



Castlevania: Lords of Shadow Guide

by Colin Moriarty

Spanning nearly twenty-five years, Castlevania is one of Konami's oldest franchises. It's also one of the best-selling and more popular series in Konami's arsenal, well-loved and remembered by old-school and new-school gamers alike. But if there's a single negative stigma associated with Castlevania, it's that it hasn't made the jump from 2d to 3d very well. Games like Castlevania 64 and Lament of Innocence weren't necessarily critically panned, but they weren't nearly as loved as, say, Dracula's Curse or Symphony of the Night. Can good Castlevania games only be experienced in 2d?

After several years at the drawing board, Konami decided to try something new. Castlevania: Lords of Shadow is a God of War/Ninja Gaiden-like 3d Castlevania experience. It's a bit of a reboot, and its story isn't considered canon with the rest of the Castlevania franchise. With such freedom in gameplay and story-telling, Konami has delivered a full-featured, lengthy game that draws inspiration from outside of the series. And it's wildly successful in doing so. Our complete guide will help you through this meaty experience, full of all of the goodness explained below.

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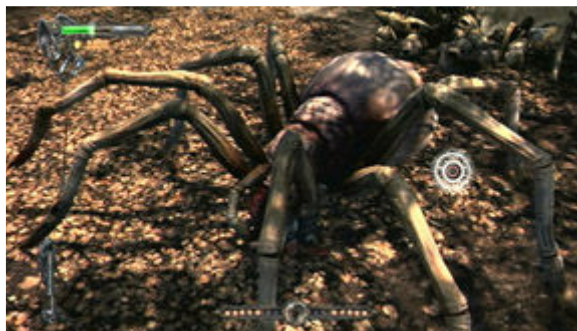
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Castlevania: Lords of Shadow Basics

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Slaying Vampires Ain't Easy

Welcome to Castlevania: Lords of Shadow, Konami's much-anticipated foray into the 3D realm with one of their most famous franchises. It's not to say that Castlevania hasn't jumped into 3D with Castlevania before, but it is to say that their several attempts, from Castlevania 64 onwards, provided for some subpar experiences that left a bad taste in the mouth of critics and the gaming masses alike. Well, Castlevania: Lords of Shadow is a game that goes in a decidedly different direction, and the results it produces are, in a word, excellent.



Lords of Shadow isn't a canon Castlevania game, meaning that the story, events and characters have no ties to the Castlevania timeline. It's true that the main character is a Belmont -- Gabriel -- but that's about as far as the overt connections go. Castlevania nerds will notice little odes apart from that (for instance, a Castlevania II: Simon's Quest fan will note that one of the stages in chapter five is called Veros Woods, a destination from that game), but it's important that you go into this experience expecting something fresh, that doesn't tie itself to Castlevania games of the past. Indeed, this game is barely an ode to its namesake, so it may surprise you that it's a very good, very rewarding game. And yet, it's just that.

Hacking and Slashing

Castlevania: Lords of Shadow is a 3D game in the same vein as God of War, and even the 3D Ninja Gaiden titles. But for most people, the God of War reference will let you know what you're getting into here. The difference between this game and the God of War titles, however, is the depth of the experience. God of War is a button-masher, and so too is Lords of Shadow, but the skill tree system, the length and difficulty of the game, and the emphasis on revisiting old areas and solving complicated puzzles puts it on a completely different plane. If you're going to delve into Castlevania: Lords of Shadow, get ready for a lengthy story-driven adventure.



But with all of that said, the game is still very much a hack-and-slash affair. Gabriel Belmont, the game's main character, has a great many attacks at his disposal, including the use of purchased combos and skills, and even special weapons (like daggers). But his whip, called the Combat Cross in Lords of Shadow, is his primary weapon. The whip is used with a standard attack (X on Xbox360/Square on PS3) and a heavy attack (Y on Xbox360/Triangle on PS3). Gabriel can also jump (A on Xbox360/X on PS3) and parry/dodge (left trigger on Xbox360/L2 on PS3). Special weapons, like those aforementioned daggers, can also be utilized (B on Xbox360/Circle on PS3). These are the primary control functions you need to know to begin getting through the game from the outset. But you'll learn much, much more as you begin to work your way through Eastern Europe.

The Light and the Dark

Gabriel Belmont isn't only beholden to conventional weapons, like a whip or a dagger, however. Eventually, Gabriel will learn how to use magical attacks as well. First, he'll be able to use Light Magic, and later on in the game, he'll learn Shadow Magic. Light Magic and Shadow Magic have very, very different uses in the game, but you'll need to balance them both out in such a way that benefits you greatest. For starters, it's important to know that you can't use either magic indefinitely. A blue meter on the lower left side of the screen indicates how much Light Magic you have left, while a red meter on the lower right side of the screen indicates how much Shadow Magic you have left. If one meter or the other (or neither of them) are on your screen, it simply means you haven't learned the magic in question yet.



So what can these magic types be used for? Well, Light Magic is simple to explain. When you activate Light Magic (left bumper on Xbox 360/L1 on PS3), Gabriel will glow blue. Every successful hit you score on an enemy with your Combat Cross with Light Magic activated will give Gabriel some of his lost health back. It will also decrease his Light Magic meter, so you can't overly-exploit this magic. Shadow Magic, on the other hand, has more varied uses. Activating it (right bumper on Xbox 360/R1 on PS3) and attacking with your Combat Cross will allow you to deal more damage to your enemies as Gabriel glows with an evil red color. But if you activate Shadow Magic and begin to use one of the many combos and skills you can use in unison with the magic, you'll find that Shadow Magic has many, many more uses beyond standard Combat Cross attacks.

Skills, Special Weapons and Combos

One of Castlevania: Lords of Shadow's most interesting features is its experience system. By killing enemies and completing puzzles, you can earn experience that can then be segued into learning new combos and skills. Each enemy in the game is worth a different amount of experience points, and you can kill endless amounts of them by replaying stages over and over again to earn the amount of experience you may need to purchase better and better skills and combos. Puzzles, too, will give you loads of experience points once completed, but keep in mind that if you opt out of completing a puzzle on your own (by using scrolls to bypass the puzzle completely), you will permanently lose your opportunity to earn experience from said puzzle. So be careful!



Special Weapons, on the other hand, aren't tied to experience, but rather to how far in the game you've progressed. If you keep an eye on the upper left part of the screen, you'll see a d-pad like graphic that represents Gabriel's different weapons. You can use the directional pad to select which weapon you want to utilize, which varies from daggers and fairies to dark crystals and more. Just like various combos and skills unlock as you move further and further through the game, so too do new special weapons. So while you'll unlock daggers early on, you won't get access to other goodies like fairies or dark crystals until much later in the game.

Trials and Tribulations

As we mentioned earlier, it's easy (and obvious) to compare Castlevania: Lords of Shadow to games like God of War. After all, everything from Castlevania's beautiful 3D landscapes and static camera to its combat and emphasis on upgrading echoes that influence. But comparing the two from there doesn't make a lot of sense, especially in terms of the game's scope, and what you can do within the game. God of War is linear. You move through the game, you are rarely able to backtrack, and there's no reason to expect that if you missed something that you may actually need it. Castlevania: Lords of Shadow is the exact opposite of the God of War franchise in this respect. How, you ask? Well, it's simple.



The game takes place on a World Map. The World Map then leads to one of the twelve overarching chapters of the game. These chapters are only unlocked sequentially, meaning that, for instance, you can't move onto Chapter Five without first having gotten through Chapter Four in its entirety. But once you're at Chapter Four, you could return to Chapter Three and go through any of its stages again. This is a good idea for obvious things like experience grinding, but returning to old stages also allows you to find collectibles you may have missed (like scrolls or gems), and there are even many places in stages that can't be accessed during your initial playthrough to intentionally bait people to come back later. And it's *those* instances that will prove to be most alluring to you as you begin to go back through stages you've already completed. And that doesn't even begin to talk about the special challenges, called Trials, that each and every stage has once you've beaten it.

Keep It Interesting

Gamers don't always have money. Often, they're looking for ways to stretch their buck the farthest, whether they wait for games to be used or discounted, swap games with friends, or whatever else they might deem necessary. The good news about *Castlevania: Lords of Shadow* is that it has a whole lot of action for \$60, so even if you purchased it new, you're going to have a lot to do. So what can you do, specifically, to keep the game interesting? What can you do once you've beaten the game's main quest? Well, you'll be glad to know that there's actually quite a bit you can do to keep things going even after you've watched the game's ending.



