

Blood Omen: Legacy of Kain Walkthrough v4

by Necrin

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Blood Omen Legacy of Kain. Walkthrough by Necrin
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VERSION HISTORY

12/07/03 FIRST VERSION

20/07/03 ADDED FORBIDDEN CITY and SECRET AREAS SECTION

26/07/03 ADDED TABLE OF CONTENTS AND FIXED SOME SPELLING MISTAKES

27/01/10 Added player tip for Voradors mansion and credit section
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Table of Contents

1. Handy hints before beggining.
2. Walktrough
 - 2.1 The beggining
 - 2.2 Kain's Mausoleum
 - 2.3 SANCTUARY SPELL
 - 2.4 The HEART OF DARKNESS
 - 2.5 BLOOD VIAL
 - 2.6 RUNE TRIANGLE
 - 2.7 MAGIC SPHERE
 - 2.8 The weather in Nosgoth
 - 2.9 The time in Nosgoth
 - 2.10 FLAY

2.11 Ziegsturhl
2.12 The Pillars of Nosgoth
2.13 BAT FORM
2.14 LIGHT SHRINE
2.15 LIGHT SPELL
2.16 WOLF SHRINE
2.17 WOLF FORM
2.18 SPIRIT FORGES
2.19 ENERGY BOLT SHRINE
2.20 ENERGY BOLT
2.21 Nachtholm
2.22 BLOOD FOUNTAIN 1 STRENGTH
2.23 IMplode
2.24 FULL MOON DOORS
2.25 Steinchencroe
2.26 BLOOD FOUNTAIN 2 RAIN IMMUNITY
2.27 Vasserbunde
2.28 DISGUISE FORM
2.29 SLOW TIME
2.30 FONT OF PUTRESCENCE
2.31 Nupraptors Retreat
2.32 ENERGY BANK
2.33 BOSS NUPRAPTOR
2.34 THE MACE
2.35 BLOOD FOUNTAIN 3 MAGIC RECOVERY
2.36 Coorhagen
2.37 REPEL SHRINE
2.38 REPEL
2.39 BONE ARMOUR SHRINE
2.40 BONE ARMOUR
2.41 ANTI TOXIN
2.42 INSPIRE HATE SHRINE
2.43 INSPIRE HATE
2.44 MALEKS BASTION
2.45 BOSS MALEK
2.46 THE AXES
2.47 The PILLARS OF NOSGOTH
2.48 STUN SHRINE
2.49 STUN
2.50 BLOOD FOUNTAIN 4 SNOW IMMUNITY
2.51 TIME SHRINE
2.52 INCAPACITATE
2.53 MIST FORM
2.54 BLOOD FOUNTAIN 5 STRENGTH
2.55 BLOOD GOUT SHRINE
2.56 BLOOD GOUT
2.57 CONTROL MIND SHRINE
2.58 CONTROL MIND
2.59 FLAME SWORD SHRINE
2.60 FLAME SWORD
2.61 VORADORS MANSION
2.62 CHAOS ARMOUR
2.63 BLOOD SHOWER
2.64 Uschtenhiem
2.65 BLOOD FOUNTAIN 6 MAGIC RECOVERY
2.66 DARK EDEN
2.67 FLESH ARMOUR
2.68 SPIRIT DEATH
2.69 BOSS DEJOULE BANE
2.70 THE PILLARS OF NOSGOTH

- 2.71 FULL MOON GATE Woods
- 2.72 Abernus
- 2.73 Abernus Cathedral
- 2.74 SOUL REAVER SHRINE
- 2.75 The SOUL REAVER
- 2.76 WRAITH ARMOUR SHRINE
- 2.77 WRAITH ARMOUR
- 2.78 BOSS AZIMUTH
- 2.79 THE PILLARS OF NOSGOTH
- 2.80 SPIRIT WRACK SHRINE
- 2.81 SPIRIT WRACK
- 2.82 BLOOD FOUNTAIN 7 STRENGTH
- 2.83 BLOOD FOUNTAIN 8 MAGIC RECOVERY
- 2.84 BEGUILE FORM
- 2.85 Willendorf
- 2.86 DOLLMAKERS MANSION
- 2.87 BOSS ELZIVIR THE DOLLMAKER
- 2.88 The NEMESIS Fortress
- 2.89 BOSS WILLIAM the Just
- 2.90 The Gauntlet
- 2.91 BOSS KAIN
- 2.92 BOSS MOEBIUS
- 2.93 BOSS MORTANIUS
- 2.94 BOSS

3 Other stuff

- 3.1 FULL MOON GATES
- 3.2 THE LIGHTNING SPELL

4 Secret areas and get 99 of very item

- 4.1 The ancient Nosgoth alphabet
- 4.2 Tombstones
- 4.3 The other crypts
- 4.4 Get 99 of every item
- 4.5 Backdoors to the SPIRIT FORGES
- 4.6 The forbidden city

5 Credits/Thanks

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1 Handy tips before beginning

Save often even though your a vampire your not immortal.

Don't ever use The Heart of Darkness as an item wait until you die and you will automatically use it. You also stand to gain more blood this way.

Do not drink Green or Black blood. Black blood will decrease your health Green blood will poison you. Get familiar with the creatures who contain this blood and don't suck em.

ALWAYS drink from the Blood fountains. They can increase your strength and give Kain other advantages, except immunity from water pity. Drinking from a utilized Blood fountain will sap

your Blood also.

If your stuck in a dungeon or shrine backtrack you may have missed a switch or floor pedal. Listen for sounds like clicks or doors opening and look around to see if a locked door has become open.

I don't bother with the Spirit forges and I suggest you do the same. Theirs plenty of items scattered about the place.

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2 Walkthrough

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I dedicate this walkthrough to Pot Noodle now before I get too emotional let's continue.

2.1 The beggining

After that lovely Fmv which introduces VORADOR MALEK and the Circle and ARIEL Kain the weary traveller will be trying to get a drink after he is turned down their is some narration from the main man himself. I have always wondered if he spoke aloud or just thought to himself.

Go out and get yourself killed. I didn't last very long.

2.2 Kain's Mausoleum

Way hay your now a vampire go up to where the GREEN LIGHT SHINES push it in and go through the door on the left. Pick up the SANCTUARY SPELL.

2.3 SANCTUARY SPELL

Use this to return to this Mausoleum if your in trouble I never use it though.

Go up and kill the guy did you hear the click. Listen for this sound in future. It means a door has opened nearby. Go right into the next room. Pick up the THE HEART OF DARKNESS woo hah hah.

2.4 THE HEART OF DARKNESS

This is an invaluable object. It can restore Kain's health when he dies. I never use this as a regular item you get less blood that way.

Go up push the block out of your way. Step on the GREEN LIGHT floor pedal in the next room. Go left do whatever you want with the girl and pick up the BLOOD VIAL.

2.5 BLOOD VIAL

These items increase your Blood Vial therefore increasing the amount of Blood you can carry. Very important indeed.

Press the GREEN pedal and go into the room on the right across pick up the RUNE TRIANGLE.

2.6 RUNE TRIANGLE

These items increase your magic capacity the more the merrier I say.

Go back to the main room press the Green switch on the wall above. Go into the next room kill the skeleton watch the spikes and pick up the MAGIC SPHERE.

2.7 MAGIC SPHERE

These orbs refill Kain's Magic meter.

Go into the room on the right. It's a SAVE ROOM. You should save now. I will mention their locations in future but not nag you to save :p.

Go left and up past the stairs then go left at the torches and down to find the exit.

The Graveyard

Kain should mention something about the weather whether it be hot or cold, so I will too.

2.8 The Weather in Nosgoth

Sun

Kain is unaffected by sunlight what Kind of Vampire is he?

Rain

The Rain will harm Kain don't worry because a BLOOD FOUNTAIN found later in the game will make you immune to the rains effects.

Snow

The same as Rain. You can also gain immunity through a Blood Fountain.

2.9 The time in Nosgoth

Night time

The best time. Apparently Kain is stronger during the night although I haven't noticed.

Day time

You are weaker during this time.

FULL MOON

During this time the FULL MOON GATES will be open.

Total eclipse

This is when the WRAITH ARMOUR is at it's strongest.

Go down the whole way kill the guy and enter the next crypt.

Crypt

To your right is a SAVE ROOM nope I'm not going to nag. Go up left and down. Kill the skeletons and dodge the spikes. Go left and up and kill the guy's and the skeletons. Get the BLOOD VIAL and the RUNE TRIANGLE. Go up and kill the guys while avoiding the spikes get the MAGIC SPHERE if you need it then continue up to the next area.

Go up and left kill the Skeleton and press the GREEN switch go past the spikes and press the next switch go up and kill the next skeleton. Press the far left and middle Green switches and go left and kill the guy. Pick up the FLAY OBJECT

2.10 FLAY

This object allow you to hurl a shuriken type weapon at your enemies it can come in handy for big crowds of enemies.

Go up press the GREEN pedal and kill the skeletons. Go through the door at the end.

Go up and right press on the picture of death to get a HEART OF DARKNESS. Go left and do the same to find a FLAY. Push the boulders go up and kill the skeleton. There's some Boulders here but you can't move them until you increase your strength. The CHESTS on the right contain a RUNE TRIANGLE and a HEART OF DARKNESS. Go left and up to exit.

Go up and right. There's a SAVE ROOM on the far right go down to exit.

Graveyard

Go down for some oratory from Kain. Time for some revenge huh. Go left and up and kill all around you. Kain thinks he's quest is over but that would make it a very short game now wouldn't it. Continue on to hear a message from the NECROMANCER then exit the Graveyard.

2.11 Ziegsturhl

Step on the RED TRIANGLE or VISTA MARKER to find out where you are. If you are lost you can find your way around using these.

So your back where it all began eh. Explore the Village at your leisure. There's some fresh Blood and FLAYS to be had. When your done go down and across the bridge. Step on the VISTA MARKER for more guidance it seems you need to get to the PILLARS OF NOSGOTH. Continue right and up and kill what comes your way be careful of the knife throwers and avoid the water. Go across the bridge and into the next area.

Woods

Go up and step on the VISTA MARKER to hear about the PILLARS of NOSGOTH. Step onto the TELEPORTER at the end.

2.12 The PILLARS OF NOSGOTH

Approach the PILLARS for some nice FMV it's funny but some of the PILLARS appear restored. You will learn of NUPRAPTOR. Well now you know what you have to do let's go find NUPRAPTOR. Step onto the TRANSPORTER on the left.

Bat Beacon Woods

Go left and step on the VISTA MARKER to learn of BAT FORM see that spinning card walk into it to gain BAT FORM. Step on the BAT Beacon to activate it you can now return here at any time.

2.13 BAT FORM

You can use BAT FORM to warp to various BEACONS scattered around Nosgoth. Step on them to activate them it makes getting to locations far quicker than tracking. You can also fly to landmarks such as the PILLARS of NOSGOTH and enemy locations like NUPRAPTOR'S RETREAT.

Ok carry on down kill the guy and go into the white building the LIGHT SHRINE.

2.14 LIGHT SHRINE

Whenever you see a mural or picture on the ground of a building it means it's a SHRINE that holds the item you see on the ground.

There's a SAVE ROOM on the left. Ok go right this Ironically is quite a dark area it really should be called the dark shrine ba da boom boosh ok enough with the jokes you say. Go up and deal with the green skeletons. There's a BLOOD VIAL on the left near the door. Ok go grab the LIGHT CARD.

2.15 LIGHT SPELL

This spell allows you to shine some light on the situation heh heh. It comes in handy when you want to navigate a darkened area.

Now might be a good time to use the LIGHT spell you just acquired. Go up and avoid the spiked balls when you get to the intersection go right and press the switch to open the door at the top, go through. Ok time to use the LIGHT SPELL again. There's a MAGIC SPHERE in the corner if you need it. Go down and press the SWITCH on the right wall where the skeletons are then go through the door below. Deal with the skeletons and avoid the spiked ball then press the switch in the little alcove above to open the door on the right. In the next area Use LIGHT again if need be. Take the MAGIC SPHERE and go around and press the SWITCH on the left wall to open the door below.

