get the **Hell Orbs** in the corner.

Enter the next courtyard and fight off the plagued Sidhe that ambushes you. Use the Silver Armor Shrine ahead on your left, and kill the plague spreader on the balcony above.



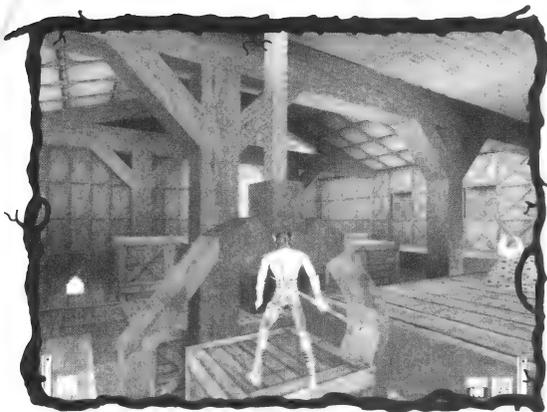
Walk into the corridor ahead and kill the plagued Sidhe behind the barricade at the bottom of the stairs. Grab the **Hell Orbs** behind the pillars. Continue around the corner and heal with the two **Crystal Vials**. There are more rats and another Sidhe inside the area behind the doors on your right—enter it and kill them all.



Enter the warehouse around the corner after eliminating the rats and Sidhe guarding the entrance. Once inside, kill the two Sidhe and rats waiting for you. To your left is a **Quartz Flask**. Get it and the **Mana** around the corner.



Level 2



Explore the upper and lower levels of the warehouse. There are several Sidhe guarding the lower level, as well as plenty of rats to make things interesting. You'll find enough **Mana**, **Health**, and other items to make it worth the effort, so keep looking until you find it all. Walk to the back of the warehouse, killing any Sidhe along the way. To reach the upper level from below, push the second button

on the wall to lower a crate. Ride the crate up. Kill the Sidhe on the landing and make your way across to the opposite side of the room. Use the Health Shrine just inside and explore the area in the next room.

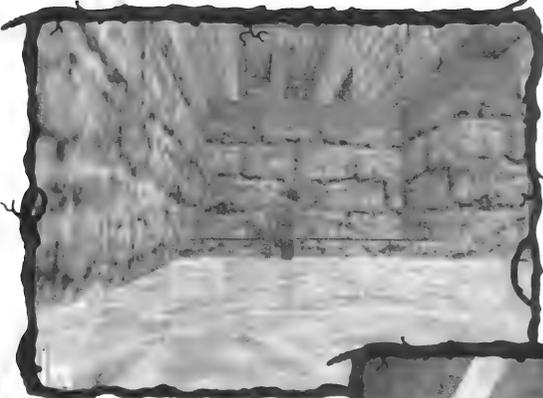


Climb onto the platform above the jammed door and push the button on the wall. The crate outside falls, smashing through the door across the street. Step onto the small ledge outside the window, and jump to the Mana Shrine on your left to restore your Mana. Drop down and enter the door across the street.

Walk upstairs and wipe out the unlucky Sidhe.

Jump down until you are facing the bottom of the waterfall. Make a left, and then go up the ramp around the corner. Kill the plague spreader on the platform. Push the button at the top of the ramp. This opens a door underwater at the bottom of the ramp. Before entering it, drop down to the lower platform and walk into the back corner to find some **Green Mana** in a dark alcove.





Dive into the water and swim into the hole below the ramp. Surface as soon as you can in the next room, and swim to the right to find a ledge you can climb onto.



Enter the room to the right and fight off the rats to reach the next room behind the crates. Climb the crates and kill the Sidhe in front of you. Get the **Crystal Vial** and decimate the hordes of rats and another Sidhe. Use the lift in the next room to reach the landing across from you. The door at the top of the short flight of stairs leads back to the area near the waterfall. Open it to find another **Crystal Vial**.



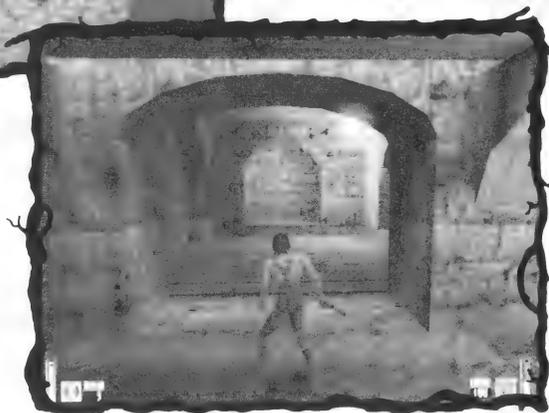
Walk onto the small landing in the corner and push the button on the wall. This causes the crane to pick up a crate and drop it onto the doors below. Drop through the doors to enter the town proper.

Level 3: SILVERSPRING TOWN

Corvus is nearing the Palace, but before he reaches it he'll have to make his way through the Sidhe blocking his path. Look for ambushes everywhere—this area is small, making it tough to avoid them.



Walk through the narrow street ahead and kill the rats and plagued Sidhe that attack you in the next open area. Get the **Crystal Vials** beneath the platform on your right, then continue down the street.



Watch for ambushing Sidhe as you follow the street; one comes from your right, and the other from behind the locked door on your left as you pass. Once you take out them both, go through the now-unlocked door to get some **Mana**. Exit this room and cross the wooden floor on your right.



Enter the chamber at the end of the corridor and get the **Thunder Blast** spell from the platform. This spell makes quick work of the plague spreader that appears behind the door ahead, as well as the Sidhe with him. Once the room is clear, walk into the alcove the plague spreader came from, get the **Quartz Flask**, and push the button on the wall. This opens the door to the room, as well as the gate near the wooden floor you crossed earlier.

From the wood-floored area, enter the next chamber. Kill the Sidhe here, then walk up the stairs. Kill the plague spreader on your right, as well as the Sidhe once the wall explodes as you approach. Open the door ahead and kill the Sidhe in this room, and the other Sidhe in the next room as well. Get the **Hell Orbs** and the **Town Key**.





Exit the room through the other door, and go down the stairs to the room below. Kill the Sidhe in this room and exit to the courtyard ahead. Use your **Flying Fist** spell on the bars beneath the landing, and get the **Crystal Vial** inside the room.

Walk back outside and use the lift located in the small alcove on the street to reach the guard chamber above. Turn left and walk up the stairs to use the **Town Key** on the doors at the top.

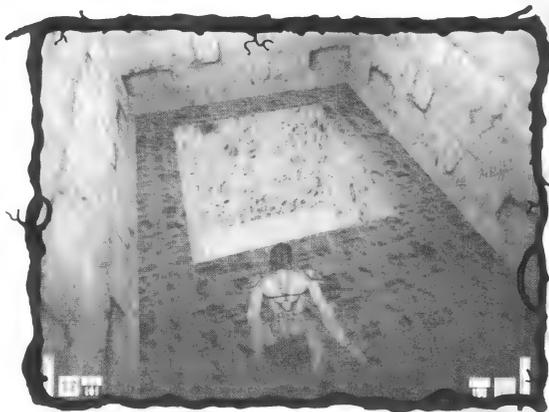


Get the **Combo Mana** ahead and kill the two plagued Sidhe that attack you. Another plague spreader comes out after them. Kill it and proceed around the corner where you'll find another shrine. Use it, and then clear out the courtyard in front of the Palace.



Once the courtyard is empty, get the **Hell Orbs** at the top of the stairs. The Palace doors are blocked, so go beneath them.

After going under the stairs, use the **Silver Armor Shrine** on your left. Turn around and jump down the hole into the water below. The current takes you downstream into the Palace underground.



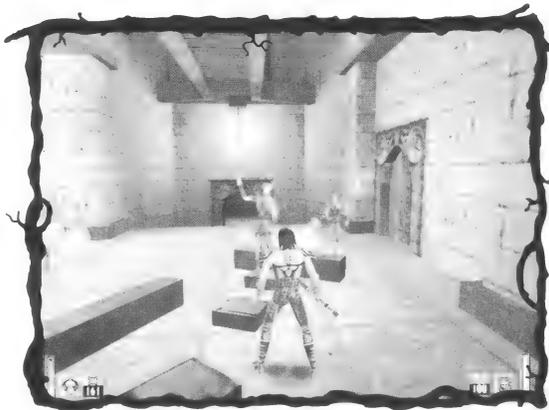
Level 4: SILVERSPRING PALACE

The Celestial Watcher has sealed the town. Corvus must get past him to leave the Palace and continue to Andoria.



Swim down the channel and climb out to the right. Push the button in the corner to activate the crane. Do this twice to put a hole in the entry. Go through it, and then turn left into the next area. Kill the spellcaster on the crate to your left, then use the lever to open the gate ahead. Fight off the horde of rats and giant rats you attract as you enter the next room. Kill the spellcaster on your right. Keep going and you pass through a room with pillars on either side. More rats attack you here, so you may need to fall back to the corridor to destroy them.

Enter the next small chamber and get the **Crystal Vials** inside. Open the door on your right and take the lift upstairs. On your left is a large room full of plagued Sidhe. Your best move is to run to the opposite end of the room and turn around to face your attackers. These Sidhe have the ability to become invisible, so watch your back. If you run out of Mana, use the Mana Shrine to the right of the room.



Open the door and walk up two sets of stairs. Along the way some more Sidhe and a plague spreader attack. Get past them and grab the **Combo Mana** on the landing above. Enter the next chamber, turn right, and approach the door in the corner.

Switch to your staff and open the door. Jump from the platform beyond the door to the right of the ledge along the walls. Get the **Hell Orbs**, and then jump again to reach the walkway opposite the door. Make sure you jump to the beginning of the walkway, because it collapses as soon as you land on it. Step into the chamber ahead and get the **Cog** puzzle piece and **Quartz Flask**, then jump back across and return through the door.



Open the doors ahead to reach the Dining Hall. Kill the plagued Sidhe in here, then carefully step into the fireplace to reach the **Quartz Flask** inside it. Slide along either wall of the fireplace to avoid getting burned. Enter the doors to your left and kill some more plagued Sidhe beyond them. Then follow the corridor to reach the large Hall.

Kill the plague spreader and plagued Sidhe.

Opposite Corvus's statue is a set of double doors. Open them and kill the Sidhe in the next chamber. Ignore the three archways for now. Instead, enter the doors to your right and fight your way past the plague spreader to reach the balcony above the Statue Hall. Open the chest at the end of this balcony to get a **Quartz Flask**. Use the Golden Armor Shrine on the opposite ledge; vaulting with your staff enables you to reach it.





Return to the chamber with three archways and use the **Cog** puzzle piece on the machinery in the right-most archway. This extends the floor beyond the center archway. Enter the center archway and open the door on the other side. There's a **Crystal Vial** located in the left-most archway if you need it.



Avoid the ambushing Sidhe that lurk on either side of the door, then enter the antechamber ahead. Lure the Sidhe and plague spreader in the next room into the antechamber one at a time by showing yourself to them, then wait for them to attack. Use **Force Blast** on the plague spreader to make quick work of him.



Climb the stairs and enter the small chamber between the stairs. There is a force field blocking the other entry. You also come across a clue you will need shortly—"Season of the Sun." Get the **Quartz Flask** at the end of the walkway. To the left of the flask, when you're facing the walkway, there is a button on the floor. Step on it and go through the door it opens. Press the three buttons on the wall ahead. This deactivates the force field blocking

the entrance at the end of the walkway. Power up at the two shrines, then drop down the hole and backtrack to the entryway that used to have the force field.

Go up the stairs to the chamber above. This chamber has a huge globe in the center, with constellations on the ceiling, as well as seasons carved into the globe's pedestal. From the entry hall, you can see two platforms above you. The one on your left rotates the golden pointer, while the other rotates the moon. Use the switches on each platform to rotate the golden pointer until it points at the Season of the Sun on the globe's pedestal. Then rotate the moon until it points at the Raven constellation above. This opens the door that leads to the Celestial Watcher's chambers.





Kill the **plagued Sidhe** guarding the next room and walk up the stairs. Get the **Combo Mana** and **Quartz Flask**. In an alcove on your left, you find a new spell—the **Meteor Swarm**. Get it, then open the door at the end of the hall to enter the Celestial Watcher's audience hall.

You now must face the **Celestial Watcher**, the evil mastermind behind Silverspring's isolation. You discover that the Watcher came to Parthoris after Corvus killed D'Sparil. Fight the Watcher with your new-found **Meteor Swarm** and your **Thunder Blast**. Run from the Watcher's earth-shattering beam of light, but don't let him get you cornered. Once he's defeated, he explodes and the room collapses.



Level 5: DARKMIRE SWAMPS

Corvus's battle with the Celestial Watcher has left him infected with the plague. The **Tome of Power** he carries can protect Corvus for a short time, but he must quickly make his way through the deadly Darkmire Swamps to reach Andoria and find a healer.

Due to the nature of the swamps, this walkthrough is a little different than the others. Specific jumps and areas that you need to know about are mentioned, if they are crucial to continuing, but every single step isn't mapped out. Following are some tips for successfully navigating the swamp:

Don't ignore the Harpies that attack you from above—they are tough to kill, but are dangerous because they can knock you into the swamp muck.

Use your staff to make long jumps and gauge your distance carefully before jumping. If you get too deep into swamp muck, you'll drown.

When you reach a rope, jump to it and press Fire to swing back and forth. When the rope is swinging far enough, jump forward off the rope to reach the next platform.

Try to fight from solid ground instead of from one of the platforms. It's tough to avoid attacks and keep from falling into the swamp.

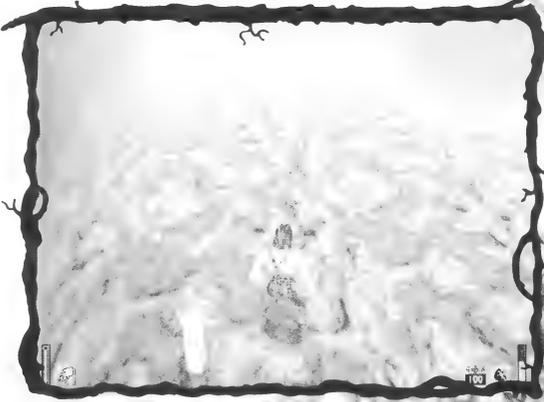
Search for health and other items in out-of-the-way areas, but only if you're sure that reaching them is worth the risk.



Make your way across the platforms, watching for harpies overhead. When you reach the rope, swing across to the next platform and keep following the platforms.



Jump to enter the center and right-hand drain pipes when you reach the first large platform. Inside them you'll find **Hell Orbs** and **Mana**. Fight the g'orkon ahead and continue to follow the path.

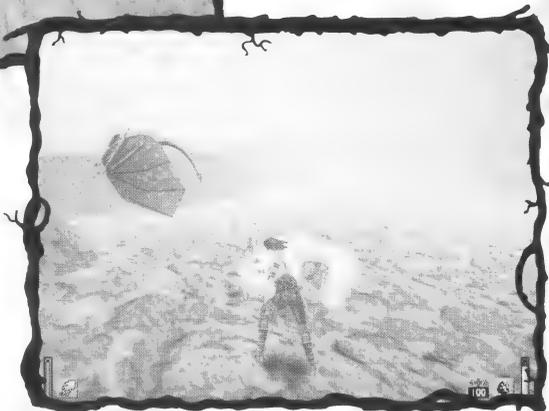


Use the rope ahead to reach solid ground. Grab the **Crystal Vial** and fight off the gorgons that attack you. Don't let them corner you—they're deadly in groups.



Dive into the water near the bridge to find a **Quartz Flask** and a **Silver Armor Shrine**. Swim back out quickly—there are deadly myxini here that will kill you if you're in the water too long. Fight off the multiple g'korkons ahead.