The most obvious thing you can do is to play through the game on Paladin Difficulty, the game's hardest difficulty setting. This will only be available to you after you've completed the entire game on Knight Difficulty. Paladin Difficulty is no cakewalk, but you'll need to get through the entire game on this setting if you want to grab all of the game's Trophies/Achievements. In addition, there are all of those aforementioned Trials to complete. As mentioned earlier, each stage in the game has its own specialized Trial that's unlocked only after the stage in question is completed. And of course, each stage has a percentage rating, and each chapter has a cumulative percentage rating based on however many stages it contains. Raise all percentages to 110% by completing trials, defeating stages on every difficulty, and finding each and every collectible on each and every stage. Only then will you have truly seen and done everything *Castlevania: Lords of Shadow* has to offer.

1.) **Play Through On Hard** - Unless you're simply not very good at action games, you should be able to play through on hard (Knight) difficulty right off the bat. Certain stages and a few bosses might be extra challenging under these strenuous settings, but the game is simply not that hard on Knight difficulty otherwise. Playing through on Knight will allow you to unlock the Paladin difficulty setting more quickly. Plus, it will make you better at the game by forcing you through more difficult situations. And then, there's the completion percentage bonus you get by playing through on Knight, forgoing Warrior difficulty completely. In other words, there are few reasons *not* to play through on hard... unless you simply can't handle it.

2.) **Spend That Experience!** - There is absolutely, positively no reason for you to hoard experience points in the game. The only reason you should have unspent experience is if you're saving up for a combo or skill you can't yet afford. Otherwise, you're going to want to spend, spend away. Try to do so at least after every couple of stages. Remember that buying new combos and skills doesn't only make Gabriel stronger in the short run. Purchasing these combos and skills also unlocks new combos and skills for Gabriel to utilize that would otherwise stay hidden, including upgrades for skills and combos you may have already unlocked.

3.) **Magic Is Your Friend** - There's a stigma with magic in videogames, and that stigma is that you shouldn't be using magic unless you absolutely, positively have to. But friends, this is no JRPG. Your magic isn't going to remain spent until you reach the nearest inn. Rather, you should use magic whenever you feel that you need to. This is especially true with Light Magic, considering its ridiculously-useful curative properties. Remember that you can always replenish spent magic, even in small quantities, by assimilating neutral essence dropped by enemies. And you'll also find neutral essence dispensers throughout your quest as well, especially when using magic is a necessity. So don't hold back!

4.) **Seek Out Collectibles** - Amongst the many reasons to return to stages you've already completed is the never-ending quest for collectibles. In Castlevania: Lords of Shadow, the primary collectibles of interest are gems. Gems come in three different varieties -- Life Gems, Light Gems, and Shadow Gems. Collecting five of each type of gem will raise your health, Light Magic meter and Shadow Magic meter respectively. There are thirty of each type of gem, meaning that there are ninety total to find in the game. Many of them can be found right off the bat if you search a stage hard enough for them (or use our walkthrough to cut to the chase). But after you defeat a stage, the statistics screen will tell you what you may have missed, so remember to go back and keep searching for anything you may be without. Every little bit counts.

5.) **Scour For Scrolls** - While far less glamorous than more worthwhile collectibles like the gems we mentioned earlier, each stage will have at least one (and likely more) scrolls to find as well. Almost always, scrolls are easier to find than gems, and are hidden in more obvious places. But that's because scrolls often have interesting stories to tell. So try to read all of the scrolls you find in the game, *especially* the ones that illuminate how to get through a certain puzzle. Sure -- scrolls don't give you health, or magic, or spells, or anything overtly useful like that. But part of what makes Lords of Shadow such a rewarding game in the first place is the storyline. And that's what the scrolls are for. So find them, read them, rinse, and repeat.

6.) **Backtrack!** - If you're reading these tips sequentially, or if you've already spent a lot of time reading our enormous Basics section, then it should already be pretty obvious to you that a lot of emphasis is placed on backtracking in Lords of Shadow. Because of the way the stages are laid out -- in twelve chapters -- you can access any chapter you've already completed, and any stage within any chapter you've already completed, instantaneously. You'll want to make sure to do so with regularity. There are obvious reasons to do this, such as experience farming, but the need to backtrack is also much more of a necessity if you're chasing everything in the game. Backtrack to find Brotherhood Arks, backtrack to find missing gems, and backtrack to complete each stage on all difficulty levels. And trials, too!

7.) **Don't Skip Cutscenes** - Castlevania is no doubt one of the best gaming series in the history of the industry. That's hard to dispute. Konami has been busting out quality 2D adventures for over twenty-five years, populating the franchise with some of the most classic titles imaginable, from Castlevania III: Dracula's Curse to Castlevania: Symphony of the Night. And while all of these games have *some* story, none of them have attempted to tell a story as deep and fleshed-out as Lords of Shadow's. It's important that if you want to follow the game's narrative, you don't skip any cutscenes. Pay attention to them. Only skip them when you've already completed a stage. That, of course, is entirely acceptable.

8.) **Try Trials** - Getting through the stages' many trials perhaps accounts for the most rewarding part of the game, apart from actually getting through the game during your initial playthrough. Once you've defeated a stage, the stage's statistics screen should tell you what the stage's trial is. Upon your return to that stage, you'll be able to fulfill certain requirements that will allow the trial to be completed successfully. These trials should be sought out and completed, as they don't only add to your overall percentage completion (as discussed below), but because some of them are difficult, and thus quite rewarding to complete. These trials can be based on just about anything, from completion time to enemies defeated and beyond, so be sure to read carefully what you're expected to do. The good news is that if you fail the prerequisites on any stage, the game will immediately tell you, so you won't have to wait 'til the end of a given stage to see how you did.

9.) **Raise Your Percentage** - Everything you do in the game is important for their own reasons, but all of your accomplishments will ultimately combine to give you a percentage. Well, many percentages, actually. Each stage has its own percentage rating, and each chapter takes all stages under its umbrella and averages their percentages to give the chapter an overarching percentage rating. The maximum percentage that can be reached on any stage is 110%. Yes, **110%**. Raise percentages by completing stages on all difficulties, finding all collectibles on each stage, and completing that stage's trial successfully. Before you know it, your game save will be rife with 110% ratings!

10.) **Study Your Enemies** - The final tip we're going to recommend to you is to study your enemies, and study them carefully. You won't be meeting enemies in a vacuum, with no way to learn more about them. After each enemy encounter, you'll earn a new entry to your bestiary that will illuminate important facts and information about the enemy in question. Only by reading this information and studying those facts will you go into battle with everything you need to know. Of course, practice makes perfect, so fighting enemies will achieve the same end, but only by reading about enemies, learning their strengths and weaknesses, and then bringing all of this new and important information into battle can you possibly have the greatest advantage over your adversaries.

Castlevania: Lords of Shadow Walkthrough

Welcome one, welcome all to the Walkthrough section of our Castlevania: Lords of Shadow guide. Below, you'll find links to each stage in each chapter in the game. Virtually all stages are cut into multiple sections, because this is a very, very meaty guide. So if you're looking for help from the beginning of each stage, then start at the first section of the stage in question.

Of course, if you're looking for just scattered help, whether it be with a stage's trial, or a rogue gem that you can't find, or whatever else, you can use the little pointers next to each link below to find what you're looking for. Alternately, you could always just go to the [Collectibles section of our guide](#) for the locations of Life Gems, Shadow Gems and Light Gems (which will link directly back to the walkthrough). The same with [the Trials section of our guide](#), which will also quickly and easily link you back to the appropriate section of the walkthrough you're looking for.

In other words, we have you completely covered here. So without further ado, enjoy!

All images in this guide can be expanded to a larger size. Simply click on an image to expand it, and click on it again to force it back to its original size.

Chapter One

01. Besieged Village »

[Part One](#) | Trial Details.

02. Hunting Path »

[Part One](#) | Life Gem (1/1).

[Part Two](#) | Trial Details.

03. The Dead Bog »

[Part One](#) | Life Gem (1/4), Scroll (1/4).

[Part Two](#) | Life Gem (2/4).

[Part Three](#) | Life Gem (3/4).