In the next area take the RUNE TRIANGLE on the right and go down see the coffin walk into it to open the two doors opposite. There's a FLAY and a HEART OF DARKNESS to be had and some poor guys waiting to be sucked on. When done take the door on the bottom. Ok use LIGHT again if you have to and proceed down. Take the FLAY and MAGIC SPHERES by the spikes and carry on down to the door on the end. The next room should be familiar when finished admiring the mural on the ground exit the light shrine.

Bat beacon woods.

Go left into the next area.

Wolf Shrine woods

Kill all who oppose you and go into the WOLF SHRINE cave nearby.

2.16 WOLF SHRINE

Ok Notice the mural on the ground were in a SHRINE again. Time to get the WOLF FORM you wont be able to finish the game without it so lets get started. There's a SAVE ROOM on the left. Go through the door up top, Ok I know it's not a door but what should I call it? Go up the steps through the corridor and take the WOLF CARD on the end. That was easy wasn't it WRONG.

2.17 WOLF FORM

You can use this FORM to traverse tall cliffs and jump over pitfalls and traps. You can also run really fast so you can travel Nosgoth much quicker than on foot. You can drink BLOOD using the wolf form too which is handy.

Ok the floor behind you has turned into spikes so now's a good time to take the hairy one for a spin the WOLF form that is. Use the WOLF FORM to jump over the spiked gaps and kill the knife throwers. The WOLF FORM is pretty powerful so you dont need to change back. See the bottom left platform jump to that and make your way around to the SWITCH press it and go back to the platform opposite the mural then go up and around the other way. Take the MAGIC SPHERE and go down and kill the knife throwers and take the door on the end.

Wolf Shrine woods

Jump up the cliff and take the HEART OF DARKNESS and FLAY on the right. Continue up the cliff jump over the water and get all the goodies here then go into the cave.

WOLF SHRINE

Jump over the spikes as before. Watch out for the Axe man they are quite tough compared to what has been seen so far. To the left and right are BLUE SWITCHES guarded by knife throwers press them both to open the door at the intersection. Go through and onto the portal. This room should look familiar, exit.

Wolf Shrine woods

Ok you can now have two choices. <1> go back to Ziegsturhl and deal with that bastard tavern keeper or <2> press on their are some secrets to be had by going route <1> but I will resume by taking route <2>

You can now use the WOLF FORM to climb up the adjacent cliff. If you read the VISTA MARKER on top you will realise you are near NACHTHOLM. There are two paths one to the left and one straight up, lets go left first. Climb the cliff and deal with the wolf and step on the BAT BEACON on the far right. Go left again and jump up into that cave you see.

2.18 SPIRIT FORGE 1 FLAY

In these SPIRIT FORGES you can give a whooping great deal of BLOOD for whatever item is depicted on the mural as you enter. It typically is not worth it but if you want to get these items just go to the end of the cave step on the alter and you will be asked if you want to trade. When done exit.

<Note theirs a handy trick you can perform to get 99 of every item from the SPIRIT FORGES, look to the secrets section for more info.

Wolf Shrine woods.

Ok go back to where the paths crossed and this time go up and right.

Energy Bolt Shrine woods

Ok watch how you go through the woods and enter the SHRINE on the right.

2.19 ENERGY BOLT SHRINE

Go past the SAVE ROOM into the door on top. Ok another mural another item. This area is quite tough I recommend using a FLAY'S on the Sorcerers on top. When done go through the door on the right and take the ENERGY BOLT CARD on the end.

2.20 ENERGY BOLT

This spell is possibly the most useful. Use it to kill enemies dice tomatoes and chop onions for just 19.99 limited time only. Order now and you can hit far away switches for no extra charge.

Use you new spell to deal with the sorcerers take the MAGIC SPHERE near them. Go up deal with the sorcerers and take the RUNE TRIANGLE. See the two skulls on the top wall hit them with the ENERGY BOLT to open the door on the bottom right. Go through the door and deal with the sorcerers in the next area. Ok use the ENERGY BOLT to hit the left and right SWITCHES to open the door below. Carry on down try and avoid the sorcerers bolts and get the BLOOD VIAL from the left platform then go to the right platform and press the SWITCH on the end this will open the door below the stairs. Go through and you will be back at the ENERGY BOLT mural leave the ENERGY BOLT SHRINE.

Energy Bolt Shrine woods

Go past the Shrine and go up to get to Nachtholm.

2.21 Nachtholm

Go right until you see the cliff jump up into the cave using WOLF FORM.

2.22 BLOOD FOUNTAIN 1 STRENGTH

These Fountains will grant Kain more power when drank from. The fountains have different properties such as granting Kain immunity from rain. Their are nine in all scattered around Nosgoth here's what they do.

Three Fountains bestow extra strength.

Three speed you Magic recovery.

One grants protection from Rain.

One grants protection from Snow.

The last grants a more enhanced Disguise form the beguile form.

Drink from the fountain like you would a Human this fountain will bestow upon

you more Strength you will now be able to move what I call level 1 rocks like the ones by Nachtholm's bridge that you will see shortly.

Exit the BLOOD FOUNTAIN.

Nachtholm

Go up and push the rocks by the bridge out of your way. Read the VISTA MARKERS by the buildings to see what they are. Their are some FLAYS in the TAVERN, a FLAY and a BLOOD BEAKER in the PUB. Some FLAYS are in the ARMOURY theirs also a very interesting mural in there one of a SHIELD I wonder if a SHIELD was originally meant to be in Kains assortment of accessories. After that REVELATION go into KINGS TAVERN across the bridge in the barrel on the top right their are two IMPLODES.

2.23 IMPLODE

A nasty spell that does exactly what it says on the tin.

Their are nothing in the other buildings but sustenance should you need it. Transform into the WOLF and go right across the bridge and up the cliff see that brown door on the end it's a FULL MOON DOOR.

2.24 FULL MOON DOORS

Only open when theirs a FULL MOON you can check this by observing the symbol to the right of your BLOOD VIAL. The only big secret about these doors is the LIGHTNING spell that can be found later on in the game.

Ok when your done with Nachtholm leave if your wondering what's in the cave on the right of the exit their are some FLAY'S a SLOW TIME and a HEART OF DARKNESS not really worth drowning over. You can return here once you have the MACE to get them.

2.25 Steinchencroe

Go into the cave ahead

2.26 BLOOD FOUNTAIN 2 RAIN IMMUNITY

This Fountain will grant you immunity from Rain quite useful when your out and about.

Steinchencroe

Go into Stenchencroe if you want be sure to listen to what Kain says about it by walking on the VISTA MARKER outside it. Theirs nothing much to see here apart from the BIG HORN BROTHEL. Don't get your hopes up Boy's this game is 15's. Their is a Man you can talk to on the top left of the Town also. When done leave the Town and activate the BAT BEACON to the right of the far right cave. Don't bother with the cave you need the MACE to get any of the items theirs also a LEVEL 3 BOULDER on the bottom right of Steinchencroe. Leave by the top exit.

2.27 Vasserbunde

Their are some HEART'S of DARKNESS on the left but you need the MACE to get at them. Go into the gypsy camp and into the ORANGE TENT and get the DISGUISE FORM.

2.28 DISGUISE FORM

Use this to make yourself appear Human it comes in handy when you want to roam a Town unhindered by Human enemies.

Go straight up and stand on the VISTA MARKER above the SIGNPOST you can now fly to NUPRAPTORS RETREAT. Have a look around the Town first. There are some IMplode's in the House on the right and also a SLOW TIME if you have not got one already here's what they do.

2.29 SLOW TIME

You can use these items to slow your enemies down and since you are unimpeded you can quickly finish them off.

There are some FLAY'S in the SMITHEY and a FONT of PUTRESCENCE in one of the other Houses.

2.30 FONT OF PUTRESCENCE

These items allow you to melt your enemies. These can auto aim so they are quite handy but watch where you walk when you cast them.

Leave the Town via the bridge on the bottom left. Don't bother flying to NUPRAPTORS RETREAT it will only take you to Vasserbunde.

Vasserbunde 2

Go into the House to the right of the gate and use the SWITCH inside to open it. Go into the cave to the left of the WATERFALL there's only a SLOW TIME to be had in the other one.

2.31 Nupraptors Retreat

SAVE ROOM into next area. There's a nice theme in this dungeon with Ariel's lovely singing voice in the background. The next area is strewn with muddy water so watch out. Press the RED switch on the wall above and walk right avoiding the projectiles from the spitting skulls. Step on the VISTA MARKER to hear Kain's aloof remarks about Nupraptor. Kill the Blue things? Grab the FLAY'S and continue down, watch out for the pendulums on the walls if you get hit there's plenty of humans about. Find your way to the first exit. In the next area go up whilst avoiding the flying arrows and water the door is at the top.

The next area is in darkness so use your LIGHT SPELL. Use the WOLF FORM to jump over the water and press the switch in top that will lower the bridge on the right. Go over it and continue down avoiding the obstacles in your path. The exit is on the bottom left.

In the next area NUPRAPTOR will give you a cold greeting, he sounds like he's had a few curries. Use light again if you have to. Go up your now in NUPRAPTORS workshop. There's a door ahead you can't go through yet continue on. The wizards here are tough but repeated blows from your sword should stun them. Go right and up until you get to the chains on the wall. Pull the far left and the far right one's to open the door you couldn't go through earlier below. Go up avoiding the obstacles and get the FLAY and MAGIC SPHERE kill the wizard and pull the chain at the end to open the door opposite.

There's some chairs in the next area when don playing musical chairs go up. Expand your view to see a switch on the wall you can't get to. Use your

ENERGY BOLT SPELL to take away the spikes, remember this for later dungeons. Go into the room on the left for a date with waxy Mary. Go right to see a closed door continue on and go up kill the piper and his cohorts and pull the chain on the end. Go back to the door you saw earlier and go through. At the end step on the VISTA MARKER to listen to more of Kain's ramblings. Pull the chain and go right kill the piper and go through the door on top.

In the next area theirs a nice mural on the ground take the stairs and go up. Use your ENERGY BOLT SPELL to hit the switch on the wall. Go through the door on the right. Kill the pipers and take the door on the end. In the next area is a giant brain mural you might as well get the BLOOD VIAL and RUNE TRIANGLE here now. In this room are four doors press the switches opposite to open them. Let's tackle them bottom left to bottom right so go through the bottom left one first.

The next area is riddled with spikes. Go over the faint ones on your left and step on the bottom left switch. Go over the new bridge and use WOLF FORM to jump over to the switch on the left, Press it and go over the new bridge. Watch the spikes and jump to the far left platform with the BLOOD VIAL. Jump down to the MAGIC SPHERE platform then to the TELEPORTER. You now back in the BRAIN ROOM. Notice the bottom left torch is now lit. Go through the top left door next.

In the next area are some lovely Victorian tiles and a fine nude piece theirs also a strong minimalist whisper echoing through well enough of that. Go up and through the left door grab the SLOW TIME and kill the goons that attack you. Go up and grab the ENERGY BACK.

2.32 ENERGY BANK

The ENERGY BANK allows you to have infinite magic for a short time but when your time is up you will loose all your magic energy so use it with caution. It's good when used in conjunction with the SOUL REAVER found later though.

Kill the goons that emerge and go through the right door that opens. Go down and through the bottom right door and grab the MAGIC SPHERE and kill those annoying goons again. Go up and press on the statue to open the door on the right and the main door in the corridor. To your right is something reminiscent of the playboy mansion but if you go there you will be attacked by more goons. When done take the door in the main Corridor and step on the TRANSPORTER. Your back in the BRAIN room. No time to loose go through the top right door.

Go up the stairs and cast LIGHT step on the mural of the girl to be attacked by a bunch of goons. Kill them and step on the TELEPORTER at the end. Your now back in the BRAIN room. That was easy wasn't it. Head to the bottom right door.