When you reach a fork in the path, choose the left fork. Use your staff to make a jump to the rope overhead, then swing to the next platform. Continue along the platforms and logs until you reach dry ground just outside Andoria's gates.



Collect the Hell Orbs and Mana near the gates, and fight off the gorgons that attack you from behind. The gates are blocked, so follow the other path that leads from them.





Jump across the ravine ahead, and explore the building that appears from the mist as you continue. Inside, you'll find a **Hell Orb, Combo Mana,** and **Quartz Flask.**



Walk behind the walls ahead. Don't stand around in the open for long, because the area is swarming with harpies. Run down the stairs ahead to enter the city.

Level 6: ANDORIA HEALER

Corvus has crossed the swamps and gained entry to the catacombs under the city. He must find his way into the city itself and seek out the Andorian healer to rid himself of the plague.



Walk up to the statue and read the message engraved on it. You must find the **Warrior's Shield** to enter the doors beside the statue. Kill the rats behind you, then walk around the corner.

Kill the plague spreader on the ledge ahead. Then use a long-range spell, such as **Fireball**, to kill the plague spreader on the lift.





Jump onto the lift to lower it into the chamber. Dispose of the plague spreaders and rats, then push the switch on the wall. This causes two long rods to extend into the brackets on the lift. When the lift raises, the brackets and the stone below them get destroyed.

Enter the new area revealed by the broken stone and wipe out the plague spreaders below. When you reach the first open area, beware of the saw that drops from the ceiling. Power up at the Health Shrine on the left.



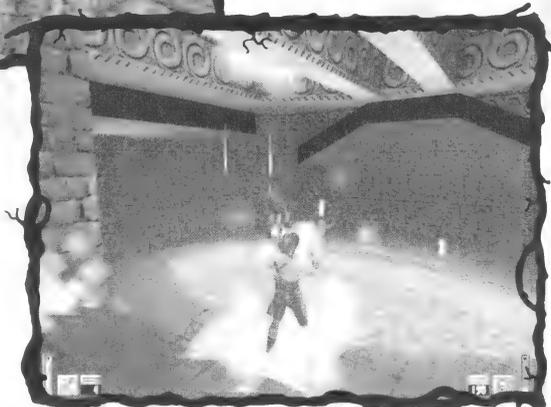
Note

*After eliminating the plague spreader guarding this room, climb all the pillars to retrieve the **Mana** and **Hell Orbs** above.*



In the next chamber, walk around the corner and jump to reach the broken tomb before the rats and plague spreader can reach you. Push the symbol in the lower-right corner to open the center symbol. Get the **Warrior's Shield** hidden behind the symbol, then fight the creatures behind you.

Return to the statue near your starting point, and use the **Warrior's Shield** on it. This opens the door beside it, unleashing another plague spreader. Use the corridor behind you to lure him out, and then enter the chamber he came from and get the **Storm Bow**. Use it to finish him off.



Jump from this new chamber into the water below and collect the **Hell Orbs**, as well as any **Crystal Vials**. Don't swim around too long—the fish in the water are deadly. Beneath the bridge that leads to the locked doors is a switch on the wall. Swim under and activate it to open the doors. Climb onto the platform, then walk into the hall beyond the doors.



Several mutant ssithra jump from the water lining the hall. When they do, immediately dive into the water and swim down into the passage below. This leads you to a chamber with a Silver Armor Shrine, **Mana**, and **Crystal Vials** inside.



Swim back up and battle the mutant ssithra. Avoid their arrows and take them out from a distance if possible. The room ahead contains a chest with a **Large Blue Mana**; there's a Blade Shrine nearby. When you use the shrine, a wall behind you opens and releases two plague spreaders. Follow the passage to another room with water on the sides. Kill the ssithra guards, and leave the chamber at its far end.





You should now see a hole in a pipe in the ceiling. This is where you need to go. There are levers to the right and left. Flip them and return to the center. Walk up to the valve and turn it to fill the room with water. Float up to the hole in the pipe and enter it. Kill the rats, and then follow the pipe until you see daylight. Climb up into the city of Andoria.

Climb the wall ahead and kill the ssithra on guard. Step on the floor switch to reveal a lever. Push it to rotate one of the huge ssithra statues above you. Cross to the other side of the gates, and repeat this on the other side to turn the other statue and open the doors. You'll have to battle several ssithra during this process.



Enter the city and follow the corridor. There are several ssithra inside, so greet them warmly. When you reach a small portion of the hall with water on either side, dive into the right-hand pool. Below, you'll find a Mana Shrine. Use it, and then climb out and continue down the corridor.



The Healer is at the end of the corridor. After you get instructions from the Healer, collect the **Mana** and step onto the metal platform with the railing around it.



Use the Health Shrine above, and then climb the rope near it to reach an upper chamber with two **Storm Arrow** quivers inside. Step out the window and slide down the wall into the water below.



Follow the water until you reach a stairway to your right. Walk up and fight off the harpies guarding the exit to the Andoria Plaza. Get the **Hell Orb** on the ledge across from the door, then enter the door to head to the Plaza.



Level 7: ANDORIA PLAZA

Corvus enters the Plaza from the Healer's portion of the city. He must find the three items the Healer needs to cure him, but the city is crawling with mutant ssithra bent on destroying him first.



Grab the **Storm Arrows** and the **Morph Ovum** spell (chicken egg) ahead. The shrine beneath breaks away to reveal a waterway. Swim straight ahead and up into the fountain. Dodge the myxini and head for the steps, where two ssithra guards attack. You must kill them, because you'll return

here, and you can't let them pursue you into the next room or you'll face insurmountable odds. Grab the **Small Blue Mana** and **Green Mana** near the water's edge. Push the button opposite the doors ahead to open the doors.

Follow the passageway to the right, and then go left. Prepare for a fight, because this is a trap. The doors ahead slam shut before you get there. A section of the floor falls away, and two ssithra guards come out of the water to greet you. At the far end of the sunken section is the button that opens the door. You don't need to push the **Action Key**; instead, dive into the water, and bump into it. You don't *have* to kill all the guards, but if you don't, most of them will likely pursue you into the courtyard.



To your left is a door that leads out of the courtyard and across a bridge. Grab the **Hell Orbs** to your right and left. Follow the bridge and go around the buildings to the right until you come to a passageway leading to a door. A crowd of ssithra guards (including some big ones with armor and nasty rockets), a host of

rats, and several harpies swarm you here. There are some **Storm Arrows** and a **Health Potion** in the guard shack, but they may not be worth the trouble.

NOTE

*There is another option here. Instead of crossing the bridge, hop off it to your right (toward the big fishhead fountain) and try to swim faster than the carnivorous fish and ssithra guards that are waiting for you. Swim through the underwater passageway beneath the buildings until you reach the water elevator. Swim up and kill the guard. Grab the **Large Combo Mana** and take advantage of the Silver Armor Shrine. Then head down the ramp to the passageway mentioned earlier. Turn right once you reach it.*

Go up the ramp into the small room. There is a **Small Blue Mana** in the chest in the corner. Kill the numerous ssithra guards from the relative safety of the doorway. Beware of the three harpies hovering outside. As you look out the doorway across the courtyard, you should see a balcony with a couple of pillars framing a doorway. If you have some **Phoenix Arrows**, shoot them between the pillars near the doorway to soften up the ssithra guards who are hiding there.





Cross the courtyard to reach the doorway beneath the balcony. Just before you get there, there are a couple of bronze vases to the right, next to a door that doesn't open. One hides a **Large Combo Mana**. Don't walk in front of the stone dragon heads in front of the door at ground level,

because they are fire traps. Enter the door and take the water elevator up. Kill the ssithra guard, then finish off the two plague spreaders just outside on the balcony. Go back inside and grab the **Health Vial**.



Go down the short ramp to the passageway and turn right at the intersection. Kill the rats, then go through the door and venture onto a balcony overlooking the first courtyard you saw. Kill the ssithra guard, then follow the balcony to the other side of the courtyard. Watch out for the harpies and rats. Pick up the **Small Blue** and **Green Manas** on the way. Enter the door on the far side.



Follow the passage around the first corner. Kill the ssithra guard and grab the **Health Vial**. Another ssithra guard is just inside the door ahead. Kill it and proceed onto the balcony above the fountain room you first entered on this map.

Go to the right, killing the ssithra guard. Grab the **Large Combo Mana** (if you need it) and pray at the Health Shrine. Proceed around to the left side, kill the ssithra guard, and push the button on the wall. This exposes a secret opening in the fountain floor containing two **Health Potions**. Don't jump down to retrieve them, or you'll have a long walk back.



Proceed through the door to the left. Follow the hallway into the next room. Kill the two ssithra guards and the plague spreader. Pick up the **Large Combo Mana** and the two **Hell Orbs**. Take the water elevator down, stomping on the rats and killing the two ssithra guards. There's some defensive **Mana** and **Storm Arrows** in the corners of this room.



Go outside and turn right. Watch for the ssithra guard and the two harpies hovering above. After eliminating them, grab the **Large Combo Mana** from the small fountain to the right, as well as the two sets of **Storm Arrows**, then head through the door to the left into the water room.



Kill the multiple ssithra inside, then climb up the ledge near the door you came in. Here you find **Storm Arrows**. Kill the plague spreader that waits on the ledge, then jump down and look for the stone blocks on the left-hand side. Climb them and push the button in the alcove above. This opens the hiding place for the **Empty Container** for the

Earth Blood. Grab the **Large Combo Mana**, jump down, and secure the **Container**. Push the button behind it to open the exit. Snare the two **Hell Orbs** and numerous **Crystal Vials** in this area on your way out.

Kill the ssithra guard and the rats just outside, and then enter the building beyond. Kill the plague spreader, squash the rats, and go through the door to the left. Watch out for the rat pack and the harpy outside, as well as falling boulders. Bag the two **Large Combo Manas**. Walk through the door beyond to enter Andoria's Slums.



Level 8: ANDORIA'S SLUMS

Corvus now has one of the three items the Healer requires in order to heal him. His path now takes him through Andoria's slums, a seedy place before the plague, and an even worse place now.



a good vaulting kick), then jump up and press the button that is revealed. Cross the yard and do the same on the other side. This reveals a secret area with some **Phoenix Arrows** and a Health Shrine. Grab the **Large Combo Mana** just to the right of the second button.

Pray at the Lungs of Ssithra Shrine. Enter the water tunnel and swim down the first turn to the right. As you swim up, you're immediately jumped by four ssithra guards. Slice and dice them with your staff. On the wall to your left is a shield. Destroy it with your **Flying Fist** spell (or



Go up the stairs and go to the right side of the entrance to collect some goodies. There are two **Hell Orbs** to the left of the entrance. Just beyond that, tucked in the corner, is a chest containing a **Large Combo Mana**. Farther to the left of the main entrance is a passageway. Just inside the passageway to the right is a Silver Armor Shrine. Kill the nearby ssithra guard, and follow the passage around the corner to a small room with another entrance to the underwater labyrinth. The bronze vase left of the entrance contains a **Health Vial**, while the ones at the back of the room contain a **Large Blue Mana** and **Green Mana** respectively.

Go back to the main entrance and kill the rats. Climb up the rope, swing toward the ledge, and jump onto it. Grab the **Phoenix Arrows**, **Storm Arrows**, and the **Small Blue Mana**, and then jump down. There is also a **Health Vial** hidden in the stack of vases in the corner. Exit through the hole in the wall beyond.

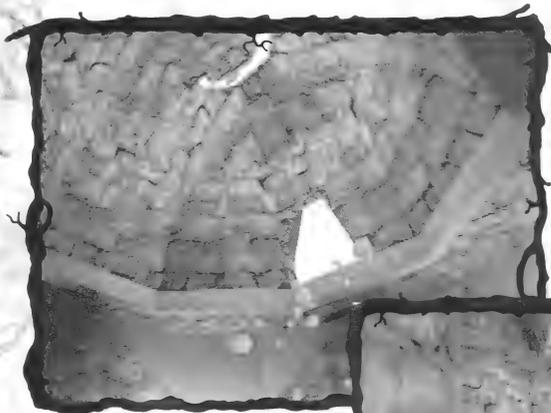


Step up to the altar to receive the **Fire Wall** spell. After doing so, the wall behind you falls away, granting you access to the rest of the slums. Through the hole is a ssithra guard hidden on the left; he's quickly joined by another. There are also several hungry harpies overhead. There are also several hungry harpies overhead. This is a good time to break out your **Hell Staff** and take care of them. Jump down and continue.

There is a Health Vial and a **Health Potion** hidden in the vases in the left corner. There are also some **Hell Orbs** and a **Quartz Flask** on a ledge to your right, but you can't jump to them from the entrance point. You must climb to them from the rubble below. Also to the right, but a little farther, is a **Mana Shrine** tucked away near a door that won't open.

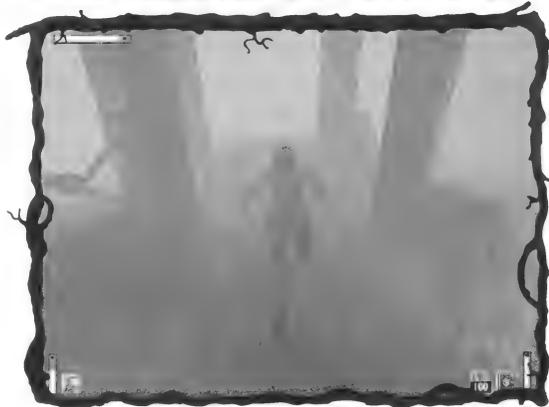
Go up the stairs and enter the building. The bronze vase on the right contains a **Health Potion**. Break out your heavy artillery now and use your **Tome of Power** to power up your weapons. Go through the hole in the wall and battle the monstrous mutant ssithra! Use your "Tomed-up" **Storm Arrows** or **Sphere of**

Annihilation. The mutant ssithra retaliates with a giant blast from his crossbow. If you need some health during the fight, there are several **Health Vials** scattered about, as well as two sets of **Storm Arrows** on a ledge.



When the mutant ssithra finally bites the dust, enter the wrecked building on the left. The ceiling of this room falls in and two ssithra attack. Finish them off, then pole vault to the ledge on your left. The vase at the back of the room contains a **Health Potion**.

Follow the passageway into a big grotto. You now have several ssithra guards to contend with. Nail the sniper across the way with your bow, then drop down from the ledge and grab the **Large Blue Mana**. Follow the path around the water to the **Large Green Mana** on the far side. Above on the ledge are two **Health Potions** if you need them. At the back of the grotto (near the water) is a Lungs of Ssithra Shrine. Pray at the shrine, then look for the underwater passage on the right-hand side.





Swim through the passage and climb out of the water. Fight the ssithra guards on *terra firma*. When they are all dead, walk into the next room, and pray at the Ssithra Shrine. Swim down to the **Earth Blood Pool**, and use the **Empty Container** on it. Collect the **Full Container** and head for the surface.

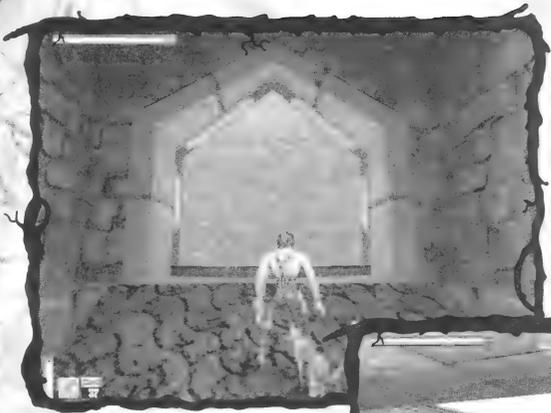
Grab the Ssithra Shrine again, and drop down into the entrance to the underwater labyrinth again. Swim back to the entrance of the level and head toward Andoria's Plaza, the way you came in.