[Part Four](#) | Scroll (2/4), Scroll (3/4).

[Part Five](#) | Brotherhood Ark (+5 Dagger Capacity).

[Part Six](#) | Scroll (4/4), Life Gem (4/4), Trial Details.

04. Pan's Temple »

[Part One](#) | Scroll (1/2), Scroll (2/2), Life Gem (1/1).

[Part Two](#) | Brotherhood Ark (+2 Holy Water Capacity), Trial Details.

05. Oblivion Lake »

[Part One](#) | Life Gem (1/1).

[Part Two](#) | Trial Details.

Chapter Two

06. Enchanted Forest »

[Part One](#) | Scroll (1/4), Brotherhood Ark (+5 Dagger Capacity).

[Part Two](#) | Light Gem (1/1), Scroll (2/4).

[Part Three](#) | Scroll (3/4), Scroll (4/4), Trial Details.

07. Underground Caves »

[Part One](#) | N/A.

[Part Two](#) | Scroll (1/3), Light Gem (1/1).

[Part Three](#) | Scroll (2/3), Scroll (3/3).

[Part Four](#) | Trial Details.

08. Labyrinth Entrance »

[Part One](#) | Scroll (1/3), Light Gem (1/1).

[Part Two](#) | Scroll (2/3), Scroll (3/3).

[Part Three](#) | Brotherhood Ark (+2 Fairy Capacity), Trial Details.

09. Waterfalls of Agharta »

[Part One](#) | Scroll (1/2), Light Gem (1/2).

[Part Two](#) | Scroll (2/2), Light Gem (2/2).

[Part Three](#) | Trial Details.

10. Agharta »

[Part One](#) | Scroll (1/3), Scroll (2/3), Shadow Gem (1/2).

[Part Two](#) | Brotherhood Ark (+5 Dagger Capacity), Scroll (3/3), Life Gem (1/1).

[Part Three](#) | Shadow Gem (2/2), Trial Details.

11. Dark Dungeon »

[Part One](#) | Light Gem (1/1), Scroll (1/2), Scroll (2/2).

Part Two | Shadow Gem (1/2).

Part Three | Shadow Gem (2/2), Trial Details.

12. Sanctuary Entrance

»

Part One | Scroll (1/3).

Part Two | Light Gem (1/1), Shadow Gem (1/1), Brotherhood Ark (+5 Dagger Capacity), Scroll (2/3).

Part Three | N/A.

Part Four | Scroll (3/3), Trial Details.

13. Sanctuary of Titans

»

Part One | Shadow Gem (1/1).

Part Two | Trial Details.

14. The Black Knight

»

Part One | N/A.

Part Two | Trial Details.

Chapter Three

15. The Three Towers

»

Part One | Scroll (1/3).

Part Two | Brotherhood Ark (+2 Fairy Capacity), Shadow Gem (1/3), Scroll (2/3).

Part Three | Light Gem (1/1), Shadow Gem (2/3).

Part Four | Scroll (3/3).

Part Five | Life Gem (1/1), Shadow Gem (3/3).

Part Six | Trial Details.

16. The Dark Lord of the Lycans

»

Part One | N/A.

Part Two | Trial Details.

Chapter Four

17. Mountain Fortress »

Part One | Scroll (1/2), Life Gem (1/1).

Part Two | Shadow Gem (1/1), Light Gem (1/2), Scroll (2/2).

Part Three | N/A.

Part Four | Light Gem (2/2), Brotherhood Ark (+2 Fairy Capacity).

Part Five | Trial Details.

18. The Crow Witch »

Part One | Scroll (1/1), Light Gem (1/1), Shadow Gem (1/1).

Part Two | Brotherhood Ark (+2 Holy Water Capacity), Life Gem (1/1).

Part Three | Trial Details.

Chapter Five

19. Veros Woods »

Part One | Life Gem (1/2).

Part Two | Scroll (1/3), Scroll (2/3).

Part Three | Life Gem (2/2), Shadow Gem (1/1), Scroll (3/3), Trial Details.

20. Wygol Village »

Part One | Brotherhood Ark (+2 Holy Water Capacity).

Part Two | Shadow Gem (1/1).

Part Three | Scroll (1/1), Trial Details.

21. Abbey Catacombs »

Part One | N/A.

Part Two | Life Gem (1/1).

Part Three | Scroll (1/3), Scroll (2/3).

Part Four | Light Gem (1/1), Scroll (3/3), Trial Details.

22. Abbey Library

»

Part One | Light Gem (1/2).

Part Two | Scroll (1/2), Scroll (2/2).

Part Three | Light Gem (2/2), Shadow Gem (1/1).

Part Four | Trial Details.

23. Abbey Tower

»

Part One | Scroll (1/1), Life Gem (1/2), Scroll (2/2).

Part Two | N/A.

Part Three | Life Gem (2/2), Trial Details.

24. Brauner

»

Part One | N/A.

Part Two | Trial Details.

25. Castle Sewers

»

Part One | Scroll (1/2), Shadow Gem (1/1).

Part Two | Scroll (2/2), Trial Details.

Chapter Six

26. Castle Courtyard

»

Part One | Scroll (1/2), Life Gem (1/1).

Part Two | Scroll (2/2), Trial Details.

27. Maze Gardens

»

Part One | Scroll (1/3), Life Gem (1/1), Light Gem (1/1).

Part Two | Scroll (2/3), Shadow Gem (1/1).

Part Three | Scroll (3/3), Trial Details.

28. Castle Hall

»

Part One | N/A.

Part Two | Scroll (1/2), Scroll (2/2), Brotherhood Ark (+5 Dagger Capacity), Life Gem (1/1).

Part Three | Light Gem (1/1), Trial Details.

29. Refectory

»

Part One | N/A.

Part Two | Shadow Gem (1/2).

Part Three | Scroll (1/3), Life Gem (1/1).

Part Four | Scroll (2/3), Scroll (3/3), Shadow Gem (2/2), Trial Details.

Chapter Seven

30. Balcony

»

Part One | Shadow Gem (1/2), Scroll (1/3).

Part Two | Scroll (2/3), Light Gem (1/1).

Part Three | Shadow Gem (2/2), Scroll (3/3), Trial Details.

31. Electric Laboratory

»

Part One | Scroll (1/1), Light Gem (1/1).

Part Two | N/A.

Part Three | Life Gem (1/1), Trial Details.

32. Chromatic Observatory

»

Part One | Scroll (1/3).

Part Two | Scroll (2/3).

Part Three | Light Gem (1/1), Scroll (3/3), Life Gem (1/1), Shadow Gem (1/1).

Part Four | Trial Details.

Chapter Eight

33. Outer Wall

»

Part One | Scroll (1/2), Shadow Gem (1/1), Scroll (2/2).

Part Two | N/A.

Part Three | Light Gem (1/1), Trial Details.

34. The Clockwork Tower

»

Part One | Light Gem (1/1).

Part Two | Life Gem (1/1), Trial Details.

35. Olrox

»

Part One | N/A.

Part Two | Shadow Gem (1/1), Trial Details.

36. The Throne Room

»

Part One | Light Gem (1/1).

Part Two | N/A.

Part Three | Trial Details.

Chapter Nine

37. Bones Forest

»

Part One | Shadow Gem (1/2), Light Gem (1/1), Scroll (1/3).

Part Two | Shadow Gem (2/2), Scroll (2/3), Life Gem (1/1).

Part Three | Scroll (3/3), Trial Details.

38. Woes Moor

»

Part One | Shadow Gem (1/1), Scroll (1/3), Scroll (2/3).

Part Two | Life Gem (1/1), Scroll (3/3), Light Gem (1/2).

Part Three | Light Gem (2/2).

Part Four | Trial Details.

39. The Music Box

»

Part One | Light Gem (1/1).

Part Two | Life Gem (1/1), Trial Details.

Chapter Ten

40. Titan Graveyard

»

Part One | Scroll (1/3), Light Gem (1/2).

Part Two | Scroll (2/3), Life Gem (1/1).

Part Three | Shadow Gem (1/1), Scroll (3/3).

Part Four | Light Gem (2/2), Trial Details.

41. Fire Pinnacle

»

Part One | N/A.

Part Two | Trial Details.

42. Fire Cemetery

»

Part One | Light Gem (1/1).

Part Two | Scroll (1/3), Scroll (2/3), Life Gem (1/2).