Press on the centre painting and go and step on the TELEPORTER on the right. Ok DONT cast LIGHT. This is a rather annoying puzzle. You see the darkened area step on it and it's back to the start. Walk along the lit tiles pressing the switches on the end of each and make your way to the exit TRANSPORTER. Don't worry if you make a mistake you have nothing to loose. Back in the BRAIN room go through the door at the top that's inside the skull's mouth.

Ok go left and kill the wizards. Go down and kill the wizard in the golden skull room by the teeth. Press the switch and go through the left door in the previous room to get some FLAYS. When done go through the door at the top of the steps. In the next room go through either door right or left. In the next

area step on the VISTA MARKERS by each eye socket for some insight from Kain. There's a RUNE TRIANGLE and a BLOOD VIAL by each eye socket also. Go up to the doors and take the middle alcove to get a FONT OF PUTRESCENCE. When done leave. Back in the other area take the now open door on top and step on the TRANSPORTER.

In the next area grab the goodies and step on the other TELEPORTER. In the save room when done go through the right door. You will catch a glimpse of MALEK in the next room and see the mess that is NUPRAPTOR. Go through the top door for a boss battle.

2.33 BOSS NUPRAPTOR

Step on the VISTA MARKER ahead for more of Kain's babble. The trick with NUPRAPTOR is to wait for the purple fireballs to vanish then continue on until you reach him. Strike him and he will change position do this a few times and he will change tactics. Wait for the skulls to stop then strike. He will be dead after two blows. Grab his head and get out there via the TRANSPORTER on top.

MACE SHRINE

Simple enough grab the mace and use it to bust free.

2.34 THE MACE

Alright you now have a weapon. You can use this to break obstacles that are in your way such as rocks. You can also use it on reinforced chests to open them. It can stun your enemies with a few blows too.

When done exit and you will fly back to the PILLARS of NOSGOTH. There the PILLAR OF THE MIND will be restored and you will hear of your next conquest MALEK who you saw in NUPRAPTOR'S RETREAT. Head back to Vasserbunde by flying to NUPRAPTOR'S retreat on the map. You will arrive at some stone blocks destroy them with the Mace and move on.

Woods

Break the blocks ahead with the MACE. I suggest using your SWORD on the soldiers here they are quite tough. Go left and break the block on the far left and get the horde of goodies there then go through the door nearby.

2.35 BLOOD FOUNTAIN 3 MAGIC RECOVERY

In this BLOOD FOUNTAIN your magic recovery will be augmented. When done leave.

Woods

Go up this time and kill the soldiers on your way. Step on the VISTA MARKERS for more topical discussion from Kain. There's a FULL MOON GATE here also. Step on the VISTA MARKER by the SIGN POST to hear about Coorhagen, Kain's former home. There's some FLAY'S in the shack ahead when done go into the next area.

2.36 Coorhagen

The plague has this place there won't be a lot of Blood to be had ahead, although this area seems affluent take what you need. You will see on the map there are three Houses to explore. The one on the left has a HEART OF DARKNESS the middle one has nothing. You want to go into the House on the right where

the piper attacks.

2.37 REPEL SHRINE

Shrine time again. Save room into the door on the right. Watch the goons and arrows and go through the gate on top. Kill the goons and go up follow the path killing the goons on the way and take the gate at the bottom. Go down yes more goons. Take the ENERGY BANK. In the projectile kill the goons and press the switch on the left take the BLOOD VIAL on your way out. This place should look familiar this time take the door on the right. Kill the skeletons and get the goodies. Go up and take the door on the left. Try and avoid the fireballs the wizards cast at you and kill them. Get the goodies and the two RUNE TRIANGLES. At the end of this obstacle course is the REPEL CARD

2.38 REPEL

You can use this to protect yourself against wizards and other fireball casting lo life's. It will deflect any fireball and send it hurtling back at the caster. Quite useful in situations like those you have just experienced.

Go through the door ahead. In the next area cast REPEL immediately. Take out the skeletons and go down pull the chain on the end to open the door on the bottom go through it. Simply exit the next room.

Coorhagen

This part also has three Houses. The House on the left is in fact a Tavern. Looks like my local on a Sunday morning. The middle House has a FLAY. The third House is just right.

Church

Kill the wizards and go through the door on top.

2.39 BONE ARMOUR SHRINE

There's a SAVE ROOM on the left. Go up to the BONE ARMOUR mural and go left. Kill the skeletons and press the switch on the wall. Go back to the BONE mural and go up. Follow the path along to the exit. Watch out for the wraiths they are hard to detect. In the next area kill the wraiths and press the switch on the wall by the ribcage. Go down and right. Kill the goons that attack you. There's a tough sorcerer in the last room who will warp around the room if provoked. You must kill him to exit. In the next area go up along the ice path kill the goons and the wizard. When you get to the closed door go down. Watch out for the spikes and press the switch. Take the HEART of DARKNESS and kill the goons. Go back up to the now opened door and exit. I advise using WOLF FORM to get through this area. Kill the skeletons at the end to open the door and exit. The next area is like that of NUPRATORS retreat. Take the RUNE TRIANGLE and kill the goons go up to get the BONE ARMOUR CARD.

2.40 BONE ARMOUR

The Bone armour? Well it's bony and looks cool. Use this so wraiths and skeletons can't harm you nifty huh. slap it on.

Go through the door ahead. In the next area the enemies won't challenge you if you are wearing the BONE ARMOUR so make your way to the exit. Make your way around the ice avoiding the spikes there's a BLOOD VIAL here if you want

to risk injury. At the end kill the sorcerer to open the door to your right. Go through it. Kill the skeletons who block your path and cast REPEL kill the annoying wizard and go into the next room. Kill the bone sorcerer here to open the door below. Go down through the ice course and kill the wizards below to open the door below. Grab the RUNE TRIANGLE and take the door on the left. In the next area simply exit.

Coorhagen

There are two Houses this time. The one ahead is the one you want. The other one is a smithy with an interesting mural on the floor. Could this be where Kain's sword was forged.

House

Go right and break the barrels. One of them contains an ANTI TOXIN

2.41 ANTI TOXIN

Use this if you are poisoned you probably have not experienced this yet but later on you can be poisoned by drinking green blood.

Go down the steps.

Basement

There are some banshees here they can't harm you though. Press the switch on top and go to the bottom left room. Use the MACE on the chest and pull the lever here. Go to the top right room. Use the MACE on the chests again to get a PENTALICHE OF TAROT.

This will randomly select a death for your enemies. It's quite funny to watch sometimes.

Pull the lever in this room also. There are some FLAY'S in the top left room. Now press the switch at the top of the room again to open the main door. Go onto the TELEPORTER to enter the INSPIRE HATE SHRINE.

2.42 INSPIRE HATE SHRINE

There's a save room up a bit to your left. When done take the stairs and kill the goon on the end. Pull the lever and go through the door on the left. Go up and get the INSPIRE HATE CARD.

2.43 INSPIRE HATE

Use this to make your enemies attack one another. It's quite handy sometimes, if not amusing.

Cast INSPIRE HATE and watch the carnage ensue. Go down and pull the lever on the right then take the door on the left. In the next area go around the spikes and pull the lever between them to open the door on top. Go through. Cast INSPIRE HATE again if you have to. Go right through the door. In this area go right to get the FLAY'S then pull the lever on the wall. Go down and pull the lever on the bottom left then take the door on the right. Make your way around this area to the exit cast INSPIRE HATE if you have to. Go left and pull the lever. There's a BLOOD VIAL and the left platform. Go up to the exit. You have to kill everyone here to open the door on the left I suggest using INSPIRE HATE again. There's a RUNE TRIANGLE in the middle alcove. When everyone's dead go through the left door. All you have to do is go down onto

the TRANSPORTER to exit. Your back where you started go down to the TELEPORTER that brought you here.

Basement

Go to the bottom right room get the goodies from the chests. Continue right and go up to exit. In this area simply go out the door.

Coorhagen

Aaah freedom at last. The House on your right has a mural of DEATH for some reason and some goodies downstairs. When done go right an up to exit Coorhagen.

BAT BEACON WOODS

Use WOLF FORM to climb the cliff. Step on the VISTA MARKER to hear about MALEKS BASTION and activate the BAT BEACON now use BAT FORM to fly to MALEKS BASTION on the map.

2.44 MALEKS Bastion.

Go into the only available door. Inside theirs a SAVE ROOM if you go through the door on the top right. Theirs a door on top you cant get into just yet. Step onto the only available TRANSPORTER on the left. In the spiked room theirs a MAGIC SPHERE directly bellow the TELEPORTER. Go around the room and through the archway and up the stairs. MALEK will greet you in the next room, he sounds nice don't he. Kill the wraith knight that attacks you, notice they have no blood it's pretty scarce in this area so watch you health. Go up the stairs. In the next room step on the PURPLE foot pedal to your left then go up and press the switch by the door which you cant get into yet. Go around the spikes and through the door. Go straight down to get a MAGIC SPHERE and go up the steps. In the next room you will be attacked by two wraith knights. Avoid them and go around to the left of the contraption theirs a switch on the wall press it and kill the knights, they cant re-spawn now. Theirs a VISTA MARKER here too if you want to listen to Kain. When done step onto the TELEPORTER on the left.

This area should look familiar you can now go through that door you couldn't earlier. Outside simply go into the next area via the door. Watch the traps and go straight up to the TELEPORTER. Here go straight up and press the switch on the wall and grab the HEART OF DARKNESS. Go around the spikes notice the RUNE TRIANGLE you can get it by transforming into WOLF FORM, it may prove costly health wise though. When done go up the stairs. Here grab the HEART OF DARKNESS and go up the stairs. Traps abound here make your way around and kill the wraith knight and go up the stairs. Your in another contraption room, do as before this time the switch is on the right wall. Step on the TRANSPORTER to your right.

Ok grab the MAGIC SPHERE and exit. Outside make your way to the next tower. Watch the pattern of the spikes here and run to the stairs. Watch the floating spikes and leg it to the stairs. Here go down and press the PURPLE foot pedal, go up to the spikes and use the ENERGY BOLT to hit the switch on the wall. Go into the small room below and press the purple switch. This is a timed switch so you may want to use WOLF FORM to get the HEART OF DARKNESS and make it to the stairs. Watch the patter of the spikes and go down the stairs. Here kill the wraith knight to open the door on the bottom right. Here watch the floating spikes and leg it to the stairs. Here is another contraption room, you know the deal by now. Head to the TRANSPORTER on the right when done.

Your back in the main room with the mural of Malek. The door on top is now open go through it. Outside there are some VISTA MARKERS and some goodies. When done go into the next building. Here walk around the spikes to reach two arches go into the left one first. Watch the spinning blade and the spikes and press the PURPLE switch on the top wall then go into the right area and do the same take the door by the switch to reach the stairs and a wraith knight. Here do down whilst avoiding the whirling blades. Make your way through the obstacle course in the next room. In the next room press the PURPLE foot pedal on the bottom left and go up before the spikes emerge. In the next room is the stairs up. Try and avoid the obstacles here and go into the next room and press the PURPLE switch on the top wall. Go back to the intersection and this time go up.

In this room there is a BLOOD VIAL and another switch press it and go down to the intersection again. Go down this time over the spikes. Kill the wraith knight and go up the stairs. Here take the right spiked path for some goodies with risk of injury. The left path is easier. Make your way around the spikes while avoiding the obstacles to reach the stairs. You will be attacked by a wraith knight here just kill him and go up the stairs. You will be attacked by two wraith knight's here kill them and watch the obstacles and go up the stairs. There are two wraith knights here dispose of them and go up the stairs. Here Kain will find MALEK'S corpse unusual that since the NECROMANCER destroyed it? Step on the left TRANSPORTER for some goodies and the right for a SAVE ROOM. When done go to the top of the corpse room and through the door.

2.45 BOSS MALEK

First MALEK will try and slash you with his scythe. It takes three groups of four slashes to defeat his first attack. He will then start launching fireballs at you. They home in on you so watch out. It takes four consecutive slashes to do him any damage. Try and go to the end of the room if a fireball is after you and run back to MALEK to hit him unhindered. When he falls three more times MALEK will run to the end of the throne room and launch an energy wave at you, whatever you do don't get caught in it. Step into the TELEPORTER on the bottom right to escape.