To get to the water elevator leading to the Andoria Academic Quarters, go through the doorway in front of you and enter the chamber ahead. Kill the ssithra waiting for you, and exit to your right.



Enter the next building to face off with another large mutant ssithra. You don't necessarily need to fight him. Ignore him and run through the door on your left—he won't follow.



Turn right into the next chamber and go up the water elevator. Exit again going left until you enter a passage. Follow the passage to its end and exit the door ahead. Follow the balcony to the other side of the courtyard, and enter the door on the far side.



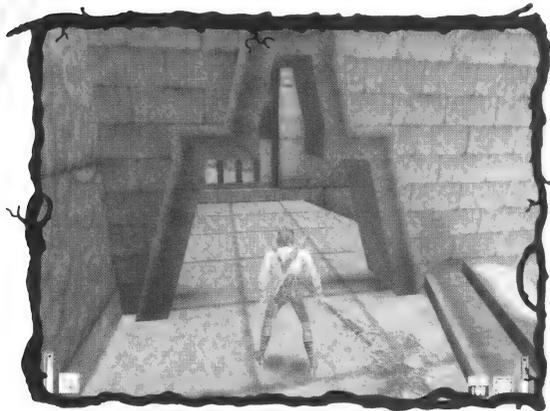
Go left to enter a chamber with a water elevator. Pass it and make a right. Enter the door ahead and kill the ssithra that awaits. Jump on the ledge of the water elevator to get the **Storm Arrows**. Jump down a level and power up at the Mana Shrine. Enter the water elevator and swim down through a tunnel. This tunnel takes you to the Andoria Academic Quarters.



Level 9: ANDORIA

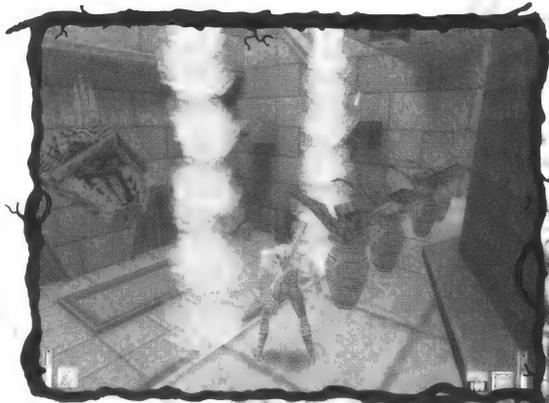
ACADEMIC QUARTERS

From the Plaza, your next stop is the Academic Quarters. Corvus must complete his quest to stop the plague, or else suffer the consequences of failure. You must retrieve the **Sea Crystal** and make your way back to the Healer before Corvus runs out of time.



From Andoria Plaza, use the split-level water elevator near the Mana Shrine to reach the Academic Quarters. Swim up and climb out of the water. Exit the water elevator and go to the right. There is a plague spreader just outside the door, and one more down the ramp to your right. Just beyond that, to the left, is an open doorway with yet another plague spreader just inside the doorway.

There are four bronze vases behind the room containing the elevator. Two of them contain **Large Manas**, while the other two have **Health Vials**. There are also four **Health Vials** up on seemingly impossible perches; however, you can pole vault to them from the ledge.



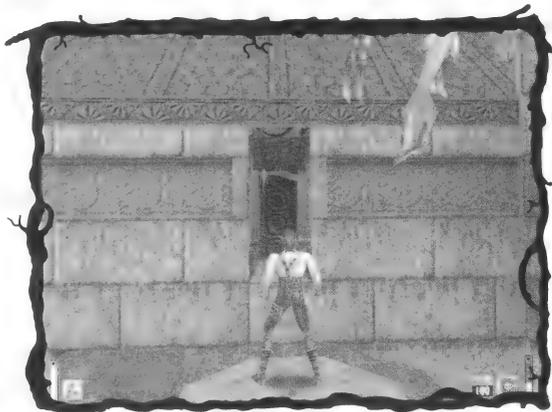


The doorway to the left contains nothing of use. The waterway beneath the fish head leads to a large pool, which is full of myxini and harpies. It is surrounded by high walls and pillars you can't climb. Look for a small outcropping from the wall where you can climb out of the water. Try to fight from this location. **Storm Arrows**

are a good choice here, if you have some. When the bad guys are dead, drop back into the water. Look for the Silver Armor Shrine, with a **Large Combo Mana** below it, and then return to your precarious perch. Break the wall above your head and climb up.

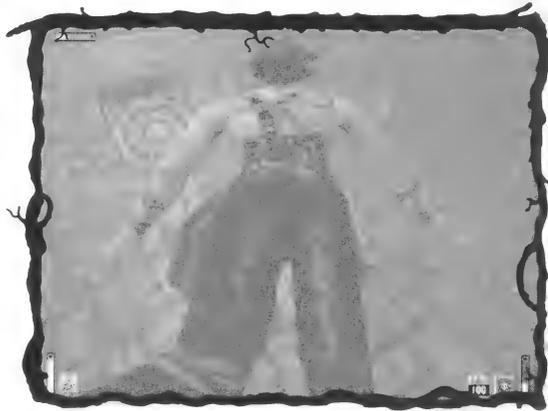
Kill the ssithra guards.

The passageway to the right leads back to the big room with the fish head. Now you have some fancy footwork to do. From your position above the water, you should be able to see seven pillars rising up. Your goal is the small doorway similar to the one you are standing in, which is on the other side of the pool. Do not jump to the big door in the center—it's locked. First, pole vault to the nearest pillar and then to the one beyond. Turn 90 degrees and do it again. Finally, pole vault to the doorway. If you fall in the water, you must swim back to the ledge and try again.





Follow the passage to the **right** and into the room with the fountain. Kill the ssithra inside. The nearest vase holds a **Health Vial**. To your right is a doorway. Jump on the button next to it to open it up. Just inside is a ssithra guard and some **Hell Orbs**. Get all of them, then step on the button to your right. Continue into the room beyond, which contains a fountain similar to the one you just saw.



Two ssithra guards jump from the fountain and attack. On the right is a large button near a pair of tables disguised as a decoration. Press it to reveal a secret stash of **Storm Arrows** and a **Health Potion**. Both fountains—the one just ahead and the one in the room you just left—have a button at the bottom.

Go down and push both buttons. The brief cinematic shows that the door by the **Hell Orbs** is now open. Three more of your little green buddies come running in, so be ready.



Enter the big area just revealed. The vases flanking the door each contain goodies. Finish off your enemies in this area, and then claim all of your prizes. There are decorative doors on the rear wall (on both the right and left). Enter the one on the left, follow the passage up the stairs, and kill the ssithra guards just ahead. Grab the **Hell Orbs** and the **Storm** and **Phoenix Arrows** lying about.



Go up the stairs and through the door to throw the switch that reveals the **Phoenix Bow**. Use the two nearby **Health Potions** if necessary. Kill the three ssithra guards before entering the now-open door behind the **Phoenix Bow**.

Note

If you go back out and down the stairs, the stairs serve as a lift and lower you to a secret passage. Power-up at the Mana Shrine and return up the stairs.

**Kill any remaining guards.**

There is a Health Shrine on the left wall and a water elevator located in the floor in front of you. Don't walk in front of the square stone protrusions in the wall on either side of the elevator—they're fire traps. Take the elevator down.

Kill the ssithra guard and the rats, and then enter the underground grotto. Deal with the two ssithra guards who pop out of the green pool ahead. Underneath the bridge crossing the pool are two **Large Combo Manas**. Snare the two **Hell Orbs** as well, and enter the room beyond. Do not walk in front of the square stone on the wall behind the location of the **Hell Orbs**—it's also a fire trap.



Enter the area beyond, watching for the ssithra guards as you go. There is a **Health Potion** on the right. Get it and go up the ramp on the left side. There is an assassin at the top who throws some knives at you, so throw something stronger back at him. Ahead you can see your prize—the **Sea Crystal**. Beware the dropoff around it—it's fatal. There are **Small Blue** and **Green Manas** at the back of the room if you need them.



Continue up the next ramp. When you get near the top, the grate on the left blows open and you're attacked by two ssithra guards. There's a **Crystal Vial** in their cell. Continue into the next room, kill the plague spreader, and take the water elevator up. Kill the guard and the plague spreader at the top of the elevator, and then throw the switch on the

wall. The gate opens, letting you back into the big room with the fish head. There is a **Health Potion** in the room if you need it. Return through the water elevator you originally entered so you can swim back to the Plaza.

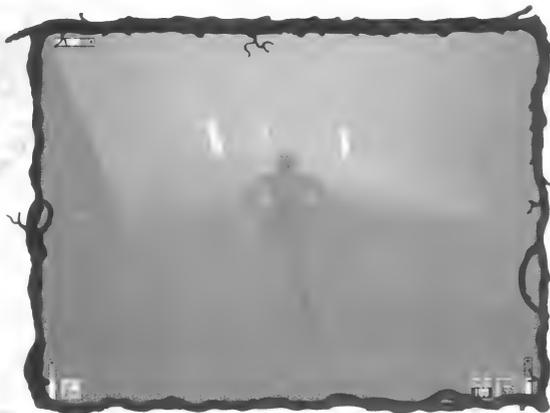
Once you have the container full of Earth Blood and the Sea Crystal, return through Andoria Plaza. Dodge the ssithra and make your escape through the fountain to the Healer's domain. Kill any plague spreaders and ssithra guards near the entrance before going in, to prevent them from following you. Rescue the Healer from the plague spreader and assassin.



Take the elevator to the Healer's laboratory. Use the items you have collected in the objects against the wall on the right, then return to the Healer with the potion. Take the ramp up to the opening in the wall near the elevator and use the **World Ripple** to leave Andoria and enter the Kell Caves.

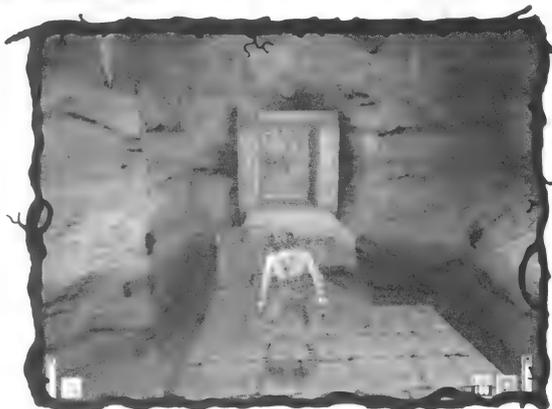
Level 10: Kell Caves

Corvus must swim through myxini-infested waters and unstable caverns to reach the end of this level. Watch your air level when underwater—it's easy to lose track of it with all the fighting going on.



Jump into the water and swim to your right into a cave to receive some **Mana** and **Crystal Vials**. Watch out for the hungry myxini who are waiting for you. Swim back up to the platform and walk up the set of stairs on the right to the platform. You'll be met by two g'orkkons. Destroy them then continue to the next room.

Continue around the corner and cross the bridge. Be careful—there are some bloodthirsty gorgons waiting for you. If you need extra health, you can jump into the water and retrieve two **Health Vials** off the ledge. You'll need to climb the broken pillar, and then jump onto the ledge. After retrieving the vials, swim back across to the other ledge and climb the rock ledges on the wall to return to the bridge.





Turn right and break open the two vases to reveal a **Crystal Vial** and **Mana**. If you try to go forward, boulders drop down to block your passage. Go back and run past the entrance to the bridge. You'll enter another cavernous hallway. Crouch and roll to get through this hallway. If you don't, traps in the wall will get you.

Turn right and go up the stairs. You should see several gorgons feasting on some deceased plagued Sidhe. If they ignore you, do the same to avoid any unnecessary confrontation. Otherwise, you have to fight them all. Go to the corner and grab the **Quartz Flask** and the offensive **Mana** to recharge after the fight.



Walk down the winding set of stairs until you reach the bottom. Hit the vase across from you with a **Flying Fist** to reveal some offensive **Mana**. Pole vault over and grab it, then jump into the myxini-infested waters and destroy them as necessary. Swim through the pillars and retrieve your prizes below.

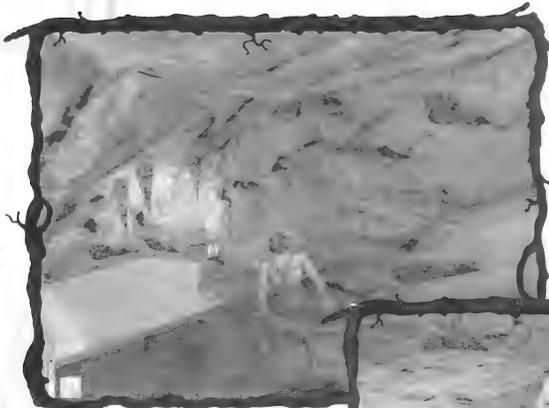


Swim to the right corner until you reach an area where you can stand. Across from you is a platform with a switch on it. Pole vault over to it and press the **Action** key to open an entrance below. Pole vault up to the highest platform in the middle of this area to get some more **Mana** and a **Quartz Flask** before proceeding.

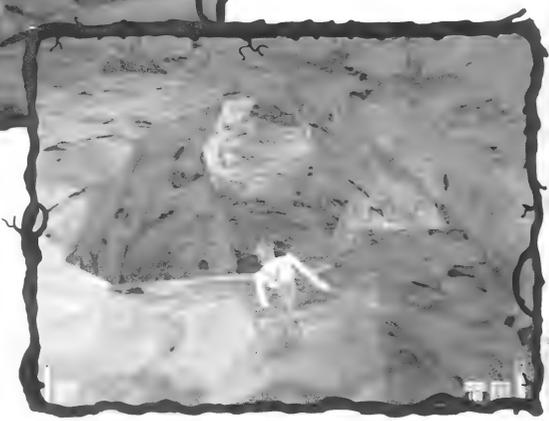
Jump back into the water and swim through the passage. Get extended breathing ability from the Lungs of Ssithra Shrine. Swim to the next chamber and get both sets of **Mana**. As you continue swimming, the waters become more and more treacherous with myxini and gorgons. Get out as quickly as possible by climbing on to the rock ledge ahead.

You'll need to crouch to continue through the next passageway. Jump into the water and swim through the underwater tunnel collecting **Crystal Vials** as you go. Watch out for falling rocks here. When you reach the end of this area, climb over the rock ledge and pole vault over to pick up the **Mana**.



A screenshot from a game showing a gorgon in a dark, rocky cave passage. The gorgon is in the center, and there are some glowing elements in the background.

Turn around and climb up to the next passageway. Ahead, several gorgons and a g'orkkon are ready to make a meal out of you. Finish them off and continue down the passageway.

A screenshot from a game showing a g'orkkon in a dark, rocky cave passage. The g'orkkon is in the center, and there are some glowing elements in the background.

In the next area you must defeat several g'orkkons. Eliminate them and claim your rewards. To your right, you'll find two **Hell Orbs** and a **Quartz Flask**. To your left, you'll find both kinds of **Mana**. To the immediate right of the **Mana** is a ramp you can run up and jump to the next ledge. Continue your climb to the top.

A screenshot from a game showing a g'orkkon in a dark, rocky cave passage. The g'orkkon is in the center, and there are some glowing elements in the background.

Power up at the Health Shrine. If you jump down in the small area to the left of the rock bridge, you can get more **Mana**. Climb back up and cross the bridge. Follow the passage around to your left, but avoid any falling rocks. Continue to the end of the passage to enter the canyon area.





Level II: KATLIT'K CANYON

Corvus must find the entry to the t'chekrik hive. On the way, he meets skillful and ruthless assassins. You must be quick to avoid their knives. Slay them with your powered-up staff—they follow you everywhere and dodge projectiles very well.