Part Three | Scroll (3/3), Life Gem (2/2).

Part Four | Trial Details.

43. Crematory Oven

»

Part One | N/A.

Part Two | Shadow Gem (1/1), Trial Details.

Chapter Eleven

44. Necromancer's Abyss

»

Part One | Scroll (1/2), Shadow Gem (1/2), Scroll (2/2).

Part Two | Life Gem (1/1).

[Part Three](#) | Light Gem (1/1).

[Part Four](#) | Shadow Gem (2/2), Trial Details.

45. The Dracolith »

[Part One](#) | N/A.

[Part Two](#) | Trial Details.

Chapter Twelve

46. Final Fight »

[Part One](#) | N/A.

[Part Two](#) | Trial Details.

	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake
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This initial, introductory stage in the Castlevania: Lords of Shadow story is a bit of a tutorial. You'll receive more instructions about things you should know in subsequent levels, but here, you're going to get the basics down, at the very least. You'll be facing almost exclusively a single type of enemy here, werewolves known as Lesser Lycanthropes (lycanthrope being a Greek word referring to a person who changes shape from human to wolf). You should be able to fend off the initial wave of Lesser Lycanthropes easily by simply mashing the standard attack button.



There are a few things the game will bring to your attention here that are worth noting. First of all, you'll learn about how to heal using the little green-glowing altars that appear (we'll refer to these in the walkthrough mostly as healing stations, or curative stations). You'll also learn a bit about secondary weapons, and will be able to acquire Silver Daggers from some fallen foes. The werewolves you're doing battle with will die with a single hit of an airborne Silver Dagger, so go ahead and chuck 'em for easy kills if you'd like.



You'll work through a couple of waves of Lesser Lycanthropes as the game continues to teach you the fundamentals. Fend off the werewolves as the townsfolk hold torches all around the fight, cautiously assisting you in your quest to protect their village, and occasionally taking a stab at your enemies as well. Eventually, things will become far more complicated when a Great Warg shows up. The Great Warg is a gigantic werewolf-like creature, and this one has apparently already seen battle. After all, it has a gigantic wooden stake sticking out of its side.



Regardless, the Great Warg hasn't had enough, and he'll rush Gabriel Belmont (your character) with no regard for himself. This battle is considerably more difficult than fending off multiple werewolves, but that's still a relative statement, as this fight should give you little trouble. Follow the on-screen prompts to learn how to block and dodge attacks, and hit the Great Warg back with some strikes of your own. Eventually, he'll jump onto a pedestal and then back into the field of battle. Quickly tap the on-screen button shown so that Gabriel picks up a huge wooden stake, which the Warg will jump into, accidentally killing itself in the process. Thereafter, this introductory chapter should conclude, with Gabriel briefly speaking to an elderly town resident before running off into the woods.



■ Trial

The very first stage's trial is extremely easy, so there's really no reason not to go back to the stage immediately and get it over with. Basically, all you have to do is get through the entire chapter with at least one of the townspeople still alive at the end. You can easily get through this with all three of them living, nonetheless only one. Fervently protect the townsfolk from the initial wave of Lesser Lycanthropes, which shouldn't be an issue for you whatsoever. When the Great Warg shows up, be sure to throw yourself at him and steal its attention so that he doesn't lay waste to any of the townsfolk. Be extra mindful to pick up the stake when the Warg seems to retreat, since you won't be prompted (tutorial-style) at all during this entire replay. If you miss him the first time, you'll have to whittle his health back down again and try once more.



This mission begins with a rather sad cutscene, in which Gabriel is shown sitting against a huge tree, deep in the cursed woods, alone. With a fire blazing nearby, Gabriel contemplates his next move, when he's suddenly visited by visions of his long lost love. Thereafter, a very real, yet very mysterious horse shows up. This horse can talk (strange, we know), and promises to bring Gabriel to where he needs to be. Asking no questions, Gabriel mounts the horse, and the steed begins to quickly ride through the brush ahead, towards your destination.



En route, you'll be attacked by Lesser Lycanthropes riding standard Wargs. The game should prompt you on how to deal with both foes. While pressing in a certain direction on your analog stick, you can press a specific button to attack either the Lesser Lycanthrope, or the Warg. We recommend going after the former, since they act as riders on the giant beasts, and will prove to be greater nuisances to you on this brief ride. As you ride, the Wargs will nudge you incessantly. Stay on your steed by pressing the X button (PS3) or A button (360) when the two circles on the screen collide with one another. You'll see what we mean.



Eventually, the Wargs will catch up with Gabriel and knock him off of his mystical steed (or, you'll damage the Wargs and their riders enough that an alternate cutscene will take place, bringing you to the same place regardless). At this point, you'll be pitted in ground combat against a few new Lesser Lycanthropes that are silly enough to make themselves seen. Clearly, they've never met Gabriel, or they would have thought again about confronting him. This wave of enemies can be felled rather easily, though you'll learn an important new skill here, which is to block at the precise moment you're about to be attacked in order to unleash a powerful counterattack. This is an important skill to learn and utilize often, so practice it here while you still can in relative safety!



■ Life Gem (1/1)

There's a lone collectible to find on this mission, and you'll need to grab it while fighting the Lesser Lycanthropes in the first arena you end up in. The key is to fend off all but one of the Lycanthropes, but *don't* kill the final beast, or you'll automatically be brought out of this area, and will have to return to the world map and restart the mission to grab the goods. The Life Gem you seek here is located on a dead body in the foreground on the left side of the screen. You need to keep the last remaining Lycanthrope away from you while you grab the goods off of the body. Once you do, you can then turn your ire back on the lone Lesser Lycanthrope, so that you can move on with the rest of the mission at hand.



	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake
		Part One	Part Two		

As you ride on from that location once the last Lesser Lycanthrope is slain, you'll find yourself in a pretty much identical situation to the one you started this mission out in. You'll be back on your horse, fighting two more Wargs with Lycanthrope riders. Conduct your business in the same fashion you did earlier. Whether you manage to succeed in killing those foes, or outright fail, it's irrelevant. You'll, once again, end up in the same location whether you succeeded or failed. Here, things get decidedly more difficult for you, because in addition to fending off a slew of materializing Lesser Lycanthropes, you'll also have to fight another Warg. And fighting all of these enemies at the same time could prove to be problematic.



Your best bet to survive is to first fight the Lesser Lycanthropes, dodging the Warg's attacks in the meantime. By felling the many weak enemies you'll have all around you, you'll be able to better concentrate on the main threat here, which is the Warg's devastating slashing maneuvers (some of which can't be blocked at all). You can then lay waste to the Warg easily, using the nearby healing station on the right side of the screen if you need to replenish your health. Once all is said and done, the Warg will fall, and you'll be able to witness the mission-ending cutscene before being brought back to the world map, so that you can proceed with your larger task.



■ Trial

This chapter's trial can be difficult, especially if you're playing on one of the harder difficulty settings. The idea here is to get through the entire mission without healing yourself. Obviously, there's that healing station on the right side of the area where you fight the Warg and his minions on foot. But believe it or not, that's not the only place you can heal (and thus ruin your trial run attempt). If you opt to grab the Life Gem on this stage in addition to trying to complete the trial, you'll end up unintentionally healing yourself and breaking the trial conditions. So be sure to do the trial and the acquisition of the Life Gem separately. Otherwise, staying away from healing yourself as you go through the mission's normal motions isn't that difficult a feat. Good luck!