THE AXES SHRINE

Your prize for almost defeating MALEK is the AXES all you have to do is grab the CARD.

2.46 THE AXES

These are some serious weapons you can use them to chop down trees that block your path, that's not to say they don't make great killing instruments either. By pressing attack repeatedly you can spin around doing great damage to enemies especially in crowds. The only downside to the AXES is you can't use MAGIC when holding them but their destructive capability almost makes up for that.

Step on the TRANSPORTER to exit the SHRINE.

BAT BEACON WOODS

Ok step on the BAT BEACON and the VISTA MARKER. Do as Kain suggests and return to the PILLARS OF NOSGOTH.

2.47 The PILLARS OF NOSGOTH

Ariel will instruct you on how to proceed. Return to the BAT BEACON you have just activated.

BAT BEACON WOODS

See the TREE to the right cut it down using the AXES. Kill the thieves and go to the exit.

Mountains

Go right and step on the VISTA MARKER on the small hill. You can now fly to the ORACLES CAVE but let's explore first. Go up to the next VISTA MARKER for some spiel from the NECROMANCER. You may want to use WOLF FORM here to jump across the ice sheets. Go into the cave directly in front of the last ice sheet to the left of the tents.

Cave

Right theirs a SAVE SPOT on the right go through the other archway.

2.48 STUN SHRINE

Right slap on the DISGUISE FORM and nobody will touch you here. Go through the alcove ahead. In the next room pull the two LEVERS by the other archway. Make sure you have the DISGUISE FORM activated or you will be attacked. In the next area grab the STUN CARD.

2.49 STUN

This spell will stun your enemies so you can drain their blood without fighting. Not too useful in my book but you may find use for it.

As with all these SHRINES time to use your new STUN SPELL on the unfortunate so and so to your left. Drain his blood and the door ahead will open go through it. Here stay in DISGUISE FORM so you wont be attacked and go through the next archway. Here grab the RUNE TRIANGLE ahead and avoid the knives the thieves throw at you. Change back to Kain and use STUN to kill them all, this will open the door ahead. Before going through change back to DISGUISE FORM. In the next area go up and get the BLOOD VIAL then go right and down to find the TELEPORTER outha here. Your back in the SAVE SPOT before the SHRINE all you have to do now is exit.

Mountains

If you look on the map you will see a cave to the far left of the mountains. It's a dead end cave so you don't need to go in there. Their is a BLOOD VIAL and a RUNE TRIANGLE in there so I will leave it up to you. Change to DISGUISE FORM and go past the tent district into the cave on the right.

Cave 1

Ok if your in DISGUISE FORM nobody will touch you. Their are two exits in this cave one to the left and one to the right, both lead to the same area eventually. Lets use the one on the right.

Mountains

Go into the cave on your right.

Cave 2

Dont worry about the left area with the snow angel. Go straight up then right for the exit.

Mountains

Use WOLF FORM to jump up the cliff and go into the cave.

2.50 BLOOD FOUNTAIN 4 SNOW IMMUNITY

This BLOOD FOUNTAIN will grant you immunity from snow, so Kain can build as many snowmen as he likes now.

Mountains

Go back into cave 2.

Cave 2

Remember the area to the left with the snow angel go there. Carry on down to the exit.

Mountains

Use WOLF FORM to jump down the cliff. Go into the right cave the left one goes to cave 1.

Cave 3

This cave is straightforward. Watch the Will o the Wisps and the spikes and get to the exit on the far right. Notice the Snow Angels in these caves could these be the remaining fossils of a forgotten winged race?

Mountains

Go into the cave to your left.

Cave 4

Use your LIGHT spell to make the area more visible. The exit is a little to the right of the SAVE SPOT at the end of the cave.

Mountains

Go into the cave on your right.

Cave 5

Go up a bit to your right is a BLOOD BEAKER. Continue up you will be attacked by mud demon. See the ice formations you can use your MACE on them to break them. Break the left on for a BLOOD BEAKER. Continue up to face more mud demons. When you reach the thing that looks like a tombstone break it with the MACE to get another BLOOD BEAKER and a MAGIC SPHERE. At the intersection you can go either left or right. The only reason to go left is a lone FLAY. Make your decision and go to the exit. Remember to break the obstacles you find to reveal goodies.

Their are two doors you cant enter ahead so go left and up. Their are more obstacles to be broken here so do so at your leisure. Continue up to fight some werewulfs go right at the top wall and then go down. Their is a MAGIC

sphere along here and some BLOOD BEAKERS should you need them. On the bottom press the BLUE switch on the wall this will open the doors you couldn't go through earlier, go down and through the right one to exit.

Make your way around the cave you will see a locked door on the way. Continue on and press the BLUE switch at the end. Go back to where you saw the locked door. It will be RED on the map. Go up break the tombstones with your MACE. Continue up and around the corner the BLUE switch to open the door on the far left is by the last skull spitter on the left side of the cave.

You have been in this area earlier. The door on top is now open. Go up and around the cave to exit.

The two doors on the right here are locked. Go to the bottom right door and go left to find a BLUE switch, press it and go down. Make your way around the cave and grab the RUNE TRIANGLE you come across. The next BLUE switch is by the second last skull spitter near the locked door. With that pressed go through the now open door and go down. The bottom door is now closed but another door on your right is now open. Go through this area there are bonewulfs here which are quite tough. This will lead to an intersection you have already been down so go through the new open door on the left. Go down and grab the RUNE TRIANGLE, continue onwards the BLUE switch in on the top wall by the last skull spitter, press it and go to the exit on the bottom right.

2.51 TIME SHRINE

You are now in a SAVE ROOM go through the alcove above. Here you can step on the VISTA MARKERS and Kain will try and explain the items. Some of the items are from the past and some are from events yet to occur. When you are done go through the top door. In the next room simply approach the cauldron for a nice FMV and a meeting with MOEBIUS who will play a significant role in future games in the series. Notice the figures on the wall again the winged race. Who are they? Play SOUL REAVER 2 to find out. When done exit. Back in the room filled with items go right through the now open door and grab the INCAPACITATE CARD

2.52 INCAPACITATE

This like STUN is another way to slow down your enemies. Bah.

Carry on down to exit.

Mountains

Go into the cave on the right.

Cave 6

Go around the cave pushing the boulders out of your way. You won't be able to push the really big ones yet though. There's a SAVE SPOT near the exit.

Mountains

Choose the fate of the human walking around here and carry on down.

Woods

Go down. Cut down the tree to get the TAROT CARD. Kill the werewulfs there are some enemies here you can't kill the ones that shoot projectiles so avoid them. Go to the exit to the right of the fort first.

BAT BEACON WOODS

Activate the BAT BEACON and exit.

Woods

Get your AXES out and cut down the tree by the entrance to the fort then go inside.

MIST FORM SHRINE

Simply grab the MIST CARD.

2.53 MIST FORM

This is a great form. You can do as Jesus and walk on water and go through small holes a tangible body couldn't. You are also invulnerable to physical attack I dont need to tell you how handy that is but I will anyway, how handy is that.

Theirs a SAVE ROOM to the left. You cant exit through the door you came in now so change to MIST FORM and go up through the locked door. Dont worry about the water or the enemies they cant harm you. Go through the barred door on top. In the next area go up past the spitting skulls into the next room. The things on the floor here will try and suck you in continue up to the exit on top. In the next area watch the fireballs the sorcerers chuck they can harm you for some reason. Go up and get the ENERGY BANK CARDS and go through the barred door on top. Here watch the sorcerers again and go though the top door. In the next area go to the end and fall into the floor suckers change back to Kain to break free and then change back to MIST FORM cross the spikes to exit. Here go up and flick the switch to open the door. go up and Step on the TELEPORTER. Your now back where you acquired MIST FORM so exit when ready.

Woods

Go down and step on the VISTA MARKER. You can now fly a bit to VORADORS MANSION but don't. You can cross the water with MIST FORM use it to go down. Theirs a big secret with a capital b if you go left along the water. It's not worth it unless theirs a full moon though. Look in the forbidden city section for more info. The expanse of water to the right has nothing so carry on down to the exit.

Termogent forest

Look on the map see the cave on the bottom left go there. I suggest staying in MIST FORM nothing will be able to touch you that way.

2.54 BLOOD FOUNTAIN 5 STRENGTH

This fountain will grant you even more strength. So you can now push level 2 rocks with ease. When done exit.

Termogent forest

Ok slap on the ol MIST FORM. Theirs an ENERGY BANK on the bottom left if you need it. See the next cave on the map that's an ANTI TOXIN SPIRIT FORGE. Look on the map see the three towers on the right side of the forest go into the one on the bottom. Change into DISGUISE FORM before going in though.

2.55 BLOOD GOUT SHRINE

If you use DISGUISE FORM you wont be attacked. Theirs a SAVE ROOM on the right. Press the lever to the right of the door to open it. Go up and around to find the exit. Here simply grab the BLOOD GOUT CARD.

2.56 BLOOD GOUT

This SPELL allows you to use Kain's blood to drain your enemies blood. If you miss however their is no way to get that blood back so use it with caution.

Ok you know what to do now get your gout out and use it to kill the two sexy ladies to open the door. It's amazing why they scream like Men?

In the next area kill all who oppose you. Go right and use BLOOD GOUT on the girl behind the spikes. Go left and down the steps. Use BLOOD GOUT on the person chained to the wall here also. Go down was the spikes and go up the steps on the right use BLOOD GOUT on the girl here go right and use BLOOD GOUT on the girl in the next room this will open the door. Be careful not to hit the blobs with BLOOD GOUT as they will poison you. Their are some ANTI TOXINS laying around her anyways. When done exit. Here kill the blob use MIST FORM to cross the spikes. Go up where the ANTI TOXIN CARD is an kill the sorcerers with an ITEM this will lower a bridge. Go right and up get the RUNE TRIANGLE and go left. Go up the steps and step onto the TELEPORTER exit when done.

Termogent forest

Now go to the middle tower using MIST FORM.

2.57 CONTROL MIND SHRINE

Theirs a SAVE ROOM on the right. Go through the door above. Here go up the steps ahead and grab the CONTROL MIND CARD.

2.58 CONTROL MIND

You can use this to control your enemies movements. You can then use them to do your bidding whether it be to push an unreachable switch or dispose of a few enemies.

You can use your CONTROL MIND SPELL on the thieves to the left. Have one go left and activate the switch go back to where they were and go up the steps. Have one grab the RUNE TRIANGLE and exit from them. Now go up and target the thief by the blood symbol have him press the switch. Go down and target the thieves by the bottom door. Use on to go right and press the switch there. Use another to go up and get the BLOOD VIAL. Go through the door with the mural on top. Here Use the thieves on the left to press the switch, go back to Kain. Go up the steps and through the door. Go down kill the thief and press the switch go back up use CONTROL MIND on the thief by the ledge use him to grab the heart of darkness above then exit the SHRINE.

Termogent forest

Now go to the top tower using MIST FORM.

2.59 FLAME SWORD SHRINE

Theirs a SAVE ROOM above, go though the red door ahead. Here go up and around to the exit. Here go down though the door. The next area is huge, change into

MIST FORM if you don't want to be hurt. Go up top and press the switch to lower the steps below. Look on the map you will see some lights these correspond to foot switches press all of them bar the GREEN ones to solve the puzzle. Get the RUNE TRIANGLE and BLOOD VIAL on the bottom left and right and get the FLAME SWORD CARD.

2.60 FLAME SWORD

This does exactly what it says on the tin. A few blows with this will immolate your enemies, the only drawback to this is you cannot drain a charred corpses blood.

Go though the door you entered. Go though the door on the right this time. Here go around the area to the exit. Here go around the area kill the witch and go up the steps. Press the switch on the wall and go down to exit. Your back in the main room exit when ready.

Termogent forest

Right your done here so fly to VORADOR'S MANSION.