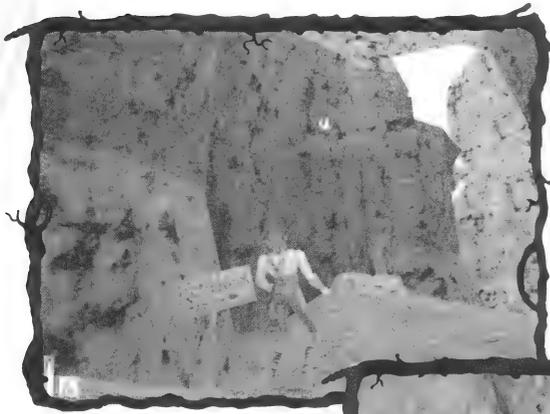
From your arrival point, continue forward and kill the g'korkon and harpies. Just outside the cave, climb the rock ledge to your right. Another harpy awaits. Slay it, then collect your **Mana** and **Crystal Vial** rewards.

Jump down into the water and swim through the underwater cave. Collect the **Quartz Flask** to your left, then climb up to the land ahead.



NOTE

For more of a challenge, jump directly across instead. You'll be met by another g'orkon and a harpy above. Annihilate them both, then run around to the right. Use your **Flying Fist** attack to slay the g'orkons on the ledge ahead. Jump to that ledge and collect the **Quartz Flask**. Jump off this ledge down just past the water.



Climb up the left side of the cliff wall collecting **Mana** and a **Crystal Vial** as you go. Watch out for the nesting harpy by the **Crystal Vial**.



Collect the **Mana** ahead but watch out for the g'orkons. Get the three **Hell Orbs** and exit the cave while killing the g'orkon that blocks your way. In this area, several harpies ambush you. Try to take them on one at a time. Duck back into the cave whenever you need a breather.

Pole vault across the cavern and collect the **Quartz Flask**. Then kill the g'orkon to your left. Climb the ledges ahead to meet the ill-fated scout. He has some useful information to help you on your journey.



Continue around the corner and slaughter the gorgon ahead. Proceed through the passage and pole vault across the broken bridge. Watch out for the harpies above as you do this. Grab the **Quartz Flask**, run up and around, and pole vault across the next broken bridge.



Up ahead is an assassin. The best way to deal with him is to run and pole vault to the other side, hide around the corner, power up your staff, and wait for him to appear in front of you. The moment he does, slash him to pieces.





Eliminate the harpies in this area, then run across the bridge. Be sure to jump over the crack in the center. At the end of the bridge, you get a **Sphere of Annihilation** spell. To your left is a Light of the Seraph Shrine.

Continue through the passageway and slay the gorgons ahead. To get out of this pit, straight ahead is a ledge to which you can jump. Turn right and jump from ledge to ledge. Collect the **Mana** and turn left to jump to the next ledge. Slay the gorgon waiting for you, then trot down the passageway to your right.



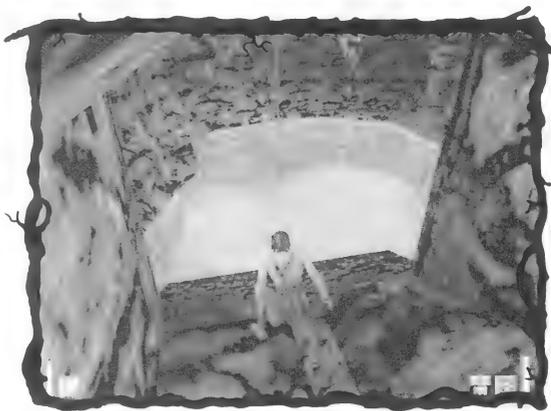


There is Mana ahead, as well as a flesh-hungry gorgon and a vicious assassin. Eviscerate them, then climb up the ledge to your left. Grab the **Crystal Vial**, then proceed down the path you were just on.

Up ahead, things are about to get nasty. To your right is a nesting harpy. To your left are two extra-large gorgons and above them are two more harpies. Take them on one at a time if possible, then proceed down into the cave ahead until you see water.



Don't enter the water yet. Kill whatever myxini you see with your long-range weapons. Turn left and stay along the wall to collect some **Mana**. Jump down and turn right into the Health Shrine.





Jump into the water and swim through the opening just to the right of the waterfall. Continue down the passageway until you reach the water mill below. Kill the assassin who appears here, then jump down to your right to retrieve a **Quartz Flask**.

Swim across to the other side. Get out quickly to avoid being sucked under the water mill. Another knife-throwing assassin awaits your arrival. After you defeat him, turn right at the sign and go through the passageway.



Four male t'chekriks guard the entrance to the hive. Power up your staff and weave through their fire to them. Once you start slashing, don't let up. You have to be relentless or they'll bear down on you quickly. Use your ranged weapons, such as your newly acquired **Sphere of Annihilation**, to eliminate the t'chekriks on the balcony. Once you've finished them off, get the **Canyon Key** puzzle piece to the left and use it to enter the hive.



Level 12: T'Chekrik Hive

This level is the ultimate test of skill. You will face many t'chekrik warriors and assassins, often at the same time, as Corvus seeks the right of passage through their lands.



Enter the next chamber and use your long-range weapons to eliminate the t'chekrik males in the balconies. Collect the power-ups as needed. To your right is a Health Shrine. If you should enter this area, there are two g'korkons waiting to block your way, so kill them quickly.

Enter the passage to your left. A g'korkon awaits your arrival. Slaughter it, and then proceed with caution past the fire traps along the wall. You must pole vault over the first set, then roll under the second set while picking up the **Hell Orbs** along the way.





In the next chamber you'll meet a powerful and menacing female t'chekrik. Dodge her deadly but beautiful fireballs and finish her off. To the right of the entryway there's a button you must push. To the left, you'll see the Crystal Statue that requires the **Warrior's Amulet**. Explore this area, and then push the button.



Proceed back to the area beyond the firetraps.

There you'll meet up with more male t'chekriks. Decimate them and go to the shrine on your right to get the **Golden Armor**. Proceed to the main chamber and go through the open

entrance to your left. (This entrance opened up when you pushed the button earlier.) Continue down the passage ahead and slaughter the g'korkons. Make sure you are at full health and powered up for the next chamber. You'll need to be quick and ruthless against the multiple t'chekriks and g'korkons you facing. The best strategy is to lure them into the passage and finish them off one at a time.

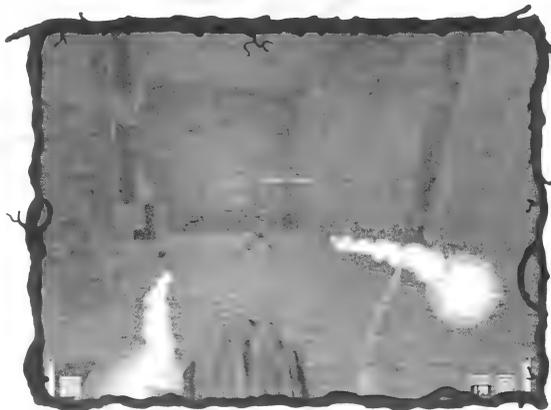


Once you've slaughtered them, make a right and kill the g'orkon in the passageway. Head forward to an area with a pool of water. Eliminate the t'chekrik, then jump into the water. Grab all of the **Mana** you see.

Swim through the passage at the center of the pool. Halfway down there's a Lungs of Ssithra Shrine. Be sure to get extra breathing power there. Swim all the way down and through the opening at the bottom. When you come up, get ready to battle an assassin.



If you stand on the platform and face the fire, there's a passageway to your right. The wall is shaded darker to represent the entrance. Go through it and kill the assassin inside. Make a left and get ready to meet another t'chekrik. Slay him and push the button on the wall. Pick up the power-ups in this room.





Go back to the water. You'll have to battle more t'chekriks along the way. Return through the underwater passage and swim all the way to the top.

Here you'll encounter more t'chekriks. Battle them and power up at the Health Shrine as needed. Grab the **Lightning Shield** defensive spell and exit through the door to the next section of the Hive.



Level 13:

T'CHEKRIK HIVE, PART 2

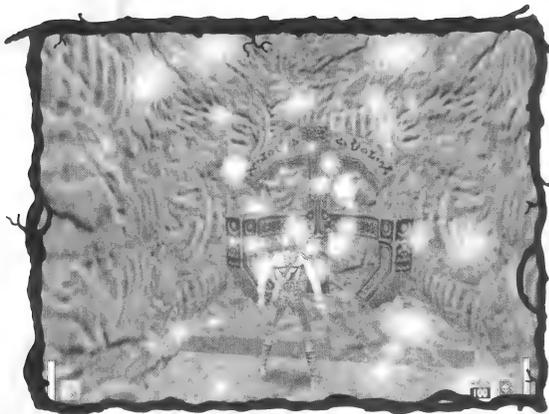
Corvus must find two puzzle pieces to open the Warrior's Tomb that contains the **Amulet**. This area is full of t'chekriks guarding the hive, so it won't be easy. Remember to save your game often to make it through in one piece.



To cross the bridge ahead, you'll have to slay the three t'chekriks blocking your passage. Once you've finished them, continue down the passage and battle the t'chekrik in the next chamber.

Walk up the ramp and battle the t'chekrik ahead—watch out for the steam traps by the tomb. To get to the **Phoenix Arrows, Quartz Flask,** and **Hell Orb** on the platform, stand against the left wall and throw a **Fireball** at the button on the pillar across from you. The platform then raises to the level of the power-ups. Get them, and then jump down. Kick the button on the left wall by pole vaulting to it. This opens a secret entrance ahead.





Go down the left passageway. Battle the t'chekrik and g'korkons in the next chamber and power up at the Mana Shrine if necessary. Break open the vases ahead to get two **Quartz Flasks** and a **Hell Orb**.

To your right there's a **chamber** with a water fountain. Jump in it and kill the assassin. Swim down and through the open passage at the bottom. You'll swim up to a chamber with two **Quartz Flasks** and a **Blade Shrine**. To the right of the shrine is a secret door that automatically opens when you stand in front of it. Collect the **Crystal Vials** to regain your strength.



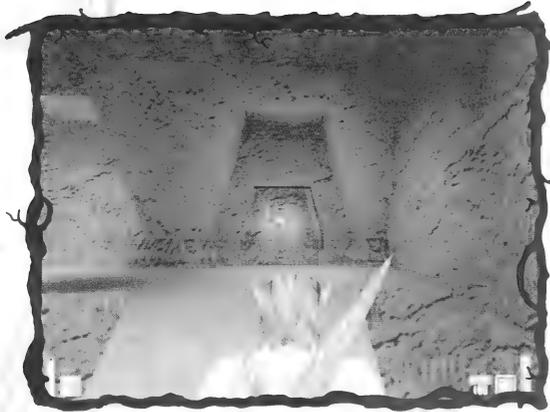
Jump into the water and go through the fountain. Climb up and go through the passage on your right. Kill the patrolling t'chekrik in this area, then climb the platforms around to the top.



Keep making lefts until you are across from the **Combo Mana** and **Quartz Flask**. Pole vault over to claim your prizes, then pole vault back and proceed to the entrance of the next passage.



If you stand in front of this entrance and look at the wall across the way, you can see a crack in it. Behind this wall is a secret area. Throw **Flying Fists** at the wall until it crumbles and gives you an opening. Pole vault in and gather all the power-ups you can. Pole vault back to the previous ledge.

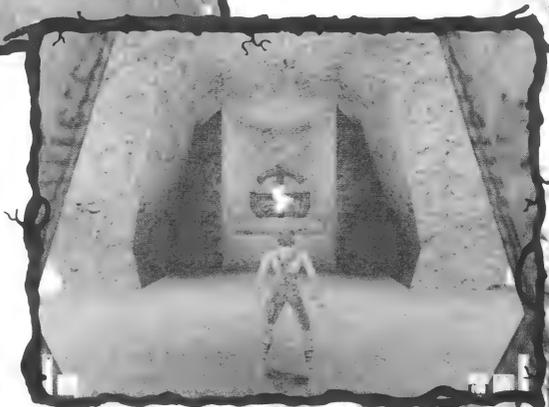


Proceed down the passageway. Ahead, you'll see a rope and to your right you'll see three paths leading to buttons. Kill the t'chekrik charging at you from the right. If you push the first two buttons, you get shocked by a **Lightning Bolt**, but they open doors leading to **Mana** and a **Quartz Flask**. Push the last button to get the **Heart Gem** puzzle piece you'll need later.



Climb down the rope you saw earlier, then go through the door on your right. Another assassin awaits you here—eliminate him and continue to the next chamber.

Kill the three t'chekriks ahead with your ranged weapons. Go right into a chamber that contains two **Quartz Flasks** and a Gold Armor Shrine. Take a right out of the shrine chamber.



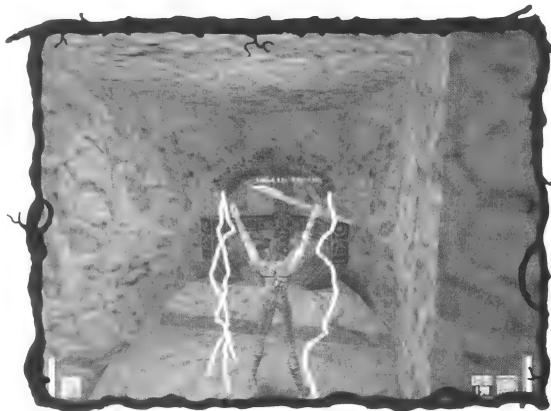


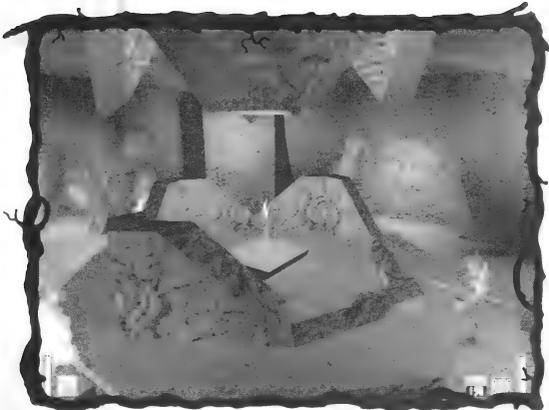
The next passage is full of fire traps. Crawl under the first, pole vault the second, then crawl under the next two. At the end of this passage, a platform lowers for you. Get on it and it raises you to another level.

Crawl under the fire trap ahead to get the Quartz Flask. Jump on the button, go through the open door, and grab the Mana and Quartz Flasks. Jump down the hole and go through the exit closest to you.



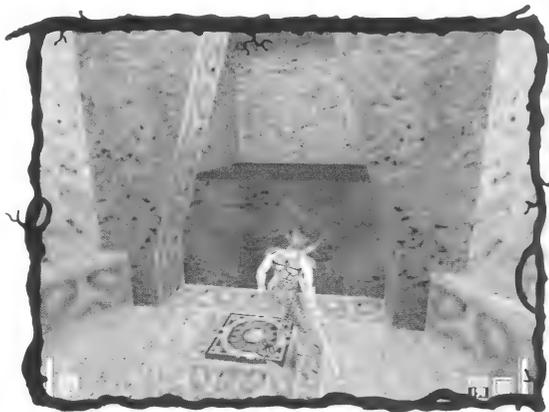
To the right a t'chekrik and an assassin guard the next passage. Kill them both and continue through the passage until you get to another open area. There's a Health Shrine on your right; use it before continuing.





Walk around the **cylindrical center piece** until you see some steps. Go up the steps and claim the **Spear** puzzle piece that appears in front of you. Go down the steps and enter the chamber to your left. (You can go to the other chambers for

more power-ups, but they don't go anywhere and you'll have to battle two t'chekriks per chamber.) Go left into the next chamber to meet two more t'chekriks.



Jump on the button ahead and get in the lift.