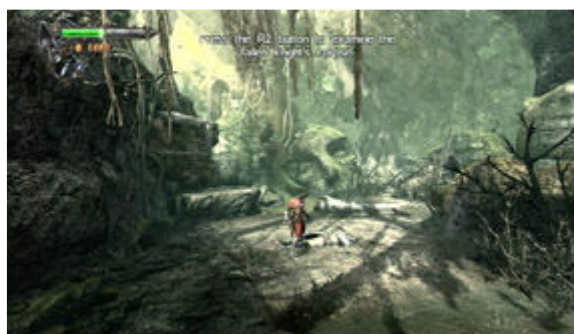
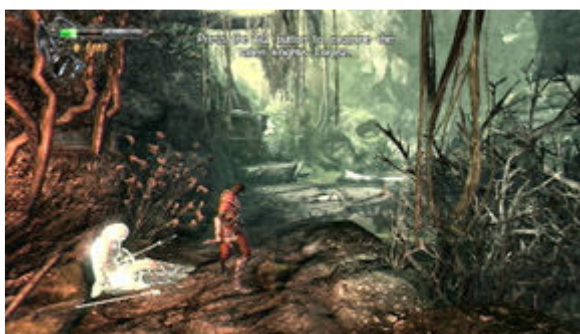


	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake	
	Part One	Part Two	Part Three	Part Four	Part Five	Part Six

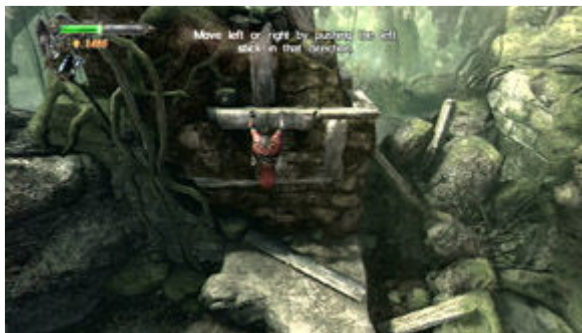
This mission will start out innocuously enough, and in fact, it will reward you with a couple of items for your inventory almost right off the bat!

■ Life Gem (1/4) & Scroll (1/4)

Both a Life Gem and a Scroll can be found at the outset of this mission. It's all part of a larger tutorial, that you can scour dead bodies for goods when you encounter them. This may be new to you, but if you followed our walkthrough for the previous stage, Hunting Path, then you will already know that you can do this (since that's how you found the Life Gem there). There will be a body on your left that the game will prompt you to search as you move forward. That body contains the Gem. As for the Scroll, push forward and search the body in the clearing to acquire it.



Next to the body that contained the scroll is a ledge. The game will prompt you to grab onto the ledge, and will then teach you how to navigate ledges by hanging off of them. Follow all of the on-screen instructions, and you'll be just fine here. The location Gabriel ends up landing in is an enemy camp. A makeshift grenade will be thrown at Gabriel from off-screen. As Gabriel picks up the mysterious device, the Goblins that call this encampment home appear. Gabriel takes care of that initial wave with their own grenade. Owned!

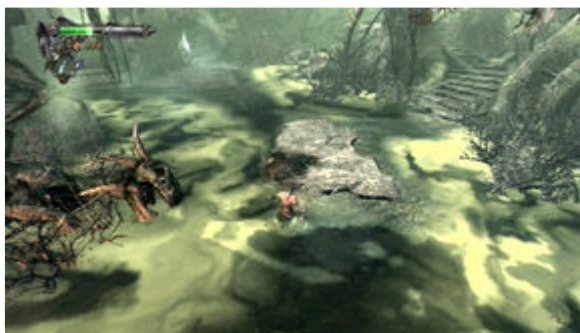


Thereafter, you'll have to fight these foes more conventionally. The game will prompt you once to manually return fire at the Goblins with one of their own grenades, but thereafter, you'll have to use your chain whip to take these guys down. Goblins are slightly more aggressive than the Lesser Lycanthropes you were doing battle with earlier, but they are of about the same strength, and have the same damage resistance. So in other words, you have very little to worry about during this fray. When all is said and done, you'll witness a cutscene with a Goblin being seized in a nearby bog by enemies known as Naiads. You'll then regain control of Gabriel, and can continue onward from here.

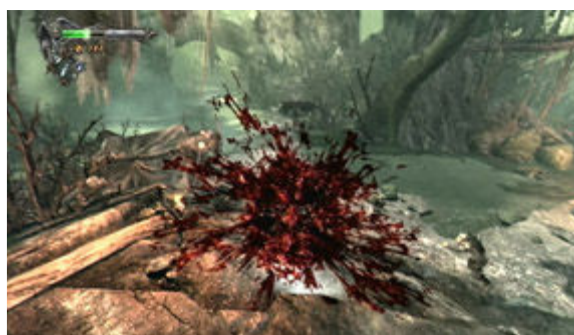


	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake	
	Part One	Part Two	Part Three	Part Four	Part Five	Part Six

From here, things get a little complicated. As you advance forward through the bog that just claimed the Goblin's life, you'll start to appreciate the little dangers this area has in store for you. Walking through the bog won't damage you as long as you stay within the confines of the darker liquid (that doesn't have smoke/fog hanging over it). If you venture into the lighter, smog-ridden liquid, your character will become poisoned, and if you don't get out of the poison quickly, you'll die. Unfortunately, treading through the safe area will more often than not bring you into the realm of a Naiad. Make sure that when a Naiad grabs you, you break free by pressing the action button at the proper time, or you'll be heavily damaged.



So as you advance through the bog, you're going to come across a fork in the road. In fact, it appears that you can actually go in three directions -- to the right, straight ahead, or to the left. However, straight ahead isn't exactly a viable option, as it will force you to quickly work your way through nothing but poisonous liquid. That won't work. For the sake of this walkthrough, venture leftward. If you're not in dire need of health, ignore the health portal on your right as you progress up the stairs to your left (you may need it later). This will lead to a small encampment of Goblins which you will need to fell before proceeding. Thankfully, you shouldn't have too much trouble doing so.



■ Life Gem (2/4)

From the Goblin encampment, head to your right. The little strip of rock you're running along will eventually give way to another section of bog, albeit a safe section. If you cross in a northerly direction towards a stone platform sticking out of the bog, directly in front of what looks like a gigantic dragon fossil, you should find a corpse on said platform. Examine it to acquire a Life Gem.



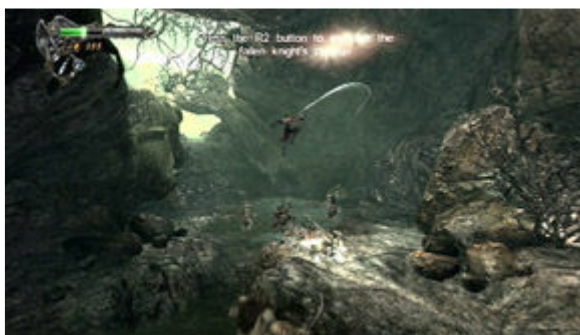
After you've acquired the aforementioned Life Gem, you'll yet again have options as to how you should proceed. Opt to proceed to the right, over more precarious bog territory. As usual, any Naiads that grab you should be quickly dealt with to avoid being damaged. As you continue further to the right, you should come back to dry ground. You'll find that you can then either proceed forward towards the top of the screen, or have Gabriel run towards the screen. Opt to do the latter. This will lead to another small bog, but otherwise, you'll be on the right track to grab another Life Gem, as you continue to run towards the screen.



	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake	
	Part One	Part Two	Part Three	Part Four	Part Five	Part Six

■ Life Gem (3/4)

As you run towards the screen, it'll appear as if the only way to continue is up a ridge on your left. And that's true, if you want to continue with the overarching mission. If you want this Life Gem, continue to run towards the screen. On the right side of the screen, when it appears you've run headlong into a dead end, you should actually find a secret nook. In this secret nook, you'll find yourself under attack by some Goblins, but that's okay! When they're all felled, you can fully concentrate on pillaging the dead body on a stone platform in the middle of the area. That body should surrender the Life Gem you seek.



Now, it's time to do a little backtracking. You can do so in one of two ways. You can either opt to return the way you came here, which is easy enough, or you can jump up to a ledge on your left (once out of the isolated chamber where the previous Life Gem was just found). Should you choose to take the latter route, jump up to the cliff and run towards the screen. As you continue to jump over obstacles and wade through some little poisonous swamps, you'll eventually reach a staircase that leads back down to the swamp you were traversing through earlier. Indeed, the steps represent the right branch of that fork we encountered before. You've come full circle, and should have a general idea of how things connect here now.



Take the left branch at the fork again, and backtrack all the way to the small Goblin settlement to the left of the second Life Gem you acquired here (next to the dragon skeleton). Instead of going back to the isolated platform, however, proceed forward from the encampment and back into the swamp. This will lead to a linear pathway that alternates between swamp and hard ground, but other than perhaps some random Goblin encounters (and plenty of Naiads in the water), you shouldn't encounter any difficulties moving forward for the time being. Better yet, you'll find a couple of healing stations along the way that will keep Gabriel going strong.



■ Please Note!