2.61 VORADORS MANSION

Theirs a SAVE ROOM on the right. Step on the VISTA MARKER to hear about VORADOR. Go through the door ahead. Here theirs another VISTA MARKER and a door to your left you cant enter yet. Go right and kill the vampire, see the vampire behind the spikes use CONTROL MIND to assume control and press the switch behind you. Go left to the door you couldn't enter earlier and down to exit. Their are loads of goodies here, kill the werewolf and grab em. See the door on the right wall change to MIST FORM to go through it. Here is a RUNE TRIANGLE and a VISTA MARKER this is near the backdoor of the MANSION so to speak. Exit when done. Exit the goodie room. Back in the other room go right this time through the opened door. Go up, when you get to the spikes change to MIST FORM to pass them.

Once past kill the vampire see the CURTAIN to the right of the door, it's a hidden switch press it and go right over the spikes again. The door above has opened go through it. Here is another goodie room kill the vampires and go around each corner to get the HEART'S OF DARKNESS and the TAROT CARDS, exit when done. Go over the spikes again and this time go up. By the door before the chequered floor press the CURTAIN on the left. Go down and right a new door has opened, go through it. Here you will find some wulfs and loads of FLAY'S grab them and exit. Back here go up to the chequered area, theirs a VISTA MARKER near the exit.

CHAOS ARMOUR SHRINE

Kill the annoying teleporting vampire and grab the CHAOS ARMOUR CARD

2.62 CHAOS ARMOUR

With this ARMOUR your enemies will be hurt when they attack you. It's minimal though and you still loose blood in the scuffles.

Press the CURTAIN above the mural and use CONTROL MIND on the vampire behind the spikes. Go through the door above to exit. Here kill the vampire to your right get the BLOOD VIAL and the CARDS then exit. Back here step on the TELEPORTER and flick the SWITCH. Change back to Kain and go through the now open door on your right. I suggest using REPEL here. Kill the blue sorcerers to stop them producing orange one's, grab the BLOOD VIAL on the bottom and go

right and up to exit. Here kill the wraiths and go left kill the vampires and go through the door on the bottom left. Here kill the wraith's on the bridge. See the GIRL on the left platform use CONTROL MIND on her. Go left and around the spikes and press the SWITCH. Change back to Kain and go up through the door back to the spiked area you were in previously. Here the curtains above have opened to reveal a door. Go up to the exit. Here kill the sorcerers and grab the CARDS and exit. Back in the spiky area go down to the bridge exit. In the bridge area go through the now open door at the end of the bridge. Use REPEL and go around the spikes, when the sorcerer is dead use WOLF FORM to grab the RUNE TRIANGLE. Change to MIST FORM and go left past the sorcerers and to the exit.

BLOOD SHOWER SHRINE

Simply grab the BLOOD SHOWER CARD.

2.63 BLOOD SHOWER

This a better form of BLOOD GOUT you can use it to drain multiple enemies of their blood. Be careful when using it around green blooded enemies one bad batch of blood can kill you.

You know the procedure. Use BLOOD SHOWER on the enemies here to open the golden door ahead. When done exit. In the chequered room there are two VISTA MARKERS one in the center and one on the bottom right. Use BLOOD SHOWER on everyone here to open the golden door ahead. Here kill the vampires, see the SWITCH to the right of the curtain ahead press it and go through the far left door. Here kill the bone shamans and grab the CARDS. The SWITCH is in the center on the top wall press it and exit. Back here go right and up through the new opening to the exit. In this spiked room use MIST FORM to grab all the CARDS the one's on the bottom right can be got using WOLF FORM. When done exit. Back here go through the far right door this time. Here kill the vampire, theirs a VISTA MARKER by the book. See the CURTAINS to the right of the book press the second last one to open a door. Use CONTROL MIND on the vampire below near the spikes. Go down and kill the vampire Go straight down to find the hidden area you opened earlier. Here kill the skeleton and grab the CARDS then exit.

Back here go up and left. Theirs a VISTA MARKER by the paintings. Go left and up, kill the wolf and press the GREEN switch by the podium. Take control of Kain again and go right through the now open door. Go across the bridge and kill the vampires. Go through the door at the end. Go past the SAVE ROOM through the door above. Here approach the table to meet VORADOR. Notice how VORADORS telling of event's is different in the fmv. After the fmv VORADOR say's to Kain that it would be a shame to loose him to the abyss. Could this be the lake of the dammed from SOUL REAVER?

Go up and pinch VORADORS RING no pun intended. Their are some other areas here I don't know how to reach oh well.

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Player tip
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Dimiter Mutafchiev says you can use Mist Form here to pass through the green wall. The door is dark, similar to those in the Mist Form Shrine. Both secret areas contain several enemies and some spell cards

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Go right of the table and press the CURTAIN in the next room then go down to exit. Were getting less decadent here. The door below leads to the save room you were in earlier. Go right and down. This place look familiar. Kill the vampires and go down to the TRANSPORTER to exit VORADORS MANSION.

SAVE CAVE

Go down to exit.

Uschtenhiem

Theirs a VISTA MARKER below. Go left at the cave to the exit.

BAT BEACON WOODS

Activate the BAT BEACON an exit.

2.64 Uschtenhiem

Go back to the cave and cut down the tree beside it step on the VISTA MARKER so you can fly to DARK EDEN let's explore Uschtenhiem first. Drop down using WOLF FORM kill the other wolves and make your way to the Town. Step on the VISTA MARKER by the SIGNPOST to hear about YANOS AUDRON'S birthplace. The Houses here all have CARDS so you might as well get them. You can now fly directly to DARK EDEN or continue on upwards for the benefit of this walkthrough we will take the latter route.

Woods

Go up. The enemies here are quite tough and you cant drink their blood unless you want to be poisoned. You could always use MIST FORM to get through here unhurt. Continue up their are some VISTA MARKER'S around here if you want to hear about the freaks your fighting. When you get to the first cave cut down the tree and go inside.

2.65 BLOOD FOUNTAIN 6 MAGIC RECOVERY

Another MAGIC recovery FOUNTAIN still it will come in handy when you get your hands on the SOUL REAVER. When done exit.

Woods

Go left and cut down the tree. Go into the next cave.

Cave

Their are some ANTI TOXINS here which should come in handy for the area. The SWITCH in the top left corner will raise a bridge so you can get the TAROT CARD in the lava.

Woods

Go down cutting the trees out of your way. Push the boulders and go to the next area.

Woods 2

Go left here for a VISTA MARKER. Cut down the tree and continue left. The boulder here cant be pushed so you will have to wait until you get the last strength upgrade. Go up for another VISTA MARKER and the exit.

Ruined Town

There are some FLAYS in the bottom left corner. The Houses here can't be entered. There are some CARDS in the top left corner to be had. Even if you use MIST FORM walking on the lava will harm you. Just use WOLF FORM to jump as far as possible across the lava. Press the LEVERS on the islands to raise connecting bridges, might come in handy for a second visit. There are some more CARDS on the big island before the exit.

DARK EDEN Grounds

The cave on your right is blocked inside. There's a VISTA MARKER dead ahead. When you're ready enter DARK EDEN.

2.66 DARK EDEN

There's a SAVE ROOM on your right. There's a VISTA MARKER at the top of this room. Go through the only available door on the top left. Here you might want to cast REPEL. Go left past the floating spikes and then down, flick the SWITCH and go through the opened door on the left. Go up past the spikes and get the BLOOD VIAL, go into the next room and press the BLUE SNAKE STATUE to open the door on your left. There's a VISTA MARKER in the workshop, go down and flick the SWITCH before the TELEPORTER then exit.

You're back in the main room. The door on the far right is now open go through. Here observe the pattern of the floating spikes so you won't be hit. Press the BLUE SNAKE STATUE on top to open the door on your right. Use MIST FORM to cross the spikes here and go up and grab the BLOOD VIAL. In the next room press the BLUE SNAKE STATUE to open the door on your right. Flick the SWITCH before stepping on the TELEPORTER.

You're back in the main room. The door above is now open. Use MIST FORM to go through the GREY GATE ABOVE. The other doors lead to the SWITCH above but you don't need to do them. There are some BLOOD VIALS and a RUNE TRIANGLE there so I will leave it up to you. In the next area go right and flick the SWITCH and go back through the now open door. Go up and left to find the SWITCH that opens the door above. Make your way into the next area and flick the SWITCH at the end to open the door up top go through. You're now in a room leading to two SHRINES. Let's go through the FLESH ARMOUR door first.

FLESH ARMOUR SHRINE

Go up and grab the BLOOD ARMOUR CARD.

2.67 FLESH ARMOUR

This will automatically drain the blood from your enemies when they are in a stunned state. Use this ARMOUR and the AXES for a lethal combination.

Make your way around to the exit. In the next area use REPEL and fill up on blood grab the RUNE TRIANGLE before stepping on the TELEPORTER.

DARK EDEN

You're now back in the room with the two SHRINE doors go through the SPIRIT DEATH door next.

SPIRIT DEATH SHRINE

Use and ITEM to kill the mud demons above this will open the door above. Use MIST FORM to go through the next area and grab the SPIRIT DEATH CARD.

2.68 SPIRIT DEATH

Use this SPELL to remove a creatures soul from it's body. An effective way of getting rid of enemies.

Make your way to the TELEPORTER grab the RUNE TRIANGLE before you exit.

DARK EDEN

The door above is now open, go through it. Go through the door at the top of the SAVE ROOM. In the next room are your mortal enemies nicely gathered. After the nice fmv is a boss battle.

2.69 BOSS DEJOULE BANE

Tackle BANE first. He will run about removing earth and leaving only water which when I last checked is lethal to vampires. Try not to follow him to the top or DEJOULE will launch projectiles at you. You can always use repel against her. Use the FLAME SWORD on BANE to kill him faster then grab his HEAD DRESS.

For DEJOULE simply cast REPEL by the edge of the lake and keep firing FLAYS at her around 16 should finish her off. Grab her CARD and step onto the TELEPORTER on the left to exit. Grab MALEKS HELMET and go down to exit. You will fly back to the PILLARS OF NOSGOTH.

2.70 THE PILLARS OF NOSGOTH

Here you will restore some of the pillars and receive more cryptic hints from ARIEL. When done fly back to DARK EDEN.

DARK EDEN

Go into the cave on your right.

Cave

The door here is now open, theirs a SAVE SPOT to your right and the exit is below.

2.71 Full Moon gate woods

The cave on the right holds some CARDS, it's not really worth it but if you go in DISGUISE FORM you wont be attacked. Continue on right until you reach the BOULDERS you will only be able to push these if you have drank from two STRENGTH BLOOD FOUNTAINS. You will have already come across two so if you missed one look back over the guide. After the BOULDERS is a BAT BEACON, activate it of course.

Above that is a GATE that will only open during a FULL MOON, look at the FULL MOON GATES section for more info. Step on the VISTA MARKER to see an ancient Nosgoth tablet. If you decipher it using the Nosgoth Alphabet Book found at the GRAVEYARD it reads, powerful spell resides here.

Go downward and step on the VISTA MARKER on the hill. You can now fly to Abernus but for the benefit of this guild lets continue on down. Theirs a nice collection of BLOOD BEAKERS here, when done exit to the next area.

BAT BEACON WOODS

Go down and get rid of the clump of trees with the AXES. You will be attacked by some wraiths unless you have the BONE ARMOUR on. Use WOLF FORM to scale the cliff, cut down the trees and activate the BAT BEACON below. Step on the VISTA MARKER at the gates of Abernus for more spiel from Kain.

2.72 Abernus

I suggest staying in DISGUISE FORM for this first part of Abernus, the soldiers here are quite tough. The House on your right is a SAVE HOUSE gedit SAVE HOUSE "drumroll". The House to the left of the fountain has an ENERGY BANK and an IMplode. Go below the fountain for an IMplode. The House to the right of the fountain has a FLAY and an IMplode, the House to the right of that has an IMplode outside an more goodies inside. The House below that has an IMplode outside and some more goodies inside. The exit house is the one on the bottom right with the damaged cart outside.

House

If your in DISGUISE FORM you wont be attacked. Go down the stairs. Below cast REPEL and stick to the edges and you shouldn't be harmed. Up top kill the wraiths and change to DISGUISE FORM and exit the House.