This takes you back to the chamber near the one with the fountain. Battle the t'chekriks waiting for you.



Backtrack to the tomb and place the **Gem** piece on the statue to your right. The tomb then lowers. Place the **Spear** on top of the mummy in the tomb and the entrance to the next chamber opens up. Enter this room and get the **Warrior's Amulet** as well as all the power-ups inside.

Jump down the hole in the center of the room and proceed through the passage. Kill the g'korkons in your way. Climb up to the level of the bridge and cross it. This takes you back to the first section of the hive.



Back in the first section, jump into the water ahead and swim through the first opening you see—don't swim all the way to the bottom. Exit the fountain and battle any t'chekriks you encounter.



Walk through the entrance and make a left. You'll have to deal with many t'chekriks along the way. Go all the way around the chamber to the other side and push the button on the wall. Go through the door that opens and put the **Amulet** on the Crystal Statue. You now have to go through the gauntlet to earn permission to see the Hive Priestess.

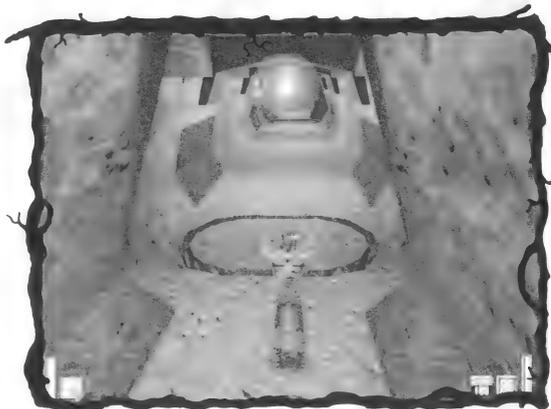
Level 14: The Gauntlet

Corvus has to go through a series of traps and puzzles to earn the right to see the Hive Priestess.



Run quickly across the land bridge ahead. Hurry—the bridge crumbles beneath your feet. Along the wall are some power-ups. Climb up to get them, and then go back and proceed down the open corridor.

Through the next passageway are two steel jaw traps. Pole vault over them. Once you go over the first trap, you'll have to fight off an assassin and several g'orkkons.





Stop just short of the next entrance. The floor has spots with a pattern and spots with no pattern. The spots with no pattern are actually deadly lava pits. The spots with a pattern are platforms to which you must jump to cross this area. You'll notice that some of the platforms have green splatter marks. This is where something or someone got squished by a large, pulverizing pillar. If you must jump on one of these platforms, be quick about jumping off.



Directly to your left is a Health Shrine. Don't go there if you don't need to. Straight ahead is the entrance to the next passage. Jump and pole vault across to it.

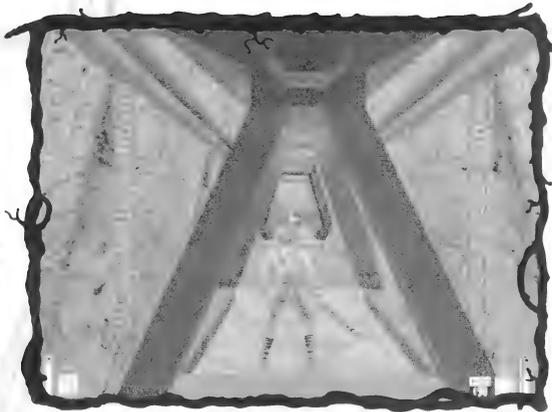


At the very end of this passage is a lift. Grab the **Hell Orbs** and **Combo Mana** in front of it. Take the lift up to the next level, where you are surrounded by several t'chekriks and an assassin. You must move quickly to eliminate them—use your defensive spells wisely. Once you've finished them, jump onto one of the

pillars in the lava and then up to the platform above. On this platform you'll find a button. Push it and a doorway opens. Jump over the lava and into this doorway.

Through the next passage you see a pit with spikes at the bottom. If you stand on the very edge, you'll see a button on the left wall. Throw a **Flying Fist** at it, to activate a rotating platform. Jump on the platform as it nears you and jump off it to get to the other side. You can use your **Fireball** to deactivate the platform as well. This is necessary to get to the secret area on the right side. Stop the platform, and then use your **Fireball** to break open the doorway and get the **Quartz Flask**.





Once you're across to the other side, there's another lift. Get in and ride it up to the next level to get some **Mana**, and then proceed through the passageway. Watch out for the fire traps ahead. Pole vault over them onto the moving platform when it nears you. When the platform gets close to the other side, jump off. Run through the passage and grab the **Quartz Flasks** and **Mana**. Jump down the hole in the center of the room.

Immediately turn right, then go left to the very edge of the platform. If you don't do this you'll be stabbed to death by spikes. Don't go left first—if you do, you have to fight an assassin below. (Avoiding a battle with an assassin is always a good thing.)





Timing is everything for these next sets of traps. Jump across the lava and run through the spinning traps ahead. Be sure to save your game before this, since you might have to take a few tries here.

Hop on the bobbing pillars one by one to get to the other side. When you get to the solid platform, run quickly to the other side. It moves back into the wall leaving you with nothing to stand on otherwise. Run through the Sidhe choppers and more spinning traps to the next passageway. To your right is a Health Shrine. Power up there, and then turn left and jump into the hole.



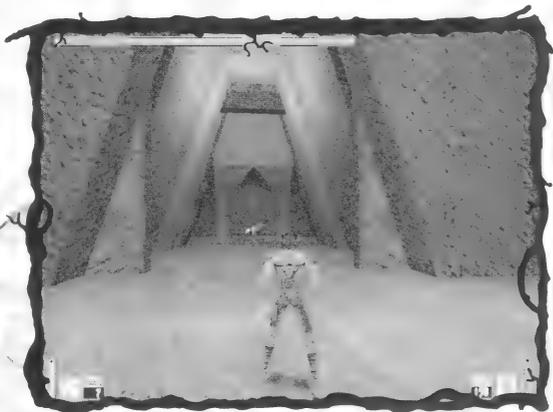
Level 15: Hive Trial Pit

Corvus's stay here will be short—one quick battle and then he can meet the Hive Priestess (if he survives the battle, of course).



Go through the door ahead and into the chamber on your left. Grab the **Hell Orbs** and **Phoenix Arrows**.

Enter the trial pit through either of the doors. Lights come on and you are challenged to a duel to the death with a ferocious beast. Don't bother fighting him. Run under and around the platform above until he crashes into both pillars and the platform falls on him.



Power up at all of the shrines, then go through the next exit. Get the **Iron Doom** spell and leave to see the Hive Priestess.

Level 10: Chekrik, Lair of the Mothers

Corvus has earned the right to see the Hive Priestess, but first he must fight his way to her.

Level 10

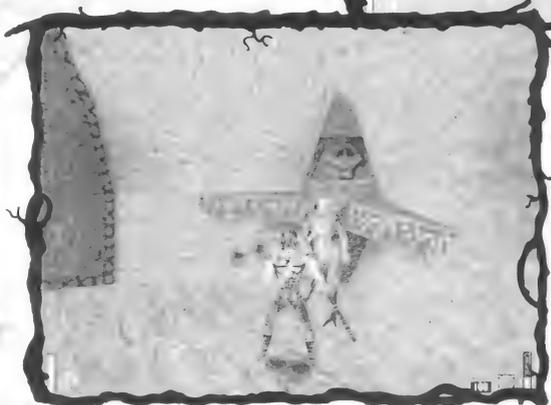


Check the room for power ups, and then go straight ahead through the door to the corner. Turn left (the only direction you can go). Kill the two g'orkons and raid their stash of power-ups.

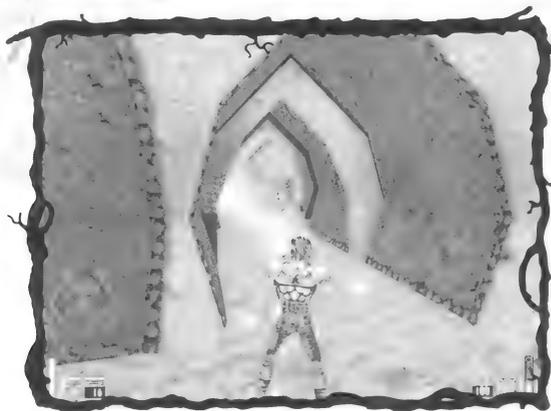


Head up the passage to the corner and turn right. Just outside the doorway off to the sides are a male and a female t'chekrik. Kill them if you want, but don't get knocked over the edge—it's fatal. Instead, just run up the bridge beyond. They fire at you, but they won't follow. They are also reinforced by an assassin up above, so avoid his attacks as well. Save your Health and Mana for the bigger fights ahead.

Cross the bridge and enter the door. Straight ahead and off to each side are two male t'chekriks. Try not to suffer much damage from them. Keep dodging as you run toward them so they have difficulty hitting you; blow through them with your special staff attack. Take care not to fall over the edges.

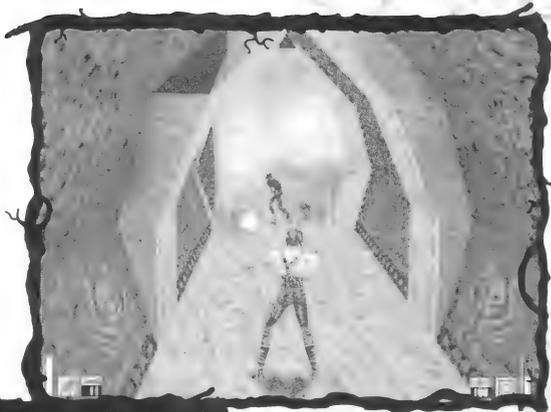


Watch for a female t'chekrik ahead as you round the corner to the right. If you don't see her, she's behind the door up ahead. Use a high-speed, powered-up staff attack to bring her down. Stop when you reach the corner.



Turn left into the passageway and ready your big weapons, if you have any. Halfway up the corridor, the side walls raise up and you're ambushed by several t'chekriks. Immediately retreat back the way you came. Fire your **Phoenix Bow** or **Storm Bow** into the crowd, dodging their return fire. Repeat as necessary, until all is quiet. Pick up the **Blue** and **Green Mana** if you need it; if not, leave it—you'll pass this way again.

When you reach the corner, the ceiling falls down and two assassins drop in. Don't spare the Mana—kill them quickly or they'll kill you. If you want to keep your distance, use your **Phoenix Bow**, but beware they don't run up close and make you frag yourself. Use your powered-up staff to make quick work of them.

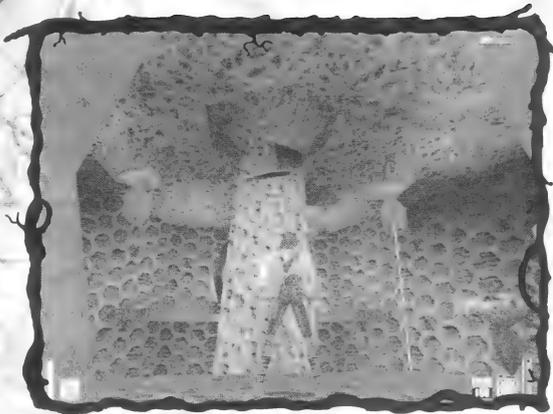


Head down the corridor to the right. Go through the door to the hatchery. Expect a warm reception from two female t'chekriks and maybe another assassin. Do **NOT** fall in the green acid—it's fatal.



Jump or pole vault to the ropes hanging from the ceiling. Climb up the rope, as high as you can. Swing toward the ledge and jump onto the upper level. Watch out for a couple of g'korkons and a possible female t'chekrik. You can ignore the enormous queen t'chekrik—she's a waste of ammo.





Check behind the pillars for Phoenix Arrows. You see two doors. Go through the unlocked one and kill the female t'chekrik behind it. Go up to the corner ahead. Turn left and get ready to be ambushed from the ceiling by a male t'chekrik. A single well-

timed **Phoenix** or **Storm Arrow** might take him out. Continue ahead until you reach the cocoon room. Beware of the female t'chekrik hiding there.

Do not jump on the ledges you see—they are deathtraps that collapse under your weight and the green acid below is instant death. Instead, gain some running room next to the doorway and pole vault out to the rope. Climb up the rope to the top. Then swing toward the upper level and jump onto it.

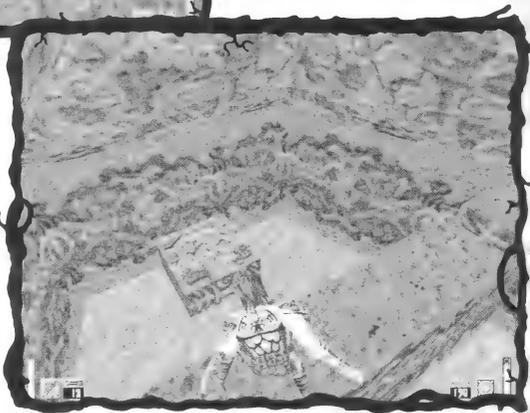




Ahead is an intersection

with a female t'chekrik just out of sight to the right. To the left is a Golden Armor Shrine. Pray there and at the Health Shrine on the other side, then hurry along before you run out of power.

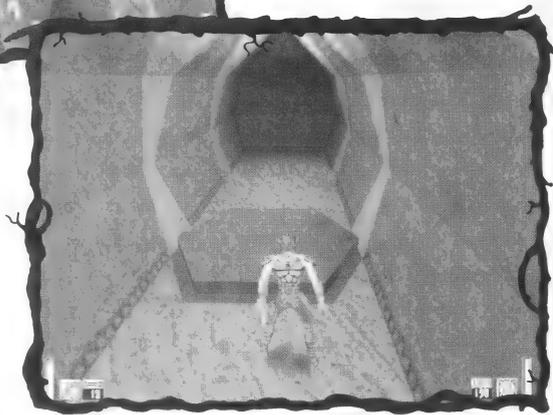
Run up the ramp (beware of the g'krokons in your path) and kill the two female t'chekrik guards quickly with your supercharged arrows or spells. Grab the **Health Vial** if you haven't already done so. Then head toward the far end of the room. There's a short wall there—climb it and the **Door** key you need is yours. Picking up the key lowers the wall you just climbed and also unleashes several t'chekriks you must fight. Make a left into the passageway.





Immediately ahead, another two male t'chekriks drop down from the ceiling. Kill them so they don't shoot you in the back, because there is a female up ahead you need to fight.

Round the corner to the right and kill the female t'chekrik on the left side. You see something that looks like a manhole cover nearby. If you're ready for added excitement, continue around the corner (if you're not, just drop through the manhole and skip the rest of this paragraph). There a male t'chekrik drops out of the ceiling and two female

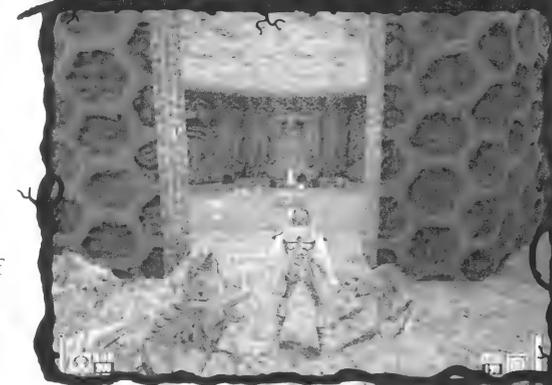


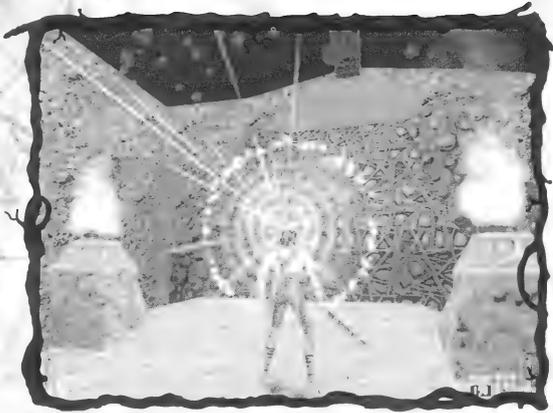
t'chekriks (one on each side of the intersection ahead) are waiting. Kill them, and then get your Mana reserves topped off at the shrine. Your path is now clear to the bridge, but don't go there yet.