In our walkthrough, we have you take this route for a very specific reason. Earlier, when we had you circle around, down the stairs, and back to the original fork we encountered, you could have alternately ran forward to another Goblin encampment. Beyond that encampment is a drop off that you cannot return from. So in other words, once you commit to dropping off of that ledge, there's no going back without restarting the chapter. The route we're actively taking you through in this walkthrough will ultimately get you to that same spot (albeit coming from a different angle), and in the meantime will bring you across a special item you can't acquire by taking the route we ignored. So if you want to explore that Goblin encampment to find some easy enemies to slaughter, by all means, do so. But be sure to backtrack and avoid that ledge, or our walkthrough will be inaccurate for you, for a little while at least.



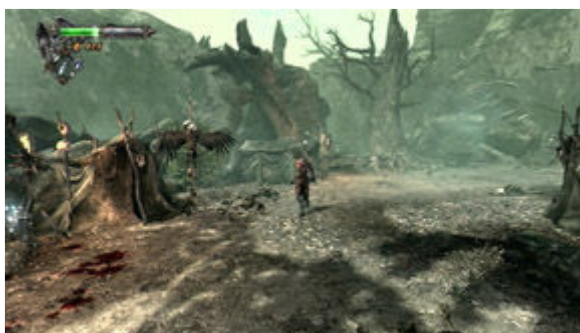
	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake	
	Part One	Part Two	Part Three	Part Four	Part Five	Part Six

■ Scroll (2/4)

Missing this Scroll is almost completely impossible, so long as you've opted to take this route. Indeed, it's this Scroll that made us take this route, as opposed to the alternate, easier and shorter route mentioned in the previous paragraph. Near the second curative station you encounter (pictured previously), you'll see a dead body sitting on a small rocky platform. It's really, really hard to miss, simply because the scroll itself has rather important information within it. Either way, scour this body for the scroll in question before continuing onward.



Proceed up the linear corridor from where you retrieved the scroll. Here, you'll meet a second drop-down. In our note earlier, we told you that you could have dropped into an area by taking an alternate, shorter route. This is that same location, but we're breaching it from another route (from the left instead of from the right). So no matter which direction you took, once you drop down, you're on the right track. Here, you'll find an encampment of Goblins. This encampment is considerably big. At the top end of the camp is a gigantic tree. The game will prompt you to fell the tree by using the Goblins' own grenades. So when they chuck a grenade at you, pick it up, and Gabriel will toss it at the tree. Do this twice to fell the tree so that you can continue, but keep in mind that until you knock the tree down, Goblins will respawn indefinitely. (And as you'll find out when you learn what this stage's trial is, this location's indefinite spawning will be key to your success. But more on that later.)

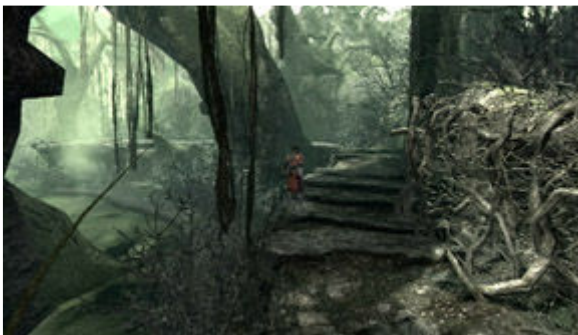


■ Scroll (3/4)

This scroll is also hard to miss, but again, it's because its contents are fairly important for you to lay eyes on. After felling the tree at the Goblin camp, use it to cross over to a stone platform in the middle of the bog ahead. Before continuing forward into the bog, look to your left. Adjacent to your current platform is another platform with a dead body sprawled over it. Walk or jump over to the body and examine it to find this scroll.



After grabbing that scroll, there's nothing left to do but to continue forward down the linear passage ahead, that's once again a mix between swampy bog and rocky pathway. As you run up some stairs, you'll find yourself on a little cliff, where some Goblins will attack you. Take these guys out and wrap around the corner, proceeding down the linear pathway, where a few more Goblins will attack. You should be plenty prepared to deal with these guys at this point in the stage. After all, these monstrous thugs are nothing but pushovers compared to what you're about to face in a couple of minutes!

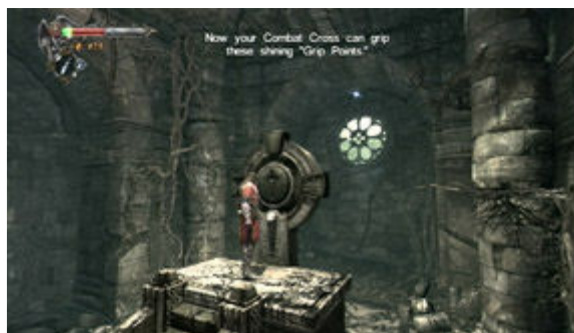


	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake	
	Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Following your confrontation with the last wave of foes at the bend, you can run forward. You'll see a staircase on your left that spirals up to a mausoleum. Ignore it for now. It's very, very important that you don't run up those stairs and enter the structure yet. Why? Well, after fending off another crew of Goblins that attack you at the base of those stairs, you can instead run forward into the brush. The path will bend leftward and lead to an opening at a dead end. You can kill the pathetic contingent of Goblins here, and then use the healing station they were guarding. It's important that you heal-up here, since you'll soon find yourself in a fairly difficult boss battle.



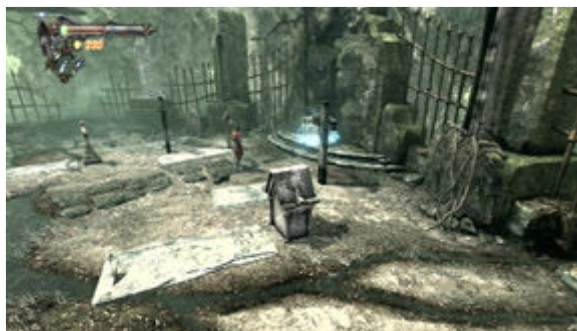
Once you've healed-up, go ahead and backtrack to the stairs leading up to the mausoleum. You won't be able to get into the building through the front doors, but if you head around to the left side of the crumbling structure, you should be able to gain entry by jumping up to hang on some ledges. In a cutscene, Gabriel will pull himself up and drop down into the building. You can then walk forward to the altar ahead, where another cutscene takes place. Gabriel places his cross into the altar, where it gets powered-up with the Hook Tip. You can now use glowing hooks, like the one above the window at the back end of the structure, to pull yourself up and swing around. Follow the on-screen prompts to do just that, and kick through the window once you're hanging in the air to continue.



This is the boss fight we've been clamoring about. It's not that it's necessarily super-difficult to get through (unless you're playing on an advanced difficulty setting, that is), but if you didn't follow our advice and heal yourself before getting here, you're going to be in for a bit of a rude awakening. The boss here is the Swamp Troll. You can follow the damage you've dealt to him, as with any other boss fight in the game, via the health meter at the upper right corner of the screen. The Swamp Troll uses melee attacks exclusively, but he does so in a variety of ways. Therefore, surviving this battle is knowing how to anticipate his attacks, and how to avoid them successfully.



The Swamp Troll's standard slash attacks can be avoided by rolling backwards or to the side, but things get a little more complicated when the Troll decides to grab a gravestone and start swinging it around wildly. When he does, his reach increases, so be careful. He'll also be able to smash the tombstones into the ground, causing a shockwave that must be avoided. To avoid both being struck by the swing and the shockwave, retreat backwards with a roll, and then immediately jump upwards to avoid the wave. Otherwise, you have the tools necessary to take the Swamp Troll out. Sheathe your daggers and stick with the whip. Consecutive hits will stun the creature, but don't push things too far. Getting too comfortable during the fight will lull you into a false sense of security. But there's no reason to be secure until the creature is fully felled.



■ Brotherhood Ark (+5 Dagger Upgrade)

Note that the blue treasure chest you open up after this fight is actually a Brotherhood Ark. It's the first one you'll find in the game, and virtually the only one you won't have to work for, backtrack for, or otherwise have a special item or skill to acquire. It will give you a +5 to your dagger capacity once acquired.