Abernus 2

Theirs a VISTA MARKER below. When you get to the beast cast INSPIRE HATE for a good laugh. The House to it's right has some goodies. You have two choices to continue. You can go to the House on the bottom if this map for McCullocks Tavern on the left, both Houses lead to the same place but let's go the Tavern route.

Tavern

Jump over the Bar using WOLF FORM and break the barrel for a HEART OF DARKNESS. Put on the BONE ARMOUR and go down the stairs. You wont be attacked by the wraiths here with BONE ARMOUR on so go up the stairs. Kill the demon and exit.

Abernus 3

The House on the left has some goodies. Go to the far Armoury on the far left.

Armoury

Again jump over the desk using WOLF FORM, break the barrel and go down the stairs. Their are some sorcerers below, the FLAME SWORD should make short work of them. Go up the stairs. Up top kill the demon if you like and exit.

Abernus 4

Here is the intersection of the two paths mentioned earlier. You want to go to the middle House.

House

Go down the stairs. Below cast REPEL and stick to the sides to make it through, theirs a SAVE SPOT before the exit. Up top kill the demon grab the CARDS on the left and exit.

Abernus 5

I suggest putting on DISGUISE FORM for the first part of this map. There's only one House and it's on the far right.

House

Go down the stairs. Below, break the barrels and go up the stairs. Up top, exit.

Abernus 6

I suggest casting INSPIRE HATE here to get through without a scratch. The exit is below.

Abernus 7

You should make it through here if you run! The exit House is at the bottom of the trail.

House

There's some CARDS in the upper right room, if you care to battle the demon. The stairs beckon. Below is another demon and the stairs. Up top is another demon and some people to feed on, and of course the exit.

Abernus 8

Go below for a VISTA MARKER and one of the best quotes on the game, in my opinion. If you want an easy time of it here cast INSPIRE HATE. Make your way to the Cathedral.

2.73 Abernus Cathedral

There's a VISTA MARKER above and a SAVE ROOM through the door. Go up the left side, up the steps and press the SWITCH on the wall. Go over to the right side the door here will be opened now. Step on the TELEPORTER. Here just avoid the demon then go into the next room and press the SWITCH on the wall before stepping on the TELEPORTER. Your back in the Cathedral, grab the BLOOD VIAL and go through the door below. You have just been on that TELEPORTER so go into the next room. The door above is now open so go into the next room and step on the TELEPORTER. Here press the SWITCH on the wall and leave.

The door above the stairs is now open, go into the next room and step on the TELEPORTER. In the ice room, press the far left then the far right SWITCH, you should hear a sound. Step onto the TELEPORTER in the next room. Back here go left, you have already been in this area before so go back down to the entrance room, it's the one with the big door in the middle. Go to the far left door, it's now open. Go up the steps and step onto the TELEPORTER. Here lure the demon into this room and step onto the TELEPORTER. Back in the Cathedral press the right SWITCH on the bust, this will open the door below. Go into the next room and grab the RUNE TRIANGLE before stepping on the TELEPORTER.

In this room press the SWITCH above, this will open the door below. Once again, lure the demon into the next room and step on the TELEPORTER. Back here step on the TELEPORTER to your right. You have already been above so go back to the entrance room. The big door in the middle is now open. Go there and step on the TELEPORTER in the next room. Here waste the demon

and go down and grab the cards below. Go up and press on the left statue then step on the TELEPORTER. The door above is now open. Go up to the altar and bag the RUNE TRIANGLE and BLOOD VIAL, you can go into the room above for a VISTA MARKER. Step onto the TELEPORTER on the right side of the altar room.

In this room just step onto the next TELEPORTER. In the ice room kill the demon, press the SWITCH above and step onto the white TELEPORTER. Back in the Cathedral the door above is now open. Go into the next room and step onto the TELEPORTER. In the ice room kill the demon and step onto the next TELEPORTER. Here kill the demon, press the SWITCH above and step onto the TELEPORTER. Your back in the altar room and the door on the top left is now open, go through.

2.74 SOUL REAVER SHRINE

There's a SAVE SPOT ahead. Go into the next room, grab the BLOOD VIAL and step onto the TELEPORTER. This area is easy it's just some arrows and a couple of Maleks undead knights. Make your way to the TELEPORTER. The next area is also easy. Step onto the TELEPORTER at the end. Here the left path is a dead end but there is a BLOOD VIAL there. Take the right path to the TELEPORTER. In the next room you can use BLOOD GOUT on the woman to get some MAGIC ENERGY. Step onto the TELEPORTER when done. You might want to cast REPEL here as there are a lot of arrows flying about. Make your way to the next TELEPORTER. Here just go up the stairs to the TELEPORTER. Notice the anti gravity force in these areas it's like something or someone does not want Kain to acquire the Reaver.

Here step onto the TELEPORTER below. This is a maze of TELEPORTERS, go the bottom left route and step onto the red TELEPORTER further on to reach the right one. In this room is an ancient map of Nosgoth and the SOUL REAVER CARD. Notice the winged creature guarding it.

2.75 The SOUL REAVER

Without a doubt the best weapon in the game and a weapon that causes much controversy in future Legacy of Kain games. It consumes MAGIC energy so you might want to save a few ENERGY BANKS if you want to use it for extended periods of time. Oh while the SOUL REAVER is equipped you can't use MAGIC as if you would need to anyway.

Go down the steps onto the next TELEPORTER. Your back in the SAVE SPOT so you can exit.

Cathedral

The door on the far right is now open so go through. There's a SAVE ROOM here should you need it. Go through the door ahead. Here kill the acolytes and press the SWITCH by the door on top. In the next room use ENERGY BOLT on the two SWITCHES on the wall, this will lower some spikes below. Kill the cerberus and press the right then the left SWITCH by the steps to open the door below.

2.76 WRAITH ARMOUR SHRINE

Go through this area until you get to the glowing SKULL by the steps. It's a SWITCH so press it. Go down the steps and bag the RUNE TRIANGLE before the exit. Go across the bridge into the next area. This area is simple enough, there's a SWITCH by the exit door, this will open it. Cross the bridge to the next area. There's some sorcerers here so cast REPEL.

The SWITCH is above the last set of steps before the exit. Outside cross the bridge into the next area. Here there are more sorcerers. There is a glowing SKULL to the left of the last steps on the exit floor.

Outside cross the bridge into the next area. There are two SWITCHES here one is by the first set of steps, the other is on the exit floor by the steps. Outside cross the bridge into the next area. Here the SWITCH is above the last set of steps. Outside cross the bridge into the next area, but you didn't see that coming heh. Here there is a glowing SKULL just above the exit door. Outside, we appear to be making progress so cross the bridge to the next area. Here when you get to the opening in the floor there is a glowing SKULL on the top right, this will lower a bridge. Go down and get the BLOOD VIAL on the bottom right. The exit SWITCH is to the right of the exit door.

<gasping for water> Cross the bridge to the next area. The SWITCH is by the last set of steps on the exit floor. Outside cross the last bridge. Here there is a RUNE TRIANGLE to your right and a glowing SKULL beside the steps, this will lower a bridge further on. The SWITCH is to the right of the exit door. Well you don't need to be a member of Mensa to figure out what to do now. In this room is MALEKS' skeleton and his WRAITH ARMOUR.

2.77 WRAITH ARMOUR

This armour will spread damage between your BLOOD VIAL and MAGIC METER. It sucks during the day though. I don't recommend this armour if you want to use the SOUL REAVER. During trials I have discovered that the best time to use this ARMOUR is during a TOTAL ECLIPSE, and not during a FULL MOON like most people say.

Step onto the TELEPORTER to exit.

Cathedral

You're back in the altar room of the Cathedral. Go into the middle door on top, you may have been there earlier, it's the one with the stained glass mural. Here go into the next room. There is a SAVE ROOM here if you need it. When done go through the door ahead. Here you will meet AZIMUTH, who is revealed to be responsible for all the TELEPORTERS scattered around Nosgoth. When done go through the door ahead.

2.78 BOSS AZIMUTH

You can take out AZIMUTH in two ways, 1. Cast REPEL and concentrate on attacking AZIMUTH and not the demons, they only respawn anyway. After several hits she should die. 2. Be naughty and get the SOUL REAVER out it should only take one hit to kill her yes one.

When she's dead grab her eye and go through the door in the top right. In the next room grab the TIME STREAMING DEVICE add step onto the TELEPORTER. Here is a SAVE ROOM, when done step onto the next TELEPORTER.

BAT BEACON WOODS

You're now outside Abernus. Activate the BAT BEACON and go through the portcullis below to fly back to the PILLARS OF NOSGOTH.

2.79 The PILLARS OF NOSGOTH

After restoring the PILLAR of DIMENSION you will hear of the NEMESIS, fly back to the BAT BEACON outside ABERNUS.

BAT BEACON WOODS

You can now go through the gate below. There's a VISTA MARKER here and the exit is to the right.

Campsite

Use WOLF FORM to climb down the cliff. The scarecrows here shouldn't be a problem. When you get to the campsite change into DISGUISE form if you don't want to be attacked, or need the blood. There are two LEVEL 3 BOULDERS below which you can't push yet. Go right for the exit.

BAT BEACON WOODS

Well there's plenty of blood here to be had. Go right for a VISTA MARKER. The NECROMANCER says that he can't help you anymore. Has something happened to him? Activate the BAT BEACON ahead, the VISTA MARKER to the right will allow you to fly to Willendorf, but as per usual don't! Go into the cave on the far right.

2.80 SPIRIT WRACK SHRINE

The first area is easy enough, simply avoid the projectiles and head to the exit. SAVE ROOM here go through the next door. Here kill the knife thrower ahead and use CONTROL MIND on the other one on the top right ledge. Use him to press the SWITCH on the wall, you can go around to get a MAGIC SPHERE if you like. Change back to Kain and use CONTROL MIND on the blue guy to press the switch beside him, the other switch is on the top wall in the next room, you can go below for two TAROT CARDS. Change back to Kain and exit. Here watch the pattern of the spikes and go ahead for the exit. Here avoid the red spikes and go through the door at the end. Here use MIND CONTROL on the bald guy below and take the SPIRIT WRACK CARD.

2.81 SPIRIT WRACK

This spell is the same as MIND CONTROL only it works on spirits which you couldn't take control of before. You can also possess undead enemies like skeletons.

Press the switch ahead to open the door across. Grab the RUNE TRIANGLE and change back to Kain. Use SPIRIT WRACK on the green skeleton above the mural, use it to press the SWITCH beside it, this will lower a bridge on the right. Change back to Kain and cross the bridge and kill the skeletons. Use SPIRIT WRACK on the red skeleton on the ledge across, press the SWITCH and change back to Kain. Cross the new bridge and use the next skeleton to press the SWITCH there. Go through the door at the end. Here take control of the skeleton on the ledge and press the SWITCH to lower the bridge on the left. Cross the bridge and grab the RUNE TRIANGLE, use the skeleton above to press the SWITCH there, this will lower a bridge below. The skeleton on the left is guarding some ENERGY BANKS, you know what to do. Exit when done. Here there's a BLOOD VIAL to the left and the exit is to the right. You're now back in the first room do as before and exit the SPIRIT WRACK SHRINE.

BAT BEACON WOODS

Go down and exit this area.

Woods

Go down and step on the VISTA MARKER to hear about Willendorf. Go down and enter the cave below.

2.82 BLOOD FOUNTAIN 7 STRENGTH

This boost will allow you to push the heaviest of rocks scattered about Nosgoth.

Woods

Go down into the next area. We will be returning to the cliff above later. There's some TAROT CARDS after the rocks before the exit.

BAT BEACON WOODS

Use WOLF FORM to get around here. Cut down the trees you come across and go into the first cave on the right.

2.83 BLOOD FOUNTAIN 8 MAGIC RECOVERY

This is the last MAGIC RECOVERY BLOOD FOUNTAIN.

Exit.