You need the Hive Symbol to make the bridge solid so you can cross. So return to the manhole and drop down through it. You find yourself in familiar surroundings. Retrace your steps to the hatchery. Climb the ropes and swing onto the upper level as before. Proceed to the locked door and use the **Door** key on it. There's a female t'chekrik just inside the door, so be ready.

Go around the corner to the left. The room ahead has some beams you need to climb to reach the doorway. Watch out for the two g'krokons in the room. One is low to your left, the other usually to your right, above or near the door.

Proceed through the doorway and around the corner to the left. Prepare for the ambush in the intersection by a female t'chekrik. There's a Health Shrine and a Mana Shrine at the intersection. Get the Mana for the big fight coming up next or, if you have reserves, save the shrine until after the fight, when you can top off for the next level.





Go around the corner to the left. Watch for a couple of g'krokons just ahead. When you reach the honeycomb wall, you can go left or right. Go both ways. There are **Hell Orbs** to the left and **Storm Arrows** to the right. Once you grab the **Hive Symbol**, you're ambushed by several female t'chekriks. Try to take them all out at once with a big weapon. Take the elevators back down to the upper level of the hatchery.



Go back through the original unlocked door and retrace your steps to the bridge, pausing only to take out an ambush there, if you have not already done so. Use the **Hive Symbol** on the bridge pedestal to open a portal. Go through the portal to the Hive Priestess's chambers.

Battling the Hive Priestess is grueling. Use whatever shelter you can find to hide from her fierce attacks. When you start running out of ammunition, power up your staff and get in a few good whacks to finish her off. Once you've done her in, she reveals to you Morcalavin's astonishing past and explains the true roots of the plague. She also teleports you into the next level.

Level 17: Ogle Mines

Corvus is nearer to his goal, but to get there he must traverse the Ogle Mines, which are crawling with seraph guards and overlords. It's time for the ogles' enslavement to come to an end, so expect support from them.

Go forward and pick up the **Teleport** spell on the left.

You receive a new set of objectives, so be sure to check them out. Continue ahead until you see the mine shaft. Jump to the rope and climb down to the bottom.



Go forward, following the catwalk around to the left. Pick up the **Large Combo Mana** ahead. Don't walk through the steam, as it will hurt. Don't fall off the catwalk into the Earth Blood below—it's fatal.

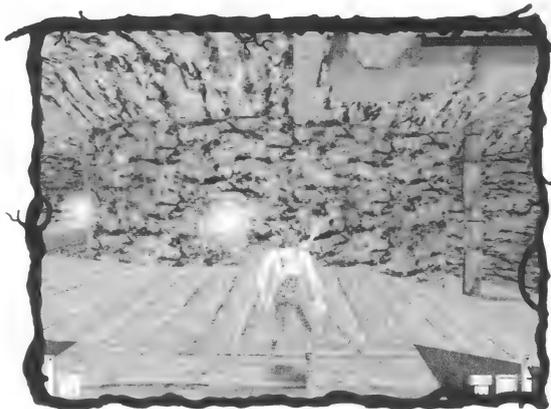


Inside the room just ahead are two overlords. Try to take them on one at a time. Hit the first one with a **Flying Fist** to get his attention, then knock him back into the room with your staff. Leave him to the ogles while you turn your attention to the other one.



There are a pair of barrels across from the entrance. One of them contains a **Small Blue Mana**. To the right near the tall ledge, there is another pair of barrels. One of these holds a **Small Green Mana**. Against the wall to the right is a Health Shrine. After you tank up, climb up the tall ledge to the right of the entrance and enter the passage beyond.

Follow the passage to the corner and go left. Grab the **Hell Orbs** on the way. As you enter the next area, you have to fight an assassin. You're now at a semi-circular fork in the road. Either way takes you where you want to go, but the one to the right takes you through more enemies—two overlords, some rats, including a couple big ones, and a gang of ogles, who attack you *en masse* if you accidentally hurt one of their number. Go left unless you're in excellent shape.





There is an assassin standing guard up ahead to the left. Get past him to the left and keep going, or hit him with something strong. Don't lose all of the health you just got at the shrine in a prolonged fight with him.



Hop down behind the pump and grab the **Large Combo Mana** there, as well as the two **Health Vials** on the way out. Follow the passage around to the left. Kill the overlord, or wound him with your staff and let the ogles finish him off while you continue on to the elevator. Throw the switch and make your getaway.



Load up your Storm Bow if you have one. When you get off the elevator, the ceiling ahead caves in, dropping an overlord on your head. Kill him, but keep an eye out for the assassin stationed up ahead. He might just decide to join the battle. Use your staff to knock him off into the deadly Earth Blood. (Just don't fall in yourself.)



When they are dead, grab the two **Health Vials** and follow the catwalk. There's a **Large Combo Mana** below and to your right—don't jump down to retrieve it. You'll never get back to the path. Ahead you see a fork in the road and some barrels to the right. They hold a **Small Blue Mana** and a **Health Vial**.

Ahead are two broken **bridges**: one going left, the other right. The one to the left leads to the map exit, but you need to get the **Cart Wheel** puzzle piece before the cart will work. So take the bridge to the right. Try not to walk through the steam, as it will hurt. Open the door and quickly dispatch the assassin on the other side with a **Phoenix Arrow** or similar weapon.



Hit the overlord ahead with a spinning staff attack, and then let the ogles finish him off.

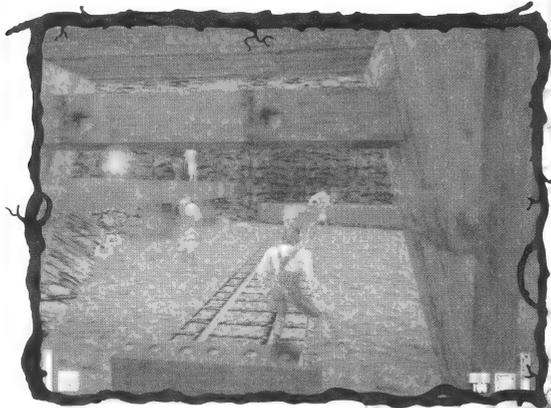
Meanwhile, you hop on the elevator, flip the lever to the left, and continue on your way.

Follow the passage to the right.

NOTE

A note for users with lower-end systems: If you start experiencing really low frame rates in the Ogle Mines, you might try murdering all of the ogles. As harsh as this sounds, their joyous celebration of their new-found freedom can seriously bog down your system.

Prepare to battle three overlords. The ogles are not much of a factor in this fight, so try to fight the overlords one-on-one. You may find reasonable safety by remaining in the elevator and using ranged weapons. When all three are dead, grab the **Storm Arrows** on the ledge to the left. There is also a **Crystal Vial** in a barrel and another in a barrel on the platform at the back of the room. Under the ledge to the left, there is an ogle-sized hole in the wall. Crouch down and then roll through it.





Come up swinging—there is an overlord in your face and another at the back of the room who joins the fray. Use the ogles as your allies. Bloody an overlord with your staff or **Flying Fist** spell, then put some of the little miners between you and him as you go after the other slave driver. The ogles are quite

efficient at finishing off overlords. There is a **Large Combo Mana** on the right near the back of the room. There are also two **Health Vials** in barrels nearby.



There is a passageway up above that you need to reach. You should see a large pipe used for transporting Earth Blood to your right. It has a damaged support. Finish the job by hitting it (preferably with a ranged weapon). When it collapses, you can run up the pipe to the passageway.

Load up your Phoenix Bow and ease around the corner to the right. There is an assassin guarding a Gold Armor Shrine just ahead. Snipe him and grab the shrine. You see some tracks that lead to a door up on a ledge to your left. This is where the **Cart Wheel** puzzle piece is located, but you need to unlock the door first, so continue on to the right.



In the chamber ahead are three overlords and an assassin. Run into the room so they all see you, then run back out, launching two or three **Storm Arrows** into the doorway. Break out your staff and station yourself just behind the resulting storm. The overlords run into the storm after you and then stand in it as they try to attack. This should weaken them substantially and enable you to dispatch them quickly. Kill the assassin and the room is secure.



There is a lever lying on its side atop a bridge-like catwalk. Ignore it—it does nothing. There is a “Control Tower” structure located on a high ledge near the rear of the chamber. The switch to unlock the door is there. To reach it, you need to make a tricky pole vault. Look for a pile of rubble in front of the left side of the ledge. On the left-hand side,

there is a broken angled piece about chest high that you can climb up on. From there, you need to pole vault to the ledge and climb up. Enter the structure and flip the lever. Hop down and go back to the formerly locked door.

Walk up the tracks and into the room beyond. There you find the **Cart Wheel** puzzle piece you need. There is also a **Small Green** and a **Blue Mana** and a pair of **Health Vials**. Grab all the loot and retrace your steps back to the two broken bridges. This time, take the left side.





Get a running start and do a forward jump onto the piece of the bridge in the middle of the Earth Blood. It's an easy jump, but take care not to overshoot—landing in the green stuff is fatal. Use a ranged weapon to take out the overlord ahead before you try to make the next jump.

Grab the Phoenix Arrows on the platform, and then apply the **Cart Wheel** puzzle piece to the broken cart on the tracks. Enjoy the ride to the lower level of the Ogle Mines.

Level 18:

Ogle Mines' Lower Level

Corvus's wild ride has taken him deeper into the Ogle Mines, but much closer to Morcalavin's domain. Expect plenty of resistance here—you're getting close.



Ease around the corner and kill the two rats with your staff. Switch to something stronger, such as a **Phoenix Bow**, and kill the assassin up ahead at the corner. Enter the chamber beyond. Use a ranged weapon to take out the two overlords from the safety of your high perch. Then drop down into the hopper below to get the **Small Blue Mana** inside.



Crouch and ride the conveyor belt to the next hopper, then drop down inside. Pick up the **Small Green Mana** inside and ride the conveyor belt out. Grab the **Hell Orb** on the floor near the second hopper. You see some tracks to the right leading to a door, which is locked. Crouch and roll through the hole in the wall at the back of the chamber.

Follow the path ahead and to the left. Crouch and roll under the plume of steam, unless you have a few extra health points you don't need. Take care not to fall off the catwalk into the Earth Blood below. Stop before you enter the doorway. Up ahead you should see an overlord. Nail him with a **Phoenix Arrow**. That'll likely knock him back into the Earth Blood.



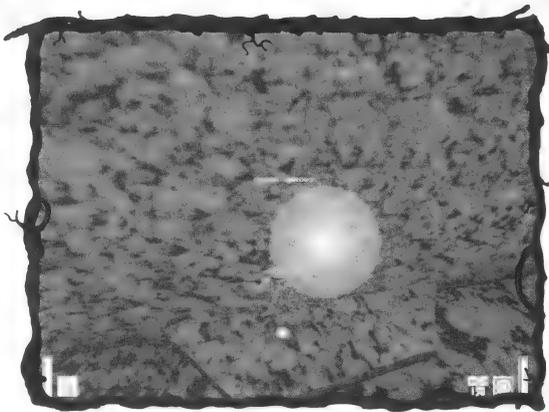
Across the Earth Blood river, you should see another overlord. Snipe him with a **Phoenix Arrow** if you can spare one. This badly injures him and the ogles do the rest. Break out your staff and go through the door. An overlord attacks from the right. Hit him with a spinning staff attack a couple times and your friends the ogles come to your aid. Grab the **Large Combo Mana** and the two **Hell Orbs**, and then go through the doors to the right.





There is a Large Combo Mana hidden in one of the barrels to your right. Grab it and then give thanks at the Health Shrine to your left. Flip the lever to open the locked door back in the first big chamber. Retrace your steps back there.

Enter the locked door and squish the rat when it attacks. There is a curtain of steam that costs you about 18 health points to walk through. Simply walk up to the valve on the pipe to turn it off. Ease around the corner and start looking for the two assassins on duty. When they're dead, hop down. If you are hurting, jump in the hopper and get the **Crystal Vial**. Crouch and roll onto the conveyor belt, but take care that you don't get caught in the ore crusher, or you'll be much the worse for it.





There are some Storm Arrows in the middle of the Earth Blood. Pass them up unless you *REALLY* need them. If so, try this.... First, save your game. Then do a running forward jump from the right-hand side to land on the little ledge. Easy enough. Now comes the tricky bit. You have to pole vault to the little square of stone on the far side, and you don't have much room for error. Botch the jump, and you'll die in the Earth Blood.



The tracks go off in two directions—left and right. Go left. Enter the passageway and kill the two overlords. Watch out for the assassin. Kill him and enter the room with the lava pit.

Walk to the edge of the lava on the right. Do a forward jump onto the first rock island. Don't pole vault or you'll overshoot. The **Unrefined Ore** puzzle piece is in the little room across from you. Grab it and jump back.



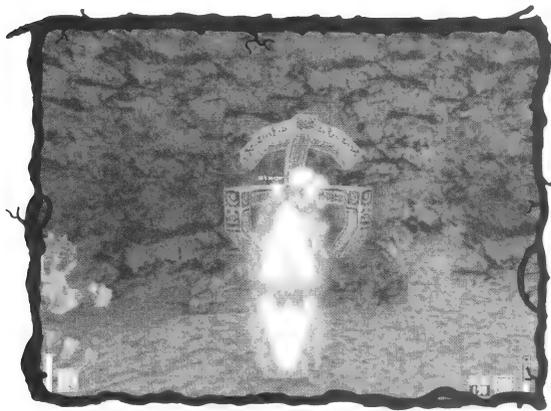


There is a **chain** hanging from the ceiling. Jump to it and climb up to the secret area. There's a **Mana Shrine**, some **Phoenix Arrows**, and a couple of **Hell Orbs** here. Grab the loot and climb back down. Make the jump back to the rock island, and then jump back to the shore. Follow the shore around to the left until you come to a catwalk that splits.

Take the path to the **right** and kill the assassin ahead. Follow the path until you come to a chamber with a big refining machine. Kill the overlord and use the **Unrefined Ore** puzzle piece on the machine. Pick up the **Suitable Power Source** puzzle piece, as well as the **Large Combo Mana** next to the machine. There is also a **Health Vial** in a barrel near the far doorway. This portal leads back to the first big room you saw with the ore crusher.



Go back to the split in the catwalk. This time take the path to the left. Follow it to the elevator landing. Flip the lever and get in before it goes back up. At the top you enter a large chamber. There are two overlords there, keeping the ogles in line. Deal with them in the usual manner. Take care that you don't get knocked down the elevator shaft in the fight. There is a **Small Green Mana** in a barrel to the left side. Beware of the exploding barrel there.

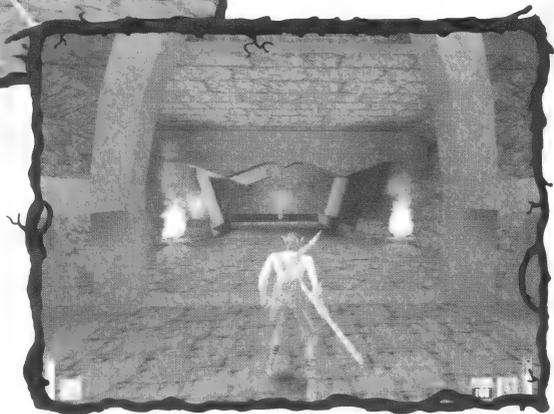


Go through the door to the right. Kill the two rats and grab the **Phoenix Arrows**. Go through the door ahead and you find yourself on a landing above the Earth Blood river. To your right is a machine. Use the **Suitable Power Source** puzzle piece on it. Flip the nearby lever and then ride the tram across the river.