BAT BEACON WOODS

This time go down until you reach the BROWN posts. The cave on the right here has a wad of CARDS. The lake to the left has some CARDS at the end. Use MIST FORM to cross it. Go down to the bottom section the FULL MOON DOOR here leads to the SLOW TIME SPIRIT FORGE. Activate the BAT BEACON on the right and exit the area.

Woods

There are now two ways you can proceed.

1. Fly to Willendorf, however you won't be able to get in without the BEGUILE FORM. To get it, go down and left over the bridge. Go through the Town and into the next area. Go into the cave at the end here. Here go up through the cave until you reach the BEGUILE BLOOD FOUNTAIN. Then go back to the Castle. This way is much easier.

2. Go into the BEGUILE Cave ahead and get the BEGUILE FORM that way.

Cave

There's a SAVE SPOT on the right, go through the door ahead. You won't be attacked here if you use DISGUISE FORM, how fitting. Push the RAILCART out of your way and go through the door on the left. Here go right and push the RAILCART up out of the way. Do the same with the CART on the right to reach the exit. Here go right and yes the CART out of the way thing. The guys here seem to like pacing up and down. Go through the door at the end. Go left and push the CART out of the way. Go up and do the same, grab the RUNE TRIANGLE in the alcove at the top then push the right CART out of the way. Go up and do the same. Push the right CART out of the way then go right

for a mural and the exit below.

2.84 BLOOD FOUNTAIN 9 BEGUILE FORM

This is the last BLOOD FOUNTAIN and it bestows the last FORM needed to complete the game, the BEGUILE FORM.

BEGUILE FORM.

This is the same as DISGUISE FORM, only it makes people perceive you as a nobleman. You need this to get into Willendorf Castle.

Go through the door below. Here push the boulders from your way, follow the path to the exit. There's a SAVE SPOT at the end.

2.85 Willendorf Town

The open House on the bottom here has two FONTS OF PUTRESCENCE. The House on top has some BLOOD BEAKERS. Go into the next area.

Willendorf Town 2

There's nothing in Mad Cow Meats on top. There's also nothing in Grumbles Anvil below. Continue left until you reach the bridge. If you look on the map you will notice an isolated House. The backdoor to the SLOW TIME SPIRIT FORGE is inside and also an opportunity to get 99 of them <look to the SPIRIT FORGE BACKDOORS SECTION FOR MORE INFO> If you use MIST FORM to cross the water beyond the House you will arrive at the campsite you were at earlier. There's a Cave here you couldn't get into earlier because of the Level 3 boulders. There's nothing much inside though. When done cross the bridge to Willendorf Castle.

Outside Willendorf Castle

The body of water below the Castle has some CARDS, the body of water above the castle has nothing. When you're ready don BEGUILE FORM and enter the Castle.

Willendorf Castle Grounds

The House with the Banners above has some CARDS. The House to the left of that is Willendorf's library. Go inside for some remarks from Kain and a book about a cult that "once" inhabited Nosgoth. The smithy to the right has nothing and the House to the right of that has a FLAY. Go up to the next level of Houses. The House on the far right has a HEART OF DARKNESS. The two Houses in the middle have some CARDS, the Happy Cleaver on the far left showcases Willendorf's fondness for fine food. The brothel above only has one bed, it can't be. Grumbles Anvil below has a wad of CARDS. The pub to the right and the House in the top right both have CARDS. You can get into the castle via the two barracks in both sides of the Town. Let's go into the left one.

Barracks

You should definitely use BEGUILE FORM here. Go left and down the steps to exit. Here go left the barrels by the exit are not worth being attacked over.

Willendorf Castle Grounds

Your now on the wall above the Town. Go into the next area.

Barracks

Pull the LEVER here and exit. Pull the LEVER in this room also, this will open the main gate to Willendorf Castle. Take the exit below.

Willendorf Castle Grounds

Go down into the next area.

Barracks

Again the barrels are not worth it. Go up the stairs. Here exit through the door to the left.

Willendorf Castle Grounds

Now go through the main gate up top to Willendorf Castle.

Outside Willendorf Castle

Go thorough the door ahead whilst in BEGUILE FORM.

Willendorf Castle

Walk forward a bit for an fmv. After that step on the VISTA MARKER to the left of the princess then exit below. Exit the court. There's a VISTA MARKER to the left here. You can't fly to the DOLLMAKERS Mansion yet so you have to go through the door on the left. Here there's a SAVE SPOT to the left. Go down the steps and through the door below. Here simply avoid the projectiles and go through the door at the end. It's the same affair here, except for the jellies. Here press the SWITCHES to the left and right at the intersection, this will open the middle door. Go up and press the SWITCH in the alcove up top to open a door to the left. The door on the far left leads to a SAVE ROOM, the door below that is the exit.

Outside the Keep

The NEMESIS Soldiers here are quite tough. Use CONTROL MIND in the guy on the left tower, use him to go inside and press the SWITCH. Do the same with the guy on the right tower to open the main gate. Go through the door ahead, sharpish.

Keep

Go down the stairs. Here go up and pull the lever in the right, this will open the door on the far left. Use MIST FORM to get through here unhurt. Make your way to the exit. Here go out the door to exit.

Outside the Keep BAT BEACON

Activate the BAT BEACON to the left here. Remember to use MIST FORM so you won't be hurt then go up top into the next area.

Stahlberg

Step on the VISTA MARKER above for more Kain. Go right here for a FLAY

then go into the Town. The House on the right has some FLAYS. The House on the bottom right has some more CARDS, the House above has some ENERGY BANKS. The House above has some more CARDS, there is a TAROT CARD in the top right and some CARDS to the left and right of the gate up top. Exit Stahlberg.

Land of the NEMESIS

You cant go through the gate on top yet. There's a CARD to the far right tent and a HEART OF DARKNESS below the exit to the far left.

Icy plains

Go to the gate on the left. Use SPIRIT WRACK on the doll behind it, use it to pull the LEVER above, this will open the gate. Change back to Kain. Use MIST FORM to walk along the water to get to the DOLLMAKERS MANSION, there are a few CARDS scattered around the waters edge and in the area above is a little hut village.

2.86 DOLLMAKERS MANSION

The Music here is catchy aeh. There's a SAVE ROOM through the left door. Go through the top left door. Kill the dolls, when you get to the barrels use SPIRIT WRACK on the doll behind them, use it to pull the LEVER then change back to Kain. Go up through the now open door, go left avoiding the spikes and around until you get behind the barrels. Go down over the ice, press the SWITCH by the door at the end to open it. Your back in the main room. The top right door is now open go through it.

Here go right and down the steps, pull the LEVER here and go right. Use MIST FORM to get to the pit of spikes. Use SPIRIT WRACK on the guy behind the spikes to press the SWITCH, grab the RUNE TRIANGLE before changing back to Kain. Go up through the now open door, then go right and down the steps. Go right at the ice and use an ENERGY BOLT on the SWITCH behind the spikes, this will open the door below. Go down through the now open door and use MIST FORM to reach the exit door, press the SWITCH beside it to open it. Your back in the main room again, the middle door is now open.

Go up through the middle door and grab the BLOOD VIAL, use WOLF FORM to jump over the barrels ahead. Jump over the counter at the end to reach the exit. This area calls for LIGHT. Press the SWITCH to the right to open the door below. Go down then right, jump over the barrel at the top of the steps. In the next room is a SWITCH press it to open the door to the right. Change to MIST FORM and go down, the spikes cant hurt you now. In the room on the left is a SWITCH, this will give you access to the main room. Go through the left door, there's a nice vat of blood in the next room, go through the door at the end. Go through the door at the end of this SAVE ROOM. You will meet ELZIVIR the DOLLMAKER here. Go through the door at the end.

2.87 BOSS ELZIVIR THE DOLLMAKER

I wouldn't bother playing with ELZIVIR, I suggest taking out the SOUL REAVER and finishing him with a few swipes. Amazingly he can withstand quite a few blows.

When his head rolls, go up and get the SOUL CARD then exit. Go

back through the SAVE ROOM. The door before the way back to the main room is now open, it's a shortcut to the main room. Exit The Mansion through the front door.

Icy plains

Fly to Willendorf.

Willendorf

Go back to the throne room of King Otamar.

Willendorf Castle

In the throne room, Kain will return the Soul to King Otmar. An fmv will play and you will end up in a battlefield.

Battlefield

You can partake of some carnage, but all you have to do is go up into the next area. It appears that King Otmar's soldiers are loosing continue up to find a VISTA MARKER, it does not matter if Otmar dies all you gotta do is get to the next area. Go to the fort at the end here to warp back in time.

Willendorf

The only way to proceed is to kill the guy hanging around here. An fmv will play. It seems Moebius has revealed his machinations. Go up through the gate and exit this area.

Stahlburg

This Town is restored or should I say was never destroyed in this timeline. Go into the Town. There's a SAVE ROOM in the first House you come across. The House below has an ENERGY BANK and the House above has some more CARDS. The middle House has nothing, the House on the bottom right has some CARDS. Exit through the gate at the top.

Stahlburg 2

Go up past the statue. The House on the far left has some TAROT CARDS inside, the House on the far right has nothing. The two House up top have nothing. Go into the next area.

Land of the NEMESIS or should I say WILLIAM THE JUST

Go far right for a MAGIC SPHERE. Go up through the gate. The exit to the left leads to the PENTALICHE OF TAROT SPIRIT FORGE. Go up through the gate, there's some CARDS in the top right. You can't get into the cave in the top left so go into the castle ahead.

2.88 The NEMESIS Fortress

Go through the door at the end of the SAVE ROOM. Here go up and right. Don't bother with the door on the right it just leads to a harder route. At the intersection go up, push the SWITCH in the room at the top of the stairs to open the door at the end, go through to exit. Here use MIST FORM to get through unhurt. Press the SWITCH by the door at

the end of the trail to open the door opposite. The door on the right is the door you would have come out if you chose the harder route. Take the top door to exit. The task here is to press the three SWITCHES at the top, use MIST FORM to accomplish this and you won't be hurt by the spikes. After the third SWITCH is pressed the door on the bottom will open, go through it.

Go right and through the bottom door. Here you will eavesdrop on the assignation of MOEBIUS and WILLIAM THE JUST. Exit through the top door. The door on the far left here only leads to an area with some CARDS and a RUNE TRIANGLE, kill all the soldiers inside to exit it. After you have viewed the meeting the door ahead will open, go up and kill the soldiers. Press the SWITCH in the right alcove to open the door ahead go through to exit. Here you need to press all four SWITCHES at the top, then press the SWITCH to the left of the door on top again to open it. Go through it. In this room is a giant map of Nosgoth. The swords on it I assume are WILLIAM THE JUST'S conquests. It appears the PILLARS OF NOSGOTH are on his agenda. When you are ready pull the LEVER in the right alcove and go through the door at the end. Here is a SAVE ROOM, go through the door at the end.

2.89 BOSS WILLIAM THE JUST

This is quite a tough battle BILL is armed with the SOUL REAVER. I suggest using your own to defeat him. Wow two SOUL REAVERS in the same era, talk about a PARADOX :). After you have slain BILL grab the TIME STREAMING DEVICE in the next room. An FMV will play.

THE NEMESIS FORTRESS

Your back in the future or should I say the present again. Go into the room above for a BLOOD VIAL. There's a VISTA MARKER below, when done go through the door below. Go through the SAVE ROOM and the map room. Here press the SWITCH to your left to open the door on the bottom right. It leads to some CARDS. when your done go through the door below. Here press the SWITCH in the right alcove to open the door below. Go through the middle door to exit. You have to press the SWITCHES again to exit here. Go right and through the opening on the left. GO through this area until you reach the exit. Don't press the SWITCH ahead this will lock you in, instead go left and use SPIRIT WRACK on the guy here, use him to press the SWITCH then exit through the door on the bottom.

Spikes cover the bottom door so you have to go through the door on the right. This is the hard area I mentioned earlier. Use MIST FORM to get across the water and to the exit. Here go through the door on the bottom left to exit. Go through the door at the end of the SAVE ROOM to exit the Fortress.

LAND OF THE NEMESIS

The cave in the top left is a backdoor to Bill's fortress. Go down to the bottom to exit.