Enter the passageway. When you see the assassin there, let him have it. Follow the passage to the left. When you see the overlord, switch to your trusty staff. Run past him and use the Blade Shrine. Then, using your new, improved staff, turn around and give him the shaft.

Enter the red door to your right and kill the assassin just inside. There is a **Large Combo Mana** in the corner on the right. Grab it and head toward the elevator. Push the button to head into Morcalavin's Dungeon.



Level 19: MORCALAVIN'S DUNGEON

Corvus has finally entered Morcalavin's domain, but he must fight his way up from the Dungeon and find a way into the Cloud Fortress itself before he can reach Morcalavin.

Level 19



From the lift, run ahead and kill the seraph guards. There are more around the corner, as well as a plague spreader. Kill them all, but watch out for the celebrating ogles.

Backtrack a bit—just before you enter the first room with the ogles inside, there's a passage to your right. Follow it and kill the assassin to your left. Turn left just past him and ride the elevator up to the upper level.





Take out the seraph guard ahead and follow the corridor around to the left. In the next chamber, several seraph guards are waiting for you. Lure them out and finish them off. Inside the chamber, get the **Storm Arrows** and use the Mana and Health Shrines before riding the lift beneath the **Combo Mana** in the narrow passage.



Dodge the plague spreaders up here and push the lever along the back wall. This opens a door below. There are more **Storm Arrows** here, so get them before continuing. Go back down to the chamber below and enter the red passage.

Flame jets roast you if you're not careful in this passage. Duck under the first one, then jump the second. The third one is high enough to duck under. Continue around the corner.





Fight your way past the two plague spreaders ahead and make your way to the Light of the Seraph Shrine. Beside it is a button on the wall—push it to lower the structure in the center of the room. Jump on and ride it upstairs.



Blast your way through the seraph guards and the assassin above you, then push both levers on the ledge. These open the cells below. Before going back down, climb up onto the ledge above the levers and use the rope to swing over and get the **Phoenix Arrows**. Be sure to use the Silver Armor Shrine as well. Then go back down to the lower level, via the small lift in the corner.

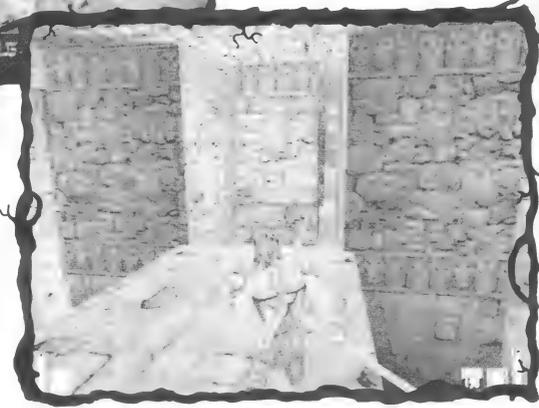


Wipe out the seraph guards and the assassin in the next room. Then cross the red chamber with the lava in the floor to the lift on the other side. Ride the lift upstairs.

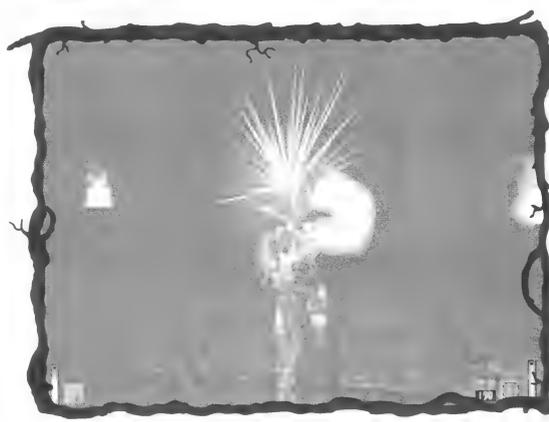


Go into the next room and turn left. As you enter the open cell, the tortured sithra gives you a **Dungeon** key. A hole in the wall behind the sithra leads into the next chamber. Stay in the tunnel and take out the seraph guards. When all is quiet, enter the chamber.

Get the Combo Mana by the gate, and then climb the large stairs. Keep going up and climb onto the ledge. You should see some moving blocks ahead. Move up against the first one while it's down, then repeat with the next one. Once you're past them, open the next door.



Kill the two overlords in the chamber beyond the door. Enter the doors on your left to reach the Cloud Fortress.



Level 20: Cloud Fortress

Corvus's task here is to make his way through the Fortress entrance to the Cloud Sanctum. He must find exits to the Cloud Living Quarters and Cloud Labs before he can fulfill his quest.



Grab the Mana near your entry point and kill the seraph on the stairs ahead and to your right. Walk up the stairs and fight more seraph guards and an assassin. There are plenty of power-ups here worth checking out. Scale the walls on either side to get to them. Walk through the double doors into a small courtyard.



Walk up the incline, killing the plague spreader at the top. Follow the tunnel. When you reach an open area with a massive drop on your left, kill the seraph guards and enter the main fortress entrance.



Open the doors in this room, and then go through to clear the courtyard beyond. Get the **Mana** behind the supports, then climb up the stairs and follow the corridor at the top.



When you reach the hall with two Hell Orbs in it, beware—several assassins are waiting for you. Kill them, then run by the seraph overlords in the next room and enter the massive double doors.



Once inside, battle your way past the seraph overlords. Go either way when the hall splits to reach a chamber with a table in the center. Don't approach the body on the table—it's a trap. The ceiling falls on you if you get too close.

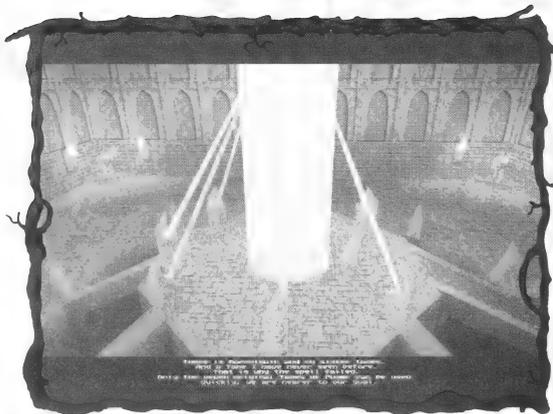
Level 21: MORCALAVIN'S INNER SANCTUM

The Inner Sanctum is where Morcalavin has the other **Tomes of Power**. It's here that the final showdown takes place. For now, Corvus is just passing through to his first stop—the Cloud Fortress Labs.



Turn left and head for the stairs. Kill the seraph guards on the stairs. When you reach the first landing, jump over the next step—it's a trap that causes a stone pillar to crush you.

At the top of the stairs, open the doors on your right. Inside, you'll encounter the force field that surrounds Morcalavin's Inner Sanctum. Return to the landing and turn right.

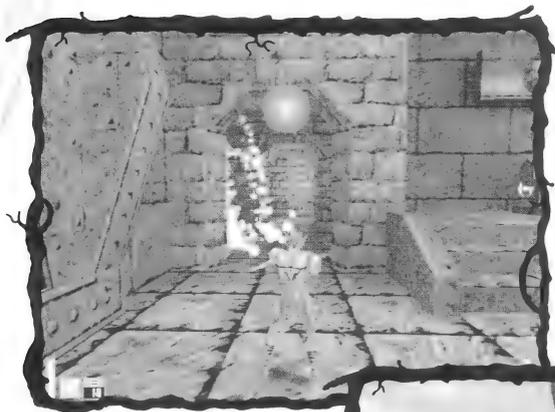


Follow the corridor and kill the seraph guards near the doors at the end of the hall. Once inside the chamber beyond the doors, open the door across the room to reach the Cloud Fortress Labs.

Level 22:

CLOUD FORTRESS LABS

There are three buttons within the Cloud Fortress Labs. Each button closes one of the **Tomes of Power** in use in the Inner Sanctum. Corvus must find them all.



Collect the Hell Orbs and Mana on the landing opposite from your start position. Then follow the corridor around to the left, where you'll find a seraph overlord. Get by him and enter the next room. Kill the two assassins in this room.

On the platform near the shelves below, there's a lever. Push it, and then jump into the metal basket. It rises up, making it possible for you to reach the roof. Jump out—be careful to jump out on one of the two short sides to avoid getting shocked—and fight the assassin up here. Push the button on the wall to deactivate the first **Tome**.





Use the **Health Shrine**, then go back downstairs. Open the doors at the bottom of the ramp and go through. Get the **Phoenix Arrows**, and then clear the room ahead. Walk up the short flight of stairs into the next room. Keep going until you reach the chamber with a tank in the center. Note the locked door here.

Dive into the tank to retrieve the **Hell Orb** inside, and then enter the small chamber. Push the lever to open the door in the room beyond the hallway. Return to that area and enter the now-open door.



Use the **Gold Armor Shrine** ahead, and then walk upstairs. Once upstairs, eliminate the two seraph guards and the plague spreader. Kill the assassin lurking in the shadows as you go. In the chamber above, push the lever in the center of the wall to reveal another **Tome**—deactivating switch. Push the switch, and then go back downstairs into the room across the hall.



Climb the machinery to get some **Hell Orbs** and a **Quartz Flask**. Then take the lift down to the lower level. Kill the seraph guards and use the Mana Shrine near the furnace. Ride the nearby lift upstairs and kill more seraph guards. Go up the stairs in the next room to find a lever. Push it and the furnace goes out. Go back down and push the button inside the furnace to deactivate the third **Tome**.



You can get back upstairs by using the lift again or by continuing past the lever you used to stop the furnace. Either way, fight past the overlords and go all the way back to your starting point. Enter the door opposite the fireplace.

This takes you back to the Inner Sanctum level, but you won't be here long. Kill the assassins ahead, and then follow the balcony outside. Re-enter through the other door and keep going until you enter the door opposite the one you used to get here. Be sure to use both Shrines—Reflection and Health—along the way.



Level 23: Cloud FORTRESS LIVING QUARTERS

The switches that control the final three **Tomes of Power** are in the living quarters, which, unfortunately for Corvus, are swarming with seraph guards, overlords, and assassins.



From your entry point, go forward and take the left-hand stairway—the one going up—and kill the two overlords and plague spreader in the chamber at the top.

Turn left at the next hallway and open the door at the end. An assassin drops from the ceiling, so take it out quickly, using the hall for cover (shut the door again if you need a break). Enter the dining room and fight off the overlords inside, and then go through the door to your right.

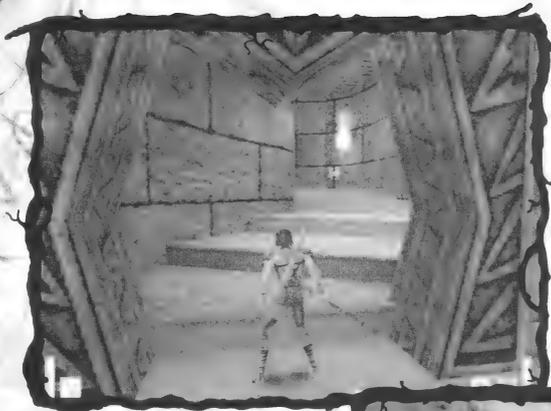


Go down the stairs and be sure not to shoot any of the barrels below (they explode). Turn right and climb the crates to jump up and reach a secret area with a **Quartz Flask** and **Combo Mana** inside.

The Silver Armor Shrine down the passage is a trap—an overlord bursts from a side passage as you approach. Kill the overlord, and then use the shrine. Follow the passage to your left. Ride the elevator up to the kitchen.

Kill the overlords and plague spreader in the kitchen. Then push the lever on the wall to open a door to the dining room. This reveals a switch above the fireplace in the dining room.





Push the switch above the fireplace in the dining room to deactivate another **Tome**. Retrace your steps. When you reach the hall just past where the assassin dropped from the ceiling, jump through the opening on your right to the stairs below. Walk up and turn right to continue going up.

Turn left and cross the bridge to your right to reach a landing with a **Fortress** key on it. Cross over again and jump to reach the landing over the hall below; here you find a **Combo Mana** and **Crystal Vial**. Vault across to the other side to find a much-needed Health Shrine.



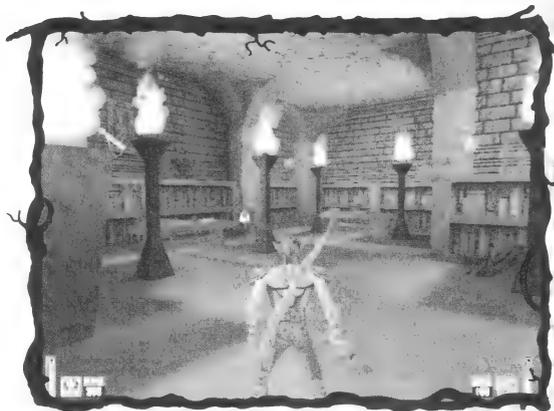
Drop down into the hall below and turn right at the dead-end you went left at before. Drop through the hole in the floor and use your new key on the door at the top of the stairs.





Kill the overlords and plague spreaders inside, and then run up the steps and through the next door. Battle your way up the stairs. Then get through the plague spreader and overlords above.

Enter the bed chamber and stand on the bed. The bed acts as a lift, lowering you into an underground study. Stock up on all the **Mana**, arrows, and ammo here, then ride the bed back upstairs. If for some reason the bed went back up before you could get back on, use the lever on the wall to place a teleporter near the area the bed was in—this will take you to the bed chamber.





From the bedchamber, go back into the hall and turn left as soon as you can. There are two assassins in the room at the top of the short lift ahead. Kill them one-on-one if at all possible. Go up the stairs beyond them and push the switch at the top to deactivate another **Tome**.

At the landing mid-way down these stairs, you find a dark passage that leads up some more stairs to the library. Kill the plague spreader above, and then climb the shelves in the center of the room. Vault to the dark alcove and push the lever to open a secret passage behind the bookcase below.

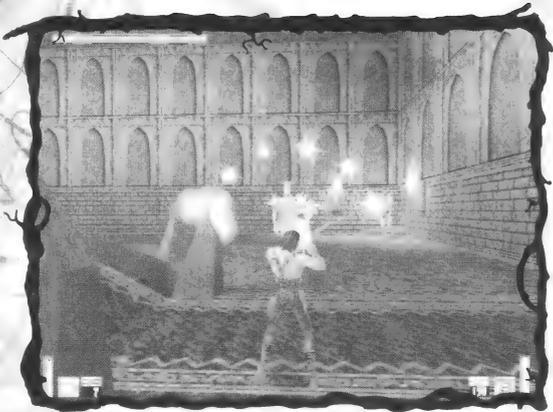




Follow the passage down and fight the assassins and overlords in the chamber below. Take the hall that leads from the chamber and battle your way across the next room to use the lift and reach the final switch.

You'll see a brief cinematic in which your **Tome of Power** tells you to return to the Inner Sanctum and place the **Tome** over the false one. Then you'll be teleported to a small chamber. Inside the chamber, use each of the shrines to reveal two levers on the wall. One of them opens the doors to Morcalavin's Inner Sanctum. The other reveals a teleport you must use to leave the room.





You enter Morcalavin's Inner Sanctum. After a brief conversation, the battle begins. You can't destroy Morcalavin, but you don't need to. Use the Mana Shrine to power up as you flee Morcalavin's attacks. Blast him with your most powerful spells as he appears. When you wear him down enough, he falls to the ground for a short time. When he does, the force field around the **Tome** on the pedestal goes down. Run up the ramp and place your **Tome**

on it before the force field returns. You'll probably have to knock Morcalavin down several times to have enough time to put your **Tome** in place. Once your **Tome** is set, sit back and watch the ending cinematic.