Stahlburg 2

There's nothing much to see this time round. The House in the bottom right has some CARDS. Go down to the broken statue there's a VISTA MARKER here and the exit is below.

Stahlburg

The Houses here all have cards. There's a SAVE ROOM in the House by the exit of the Town. Go down to find a VISTA MARKER and the exit.

2.90 The Gauntlet

Here go down for a VISTA MARKER. Kill all around you until you reach the compound. An fmv will play, poor VORADOR. Kill all the people here to open the door ahead. Go through and do the same here. It's the same story in the next area and too in the following area. In the last area Kain must battle himself.

2.91 BOSS KAIN

MOEBIUS mentions that this is a part of Kain's future, what does this portend? When you have beaten "yourself" MOEBIUS will confront you.

2.92 BOSS MOEBIUS

Kill him with one swipe of the SOUL REAVER. That was easy. Grab his CARD. Exit through the portcullis at the bottom and you will fly to the PILLARS OF NOSGOTH as MORTANIUS mentions for the grand finale.

THE PILLARS OF NOSGOTH

Approach the PILLARS and an fmv will play, after it a fight

2.93 BOSS MORTANIUS

Use REPEL in conjunction with the SOUL REAVER. MORTANIUS will be defeated after three swipes.

2.94 BOSS

This is easy use the SOUL REAVER to beat the demon. Then you will have to make a decision by selecting the appropriate CARD dam Nosgoth or save it, I know you will make the right decision!

3 Other stuff

3.1 FULL MOON GATES

Yes these only open during a FULL MOON which is random after every two hours of gameplay.

Full Moon Gate 1

Is above the WOLF FORM SHRINE. It leads to the FLAY SPIRIT FORGE.

Full Moon Gate 2

Is in Nachtholm is only has a few CARDS inside.

Full Moon Gate 3

Is also in Nachtholm, you need the MACE to enter. It only has a few CARDS inside.

Full Moon Gate 4

This is in the area above Steinchencroe. It leads to the IMplode SPIRIT FORGE.

Full Moon Gate 5

Is just before Coorhagen, it leads to the FONT OF PUTRESCENCE SPIRIT FORGE.

Full Moon Gate 6

This is not really a Moon Gate but the entrance to the ANTI TOXIN SPIRIT FORGE is in the Termogent Forest.

Full Moon Gate 7

This is also in the Termogent Forest. From the BLOOD FOUNTAIN go straight down and jump the cliff using WOLF FORM. Use MIST FORM to get through a small crack here, this leads to the ENERGY BANK SPIRIT FORGE.

Full Moon Gate 8

This is before Willendorf. Two screens down from the campsite.

Full Moon Gate 9

Is in the land of the NEMESIS. It's to the left of the fortress.

3.2 THE LIGHTNING SPELL

This can be attained after you have completed DARK EDEN. Look to the FULL MOON GATE WOODS section to find it. There's a BAT BEACON outside it so during a FULL MOON fly there using BAT FORM. There will be a magma storm and the FULL MOON GATE will open. Go inside to begin your search for the LIGHTNING spell.

Magma valley

Go right and jump up the ledge using WOLF FORM. Press the SWITCH here and go right and press the other SWITCH. The grey barrier above will move, go up and press the SWITCH before stepping on the TELEPORTER. Here go down and press the SWITCH on the right, continue down and go right. Jump up the ledge at the end using WOLF FORM. Go up to get a BLOOD VIAL, to the right is another SWITCH press it and go up. In the bottom right area is the next SWITCH, press it and go up. The SWITCH to reach the exit is on the left here.

Magma valley 2

Go straight up and jump the ledge using WOLF FORM. The SWITCH is in the top right of this area, press it to move the barrier above. Go up and use MIST FORM to cross the water, press the SWITCH here and go right and across the next pond. Press the SWITCH before the exit

to move the barrier.

LIGHTNING SHRINE

All you gotta do is go right to get a BLOOD VIAL and the LIGHTNING CARD.

LIGHTNING

This SPELL is well devastating! Can only be used outdoors though.

Use the AXES to cut the tree on the right down. Use WOLF FORM to jump the cliff and step onto the TELEPORTER. Here are a lot of wolves. You might want to try out you new LIGHTNING SPELL eah. There's a RUNE TRIANGLE on the bottom left. Go down and jump down the ledge using WOLF FORM. Step on the TELEPORTER at the end to exit. Your back at the entrance. Press the SWITCH above to move the barrier across. You can now leave the area.

Secret areas and get 99 of every item

4.1 THE ANCIENT NOSGOTH ALPHABET

When you have drank from one BLOOD FOUNTAIN use Kain's SANCTUARY SPELL to return to the MAUSOLEUM. Exit the first Crypt and go into the second the one with the STONE ANGELS outside. In this crypt you will find two rocks mounted on two BLOOD SYMBOLS, push these to the side and a door to the right will open. Go inside to find lots of ITEMS and a VISTA MARKER. If you step on it, you will be shown NOSGOTH'S BLOOD SCRIPT. You can now use this to decipher the many inscriptions scattered around Nosgoth.

4.2 TOMBSTONES

In the graveyard are some TOMBSTONES that act like VISTA MARKERS. Once you have acquired WOLF FORM you can return to the graveyard and jump over the fences there. Walk into the Tombstones to see some inscriptions on them. You can use the ANCIENT NOSGOTH ALPHABET to decipher them.

4.3 The other Crypts

In the graveyard, are two extra crypts you need WOLF FORM to be able to get to them. The first is in the bottom left. Both are joined by a TELEPORTER. There's not much to look at but you can get three TAROT CARDS as a result.

4.4 Get 99 of every item

In order to get 99 of every item, all you have to do is use people via CONTROL MIND or SPIRIT WRACK to get into the SPIRIT FORGES and sacrifice them a la Clive Barker. This can only be accomplished if you use the backdoors to get to the SPIRIT FORGES, see below.

4.5 Backdoors to the SPIRIT FORGES

The Majority of the SPIRIT FORGES have backdoors so you don't need a FULL MOON to enter them, here's where they are.

FLAY

You can find the back door in Ziegstuhrl. Remember that Tavern that Kain was in at the beginning of the game, inside jump over the

bar and step on the red lit area. A bookcase will slide over revealing a TELEPORTER, that's the back door to the SPIRIT FORGE. Best of all you can use the guy here to get 99 FLAYS.

IMPLODE

The backdoor to this SPIRIT FORGE is in Steinchencroe in the BIG Horn brothel. To open it, push the chair in the back room to the left, this will open the door. Again you can get 99.

FONT OF PUTRESCENCE

Go to Vasserbunde for this one. There's a House here with a stone outside it, go inside. In the left room and in the top left corner is a hidden SWITCH, press it to open the door.

ENERGY BANK

This is in the Termogent Forest in the CONTROL MIND SHRINE. This one is hard to explain, all I will say is you have to use CONTROL MIND on the guys to press SWITCHES that open a TELEPORTER in the same room.

ANTI TOXIN

This is on the same room as the backdoor to the ENERGY BANK SPIRIT FORGE.

HEART OF DARKNESS

This is Uschtenheim how appropriate. In one of the Houses here you will notice a door on the right is closed, there are two people inside this House. To open it use the SANCTUARY SPELL to return to your crypt, exit and go into the second crypt. There is a row of three SWITCHES inside here, press the third SWITCH to open the door in Uschtenheim. Go back there to enter the SPIRIT FORGE and yes you can get 99 :). I don't know of another way to enter this SPIRIT FORGE.

SLOW TIME

This is in Willendorf. Above the bridge to the Castle is an isolated House, use MIST FORM to get there. Inside is a guy and a TELEPORTER. You know what to do.

PENTALICHE of TAROT

Sorry I don't know of a backdoor to this SPIRIT FORGE.

4.6 THE FORBIDDEN CITY

Remember where you acquired MIST FORM in the fort. To the left is a large expanse of water. If you go left by the fort and go to the next screen you will arrive in a Stonehenge type area. If you don't know what Stonehenge is consult an encyclopaedia. Step on the TELEPORTER on the center to warp to the FORBIDDEN CITY.

Temple

Here you can get some cards if it's a FULL MOON you can exit this temple to

get to the forbidden city.

Forbidden City

The wolves around here will revert to Human's when they are killed, which is nice. Go down and right to enter the pyramid.

Pyramid 1

Slide around the ice here to get to the top. Press the SWITCHES on top to open the far left center door then go through it. Here kill the wizards and nap the CARDS from the chests. Press on the SNAKE STATUE to open a gate in the bottom left of the Forbidden city. When done exit the pyramid.

Forbidden city go to the bottom left the gate here has now opened. Go into the next Pyramid you come across.

Pyramid 2

Go up and right and press the SNAKE STATUE at the end then go left at the intersection and up. Continue up and press the SWITCHES at both sides of the ornate door to open it, go through. Here you can get loads of FLAY'S and other CARDS. You will be attacked by an army so you might want to use some ITEMS to dispose of them. When done exit Pyramid 2.

Forbidden City

The structure to the right of Pyramid 2 is a TELEPORTER you will use it later. Enter the Pyramid directly above Pyramid 2.

Pyramid 3

Press the SWITCH to your left here and go right. Use CONTROL MIND on the Human here to assume control. Use him to go up and press the switch. Go back down to where Kain is a door has opened on the right. Go through and step onto the TELEPORTER. Here press the switch above the TELEPORTER this will light up the next area. If you get hit by the wraith's it's back to the start. If you hit the black area's that also means you have to start again so watch out. When you get to the end grab the CARDS and step on the TRANSPORTER.

Forbidden City

Your now on top of one of the temples on the first area of the city. Grab the CARDS and change back to Kain.

Pyramid 3

Theirs no reason to stick around so exit Pyramid 3.

Forbidden City

See the building to the right of Pyramid 3 enter it.

Building

Use CONTROL MIND on the left wizard. Press the switch above the TELEPORTER in the next room will take you to the first section of the Forbidden City so assume control of Kain again. Take control of the right wizard this time. Press the switch above as before and this time step on the right TRANSPORTER.

Forbidden City

You now on top of the last Pyramid grab the CARDS and assume control of Kain again.

Building

The door above is now open go through. If you step on the spikes here you will get stuck for a while so use caution and study the patterns. Press the two switches in the alcoves to open the top door. Go up and press the SNAKE SWITCH on the wall and step on the TRANSPORTER. This will warp you back to the start so exit the building.

Forbidden City

Right go into the Pyramid 4 to the right of the building you just came out of.

Pyramid 4

There are some demons here kill them and go up the steps to the exit. There are loads of CARDS in this room and some blood if you need it when done exit Pyramid 4.

Forbidden City

Right your done with this section so go down to the TELEPORTER to the right of Pyramid 2. Go to the right structure to get a HEART OF DARKNESS then go to the right wall into Pyramid 5.

Pyramid 5

The TELEPORTER ahead will warp you out of the FORBIDDEN CITY so dont step on it if you want to explore the other areas. Grab the CARDS, there is a door on the upper left side of the room go through it. Here grab the CARDS and press the SWITCH above. Go back to the other room. The door on the bottom right has now opened go through it. Once again grab the CARDS and press the SWITCH and exit. Go through the door in the top right of the room. Once again more cards and a SWITCH. Go through the bottom left door. Grab the CARDS and press the SWITCH. Go up two doors and go inside. Again do the same and return to the main room. Go through the door above the bottom right door. Here do the same and return to the main room. Go through the door above the one you just entered. Do the same and return to the main room. Go through the door above the bottom left one. Do the same and return to the main room. The main door on top has now opened go through it. Inside here are yet more CARDS and some of MALEKS undead knights. When done exit Pyramid 5.

Forbidden City

All you have to do now is go down to the last Pyramid. You cant go in but there is a TAROT CARD here, if you want to exit the FORBIDDEN CITY use the TELEPORTER in Pyramid 5, this will return you outside the FLAY SPIRIT FORGE.

5 Credits/Thanks

Thanks to Dimiter Mutafchiev for his contribution to the Voradors mansion section.

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