Corvus's long journey is over. The plague has been cleansed from Parthoris. Perhaps now, after all this time, our hero can get the rest he deserves and help his homeland return to greatness again.





HERETIC II

Bestiary

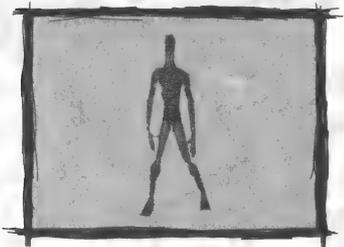
BESTIARY

Corvus's return to Parchoris should have been a joyous occasion—the return of a triumphant hero. Instead, he'll have to fight his way through his own homeland, battling plague-mad Sidhe, giant rats, slichra, and a host of other enemies bent on stopping him from reaching his goal.

ASSASSIN

Health: 250

Attack Damage (Min/Max): 10/25



Caurthorian assassins lie in wait in darkened corridors, caverns, and other areas where they can use their ability to fade into the shadows to mask their approach. Their twin daggers can inflict heavy damage before they're spotted. Your best bet is to charge them and kill them with a powered-up staff before they can do too much damage.

Celestial Watcher

Health: 1,000

Attack Damage (Min/Max): *Beam:* 20/30;

Missile: 2/5;

Puff: 32/256;



The Celestial Watcher is behind the captivity of the inhabitants of Silverspring. His rule began benignly when D'Sparil fell, but the plague has warped him into an evil dictator. He is bent on staying in power, even if it means destroying his own subjects. Corvus must battle him in his chambers.

The best way to fight the Watcher is with spells. Don't let him corner you, and avoid his puff attack—it will kill you instantly in most cases. He

tends to telegraph his attacks, so be sure to vacate the area he's about to blast. Be aware that destroying the Watcher causes him to explode, setting in motion the chain of events that sends Corvus to Andoria.

Chicken

Health: 1

Attack Damage (Min/Max): n/a



When Corvus uses the **Morph Ovum** spell on a group of enemies, they are turned into helpless chickens. With no attack ability, chickens usually scatter to avoid death. Sometimes a giant chicken is spawned, and this chicken-o'-death is invulnerable. (You'll see this in Deathmatch games.) When you do, get out of its way.

G'KROKON

Health: 50

Attack Damage (Min/Max): *Acid Ball:* 10/15;

Acid Spit: 20/25;

Bite: 5/10



G'krokons are disgusting creatures. You'll first encounter them in the Darkmire Swamps, where they'll try to force you off the path and into the slime below. Don't mess around with these acid-spitters—keep your distance and use **Flying Fist** or another ranged spell to take care of them.

GORGON

Health: 100

Attack Damage (Min/Max): 5/10

(Multiplied by the size of the creature. Range is from .9 to 1.2)



Gorgons look like small dinosaurs, and they act like them too. They attack in groups, so don't try to fight them hand-to-hand. They are very good at bringing you down if you become overconfident, so give them a wide berth if you're low on health.

GORGON LEADER

Health: 200

Attack Damage (Min/Max): 16/12

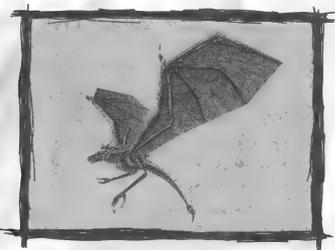


Gorgon leaders help direct the attacks of their pack. They're the ones that set up ambushes and dictate how many Gorgons attack and when. Kill Gorgon leaders on sight to have a better chance of killing the pack members.

HARPY

Health: 100

Attack Damage (Min/Max): 10/20



Harpies don't appear to be all that menacing, but they are some of the toughest creatures to bring down. Their flying kicks are usually designed to knock you into swamp water or off a ledge. The best time to attack them is when they are diving to attack. Use **Flying Fist** or another spell to hit them and then try again during their next attack run.

MORCALAVIN

Health: 3,000 (Invulnerable)

Attack Damage (Min/Max): n/a



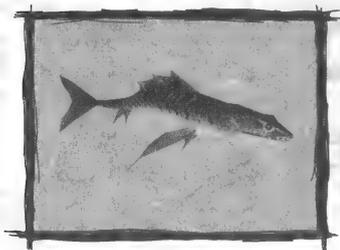
Morcalavin is the game's final boss. As he says, you have no chance of killing him, even with your **Tome**. Still, you can win by knocking him down, though it takes fast footwork to avoid him as he appears and disappears around the room. Try using **Storm Arrows** and **Phoenix Arrows** to do the trick. Morcalavin's attacks are the same ray the overlords use, as well as several spells similar to yours. You can avoid most of them by waiting for his release, then dodging quickly.

Once he's down, the force field around his final **Tome** drops. Quickly run up the ramp and put your **Tome of Power** atop his to view the ending cinematic. You may have to knock him down more than once, so use the Mana Shrine to recharge and go after him again until you can reach the **Tome** to end the game.

MYXINI

Health: 125

Attack Damage (Min/Max): 1

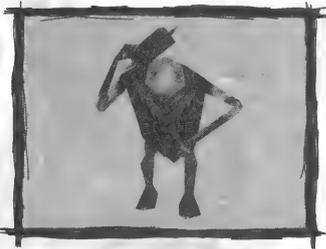


Myxini are carnivorous fish that live in bodies of water throughout Parthoris. For the most part, you can avoid their attacks easily, but don't let them get you cornered underwater. Their attacks may not kill you, but if they keep you from surfacing, you'll drown.

Ogle

Health: 100

Attack Damage (Min/Max): 8-12



Ogles are the oppressed people who work within the mines. While they are generally on your side, don't make them angry—there are a lot of them and they defend their own. Try not to kill ogles if you can help it. Of course, if their constant cheering at their deliverance is getting to you, feel free to off a few.

Plague Sidhe

Health: 50

Attack Damage (Min/Max): *Hoe:* 2-4;

Gaff: 4-6;

Hammer: 1-3;

Spell: 5-10



Plague Sidhe are found in Silverspring. They come in several varieties. The ones that wield various implements (hoe, gaff, and hammer) are much less of a threat than those that cast spells. The spellcasters can become invisible, making them tough to hit. However, with their low health, you should be able to finish them off with your staff in most cases.

PLAGUE SPREADER

Health: 200

Attack Damage (Min/Max): Grenade: 20;

Mist: 1 Radius 40;

Hit: 10/20



Plague spreaders toss plague grenades and spew a green mist when you approach. Your best bet is to lure them into throwing a grenade, duck under it, let them have it with something long-range (**Flying Fist**, etc.), then back away from the mist. Keep it up until they go down.

RAT

Health: 10

Attack Damage (Min/Max): 1



It takes quite a while for a rat to seriously affect your Health, but they can get nasty in groups. They are found throughout Silverspring and in other areas. Never waste Mana on a rat—use your feet to stomp them, vault into them, or just slice them up with your staff.

SERAPH GUARD

Health: 250

Attack Damage (Min/Max): 10/30



You'll first encounter these monstrous creatures in the Ogle Mines, where they use intimidation to keep the ogles digging away. Don't waste time with them—use your **Storm Arrows** or an explosive spell to bring them to their knees before they do the same to you.

SERAPH OVERLORD

Health: 250

Attack Damage (Min/Max): 5/8



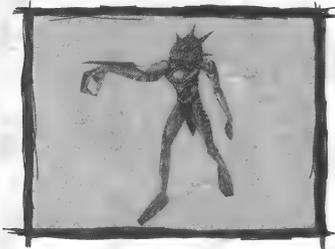
These bullies use their whips to hammer the ogles into submission. They don't have the ranged attacks of guards, so move in and use your staff to dice them up.



SSITHRA

Health: 150

Attack Damage (Min/Max): 3-17



The ssithra inhabit Andoria and are normally a peaceful people. Now, however, the plague has driven them mad and they seek to stop Corvus—or anyone else they see—from making it out of their city alive. Avoid their arrow attacks and take the fight to them. Don't let them stand at a distance and fire away—go get 'em.

SSITHRA, MUTANT

Health: 1500

Attack Damage (Min/Max): *Arrow:* 17/33;

Swipe: 66



You'll face this brute in the Andoria Slums and he's no picnic. His arrow attack is brutal, so use ranged weapons to bring him down. You have a speed advantage, so use it—keep moving around him and hammer him with everything you've got. Keep your distance from his swipe attack, and you should be able to finish him off.

T'chekrik MALE

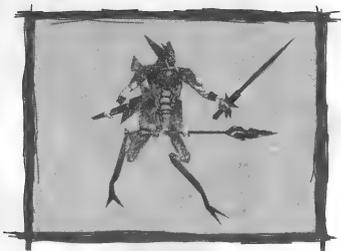
Health: 400

Attack Damage (Min/Max): *Stab:* 5-15;

Hack: 15-25;

Fireball: 15-20;

Spear: 4-7



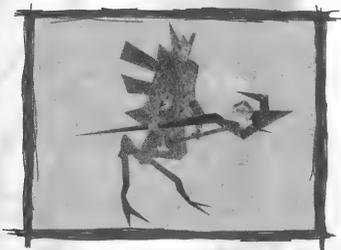
All t'chekriks have high health, but the males are a bit tougher to bring down than their female counterparts. To make matters worse, they love to attack in pairs, especially from ambush. Lure them into halls and take them on one-on-one. Use powered-up weapons to make short work of them.

T'chekrik FEMALE

Health: 300

Attack Damage (Min/Max): *Hack:* 3-8;

Globe: 10-35



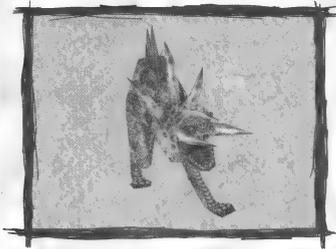
The female of this species is every bit as vicious as the male. They are fast and love to attack from ambush. As with the males, you need to lure them to areas where you can attack them alone, then use powerful spells or arrows to bring them down. Your powered-up staff can also take care of them quickly.

TRIAL BEAST

Health: 5000

Attack Damage (Min/Max): *Bite:* 30/50;

Impact: 10/100



There's a reason you're told to avoid fighting this brute. The t'chekrik trial beast is capable of rolling over you like a freight train. Don't let it—keep moving and make it hit the support of the platform above. This causes the platform to fall on it, which is about the only way you can survive this encounter. With 5000 health points to get rid of, it would take everything you have plus an eternity hacking away with the staff to get the job done otherwise.



HERETIC II



MULTIPLAYER

MULTIPLAYER HERETIC II

Once you've cleansed Porthoris of the plague's taint, your work's not necessarily done. *Heretic II* includes two multiplayer variations—Deathmatch and Cooperative play—designed to add re-playability to the game. This chapter covers some quick tips for setting up each type of game, along with general strategies for them.

DEATHMATCH

This is more than likely the option you'll play the most in multiplayer. Deathmatch mode enables you to play against up to 16 other players via a Local Area Network (LAN) or over the Internet.

STARTING A SERVER

Starting a Deathmatch game is fairly straightforward, but if you haven't done it before, follow these steps to get one going:

1. From the Main Menu, select **Multiplayer**.
2. Select **Start Server** if you plan to host the game yourself. You will be the one who sets up the game.
3. The next screen has several available options. First, select your **Initial Map**—you can use any of the Deathmatch-only maps included with the game, or any of the 23 levels in the game. Next, make sure **Deathmatch** is selected under Rules, then set the following variables:

Time Limit—Set this to automatically change levels after a set time period.

Frag Limit—Set this to a number of frags (kills) that will automatically trigger the next map, or restart the current one.

Max Players—This variable sets the maximum number of players allowed in the game.

Hostname—Choose a name for your game.

Deathmatch Flags—Further refine your choices from the options on this screen. Most important here are the Same Map and Allow Exit flags. Set them properly if you wish to automatically switch maps or keep players from exiting early.

4. Now that you've set up the game, select **Start the Slaughter** to launch the server and begin the game. Your computer will be the host for as long as it runs the game.

JOINING A GAME

If you don't want to host a game, then select **Join Server** from the **Multiplayer** menu instead.

1. You'll need to set up your **Address Book** first. These are servers (identified by web address or IP address) that are currently running *Heretic II*. Type in their information, then return to the **Join Server** menu.

2. Select **Refresh Server List** to see what games are currently being played on the servers you've selected. You can refresh this list at any time, and you can add more servers to your address book as well.

3. Once you've found a server with available space that is playing a map you like, select it from the list and join it to start playing.

TIPS FOR DEATHMATCH PLAY

Learn the levels—Take some time to run through the levels alone to make sure you know the locations of shrines, weapons, spells, and everything else.

Control the shrines—Shrines can be the key to survival. Monopolize Health, Reflective, Blade, and Mana Shrines to get an edge on your enemies.

Use defensive spells intelligently—Save some Mana to keep a defensive spell ready. It can save you when you're backed into a corner.

Take advantage of the moment—If you use a power up, a shrine, or pick up your favorite weapon, go on a rampage, killing everyone in sight for as long as it lasts. When the fun is over, make sure you're the one who picks it up or uses that shrine again.

Look for opportunity—Be ruthless. Look for already existing battles, then take out the participants as they focus on one another.

Pick your battles—Don't rush into the fight if you're not prepared. Skirt the action until you're locked and loaded, then dive in.

Take advantage of Corvus's abilities—Corvus has some incredible moves that translate well to Deathmatch. Use the dodge, duck, roll, pole vault—anything that helps you. Corvus's vault kick can be especially useful in a tight squeeze.

COOPERATIVE PLAY

Heretic II includes an option to play a game *with* other players, rather than *against* them. You set up these games exactly the same way as Deathmatches, deciding whether to start or join a game.

To set up a Coop game, choose Cooperative from the **Start Server** menu in the Rules sub-menu. All other set up is the same as Deathmatch, except for the Flags settings—they don't affect Coop play.

Once you start or join a Coop game, other players may join. It's quite possible you'll want to limit outsiders joining your game, so don't advertise your server's presence if that's the case. Also, set your Number of Players to match the max number you wish to have in the game.

Playing Cooperatively is very different from Deathmatch play. Everyone works together to accomplish the regular game objectives. To make this easier, weapons that are picked up remain in the game so other players can get them too. This way no one can monopolize all the weapons.

Tips for Coop Play

Work as a team—You need to cooperate with teammates, since it will likely take all of you to complete a level.

Decide who will lead—Cooperative play is much easier when someone takes a leadership role and the others in the game agree to follow that lead.

Share the wealth—Don't hoard valuable stashes of items for yourself. Someone else on your team might need them more than you.

Decide on a strategy—For each new level, decide how you will cover it. If you haven't played all the levels in single-player mode, you need to do so before trying to lead a Coop team through the game.

Select roles for everyone—A tactic that works well is to assign roles (button pusher/door opener, scout, rear guard, etc.) so that each player knows his or her role.

Pause to discuss tough areas—When you know a difficult battle is ahead, or you're entering an unknown area, stop and discuss your strategy with your teammates before continuing.

Guard items for a player's return—When you die in Coop play, you start from the main Coop start. Re-spawning players will want to pickup their weapons, so don't let anyone else take them until they return.





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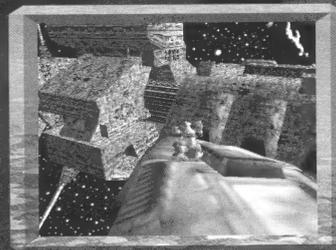
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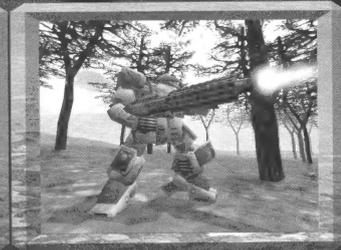
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