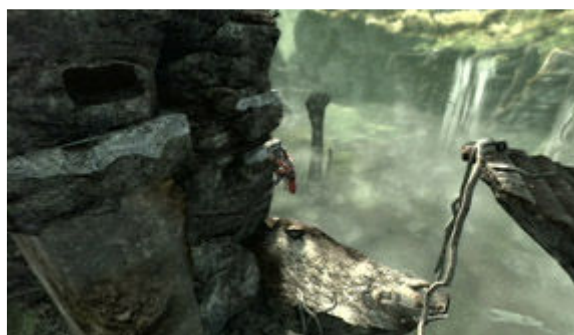
		Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake	
		Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Following the fight, a glowing box will appear. Pilfer a scroll out of it (4/4), and then use the hook on a nearby tree to whip-jump your way over a fence, so that you may proceed with the end of the mission. Once over the fence, run to the right, and the game will pan a camera over a huge chasm. Your last task in this stage is to successfully cross said chasm. Doing so is not as difficult as it seems. You'll need to combine some of the skills that you've learned so far, however, and combine them with some additional ones you'll learn now. For starters, jump over the first gap, and once on the second pillar, hang off of the side.



■ Life Gem (4/4)

As you're hanging off of the side of the second pillar, there's a Life Gem nearby that you should grab. It's a hard one to miss, actually, so you have little to concern yourself with here. Simply wrap your way around to the far end of the pillar. On a little platform below, you'll see a dead body. Scurry over so that you're hovering above that platform, and then drop down. Scour the body there for the Life Gem you seek before continuing with the primary task at hand.



After grabbing the mission's final Life Gem, hop back up to the top of the platform. As you leap to your right, you'll have to start using your Hook Tip to reach various hooks that will allow you to hoist your way to the next platform. You'll also have to use that same Hook Tip to rappel up and down walls. This is all good stuff to keep in mind for the future, since you'll be using a lot of these skills (and more) throughout the game. Otherwise, things are pretty self-explanatory here. Jump, hook, climb and scurry your way to the right. You'll eventually come across what looks like some sort of huge, ornate cave opening. This marks the end of this mission, and the start of the next.



■ Trial

As long as you go about things properly here, this mission's trial is nothing to worry about at all. The idea here is to kill fifty (or more) Goblins before reaching the end of the stage. This may seem difficult, but it's not. In addition to the many little Goblin encampments you're going to encounter during your travels, you'll find a spot that, in particular, will be very useful to you. Do you know the part of the stage where you have to use Goblin grenades to fell a tree? Well, the Goblins there will spawn endlessly until two grenades are chucked at the tree, successfully forcing it to fall. If you ignore their grenades and simply slaughter the Goblins, you could conceivably stay there forever, racking up kills (and experience). Thus, getting to fifty kills there shouldn't be an issue for you whatsoever (and may prove to be a good place to farm for experience, as well).



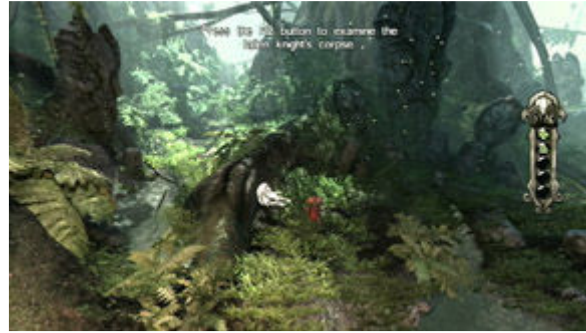
	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake
		Part One	Part Two		

Compared to the last stage, things at Pan's Temple will seem pretty easy at first. Indeed, the stage doesn't seem nearly as foreboding as the last area you went through, but who knows if that will last? The game will immediately prompt you to run forward towards what looks to be a golden shield ahead and on your left. When you examine it, an amulet stuck to the right side of the screen will glow, and one of its five chambers will be filled with a glowing green light. As you continue down the linear, enemy-less passageway, you'll end up encountering another one of these shields, this time on your right. Examine that one, too, and you'll then have two of the first lights on the amulet lit-up.



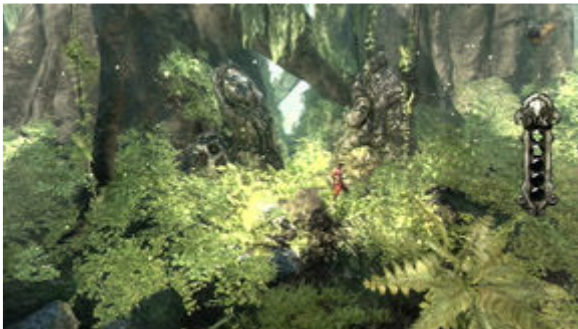
■ Scroll (1/2)

There's an easy-to-acquire Scroll to grab directly after you light up the second light on the amulet. Work your way slightly southward from the second amulet shield, and you should see a body lying on the ground, leaning on a fallen log. Examine this body to grab the scroll in question. Easy!



■ Life Gem (1/1)

It won't be immediately apparent, but if you continue up the pathway from the body with the scroll, you can actually breach an area on your right that is otherwise completely hidden. You should find the third piece of the amulet puzzle there (which you won't necessarily need, but it's still nice to have). But more importantly, if you continue to pinch down the pathway beyond the amulet shield, you'll find a dead body with a Life Gem on it. Be sure to grab this, even if you're not necessarily interested in the third of five amulet shields.

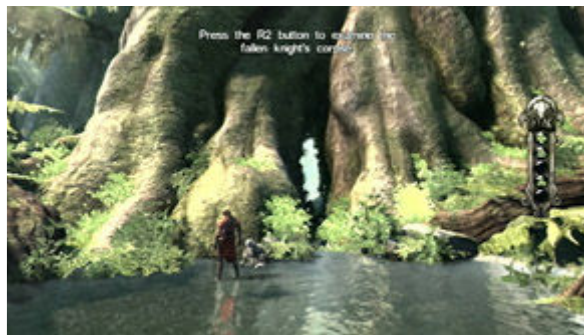
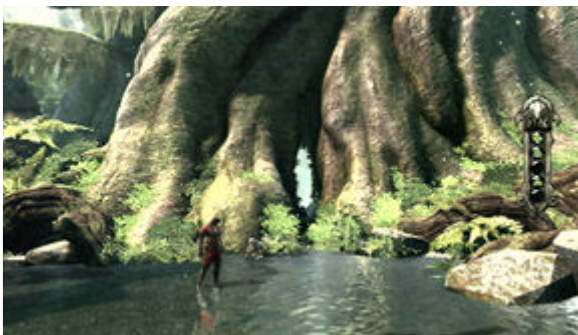


From the body that contained the stage's first scroll, continue along the linear passageway some more. Things are eerily quiet here, aren't they? Well, enjoy it for now, because it may not last. As you proceed along the forested pathway, you'll encounter a fourth shield that will add more green light to the amulet on the right side of the screen. Forward from there, the forest opens up into a little clearing for you to explore.



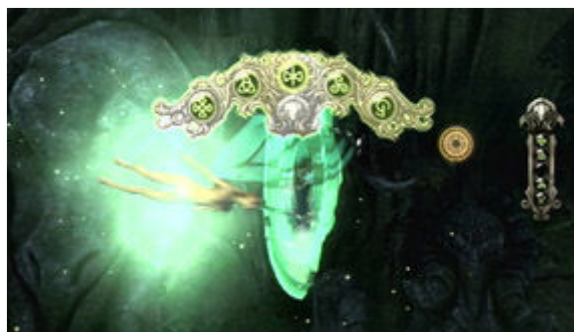
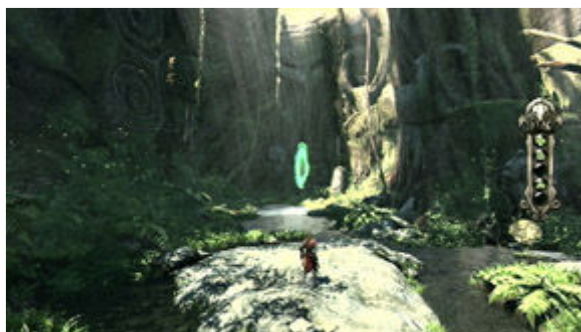
■ Scroll (2/2)

Another dead body with another scroll can be found at the far end of the clearing. You know what to do -- simply run up to it and claim your prize. This one is virtually impossible to miss, so go claim your prize.



	Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake
		Part One	Part Two		

Things remain simple from here. Ahead, you should be able to squeeze through a small opening to reach another clearing on the other side. As soon as you arrive, you'll no doubt notice a treasure chest on a raised platform to your left. This is a Brotherhood Ark, and as the game will prompt you, you'll have to return later to acquire it. So don't worry about it for now. Instead, venture to the right side of this area, where the fifth and final shield can be found. You should now have all five markers on your amulet. Run forward to the green aura at the far end of the clearing, and examine the shield to the left of it. You'll be prompted to match up five markers on-screen to get rid of the aura. Naturally, you should use the information you have garnered from the shields to do so. If you're somehow having trouble with this, simply use the image we've provided for you below.



■ Brotherhood Ark (+2 Holy Water Upgrade)

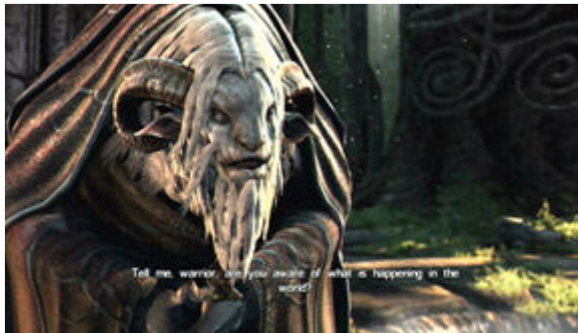
Though this is one of the earliest stages you encounter in the entire game, you won't be able to get a collectible hidden in the stage until after you've defeated the Vampire Dark Lord at the end of the eighth chapter. When you do, you'll receive the Seraph Shoulders, which allows Gabriel to double jump and hoist himself up to high platforms he'd otherwise be unable to reach. Near the end of this particular stage, right before you grab the final rune and solve the rune puzzle, you'll see a platform on your right. The game will actually point out to you this platform when you first reach it, telling you that you can't get there yet. But with the Seraph Shoulders, you can. Double jump up to the platform and crack open the Brotherhood Ark there to receive a +2 bonus to your Holy Water inventory.



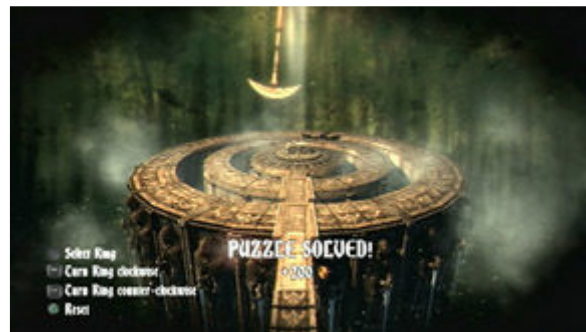
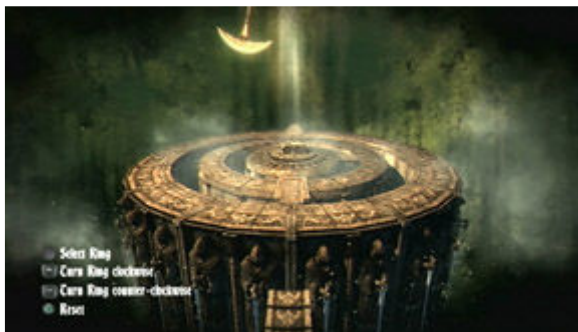
Once the green aura has been lifted, you're free to proceed into the next location. You won't get to proceed for long until the camera starts to pan automatically, however, showing you a gigantic cylindrical location. As you take in the beautiful graphics, you'll again be able to proceed. Work your way around the linear, spiraling pathway to another room, this one looking a bit like a temple. It's from here that a lengthy cutscene will ensue.



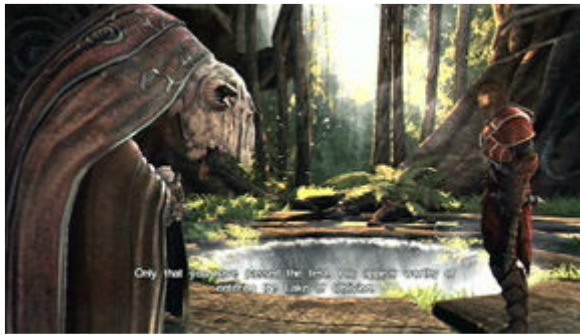
Here, Gabriel will meet some sort of mystical creature, an important figure that looks like a ram walking on two legs. His name is Pan. He'll confront Gabriel about why he's here, and then he and Gabriel will begin to speak. It appears that the general notion around the world is that god has abandoned humanity, and evil creatures have come to rid the world of all of mankind. Gabriel desires the help of those that Pan protects, but to prove himself, Gabriel must first complete a special trial of his own, one that has to do with someone who he holds very close to himself.



And so, you are presented with a puzzle. You'll see Gabriel's lost love strapped to the center of a circular device. This is very Pit and the Pendulum-like, in that there's a pendulum swinging overhead, inching ever closer to the innocent woman. You have to manipulate the three circular platforms in sequence so that a pathway lines up in front of you. You could skip the puzzle completely if you'd like, but where's the fun in that? Plus, doing so will force you to lose out on gaining 200 experience points. So how do you solve this puzzle? Well, believe it or not, the game will ruin the puzzle for you once you've solved it a single time, and its directions are the cleanest way to do it. First, highlight the largest, outer circle, and rotate it clockwise twice. Then, highlight the smallest, inner circle, and rotate it clockwise twice as well. Finally, rotate the middle circle clockwise a single time, and that should do the trick.

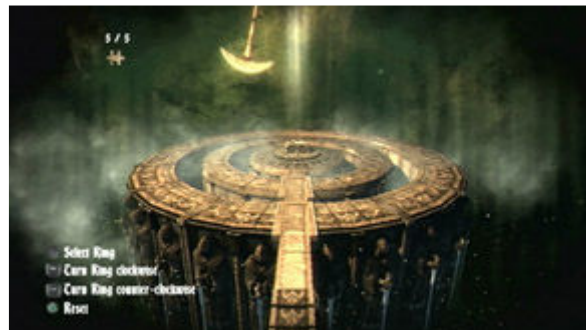
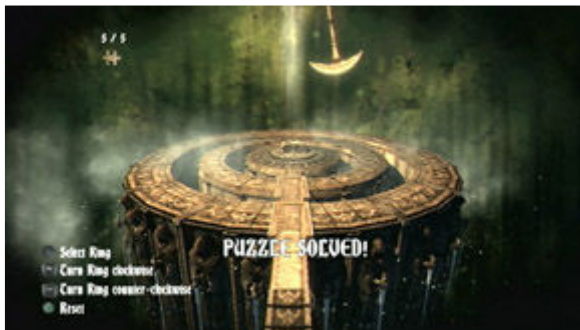


Whether you successfully solve the puzzle or opt out of it completely, you'll still get to see the end of this stage via a cutscene. Gabriel will reach his woman, only to kill her. When he turns around, his face is revealed to be metallic, but then he's suddenly thrust out of that dream state and back to reality. Confused as to what he just did, and why he did it, the guardian refuses to tell him anything other than the fact that he's been deemed allowed to enter Oblivion Lake, where Gabriel's quest will continue in earnest.



■ Trial

As was mentioned earlier, the game's scrolls (accessed from your main menu) will ruin how to solve this puzzle once you get through it once successfully, which will prove to be hugely important here. Why? Because the trial proposed for this stage is to get through the puzzle at the end in the minimum amount of moves possible. That's five moves, and the same strategy you used to solve the puzzle the first time around will be the same strategy you'll use this time around as well. So, if you need a reminder, here it is. First, highlight the largest, outer circle, and rotate it clockwise twice. Then, highlight the smallest, inner circle, and rotate it clockwise twice as well. Finally, rotate the middle circle clockwise a single time. Voila!



Oblivion Lake is a serene, sterile environment. The cold winds whip through the area as you see nothing but snow and ice all around you. Work forward out of the thin cave in which you begin. Once you're on the quiet wooded path, walk forward to a dock ahead, overlooking a frozen-over lake.



■ Life Gem (1/1)

An impossible-to-miss Life Gem can be found on the dock at the side of the frozen lake. When you arrive at the dock, you'll see a dead body on it. Examine the body to grab the Life Gem you seek. Keep in mind that if you jump onto the lake, you'll catalyze a cutscene that will ultimately draw you into a boss battle. So be sure to grab the Life Gem from the corpse in question before doing so.



After grabbing the Life Gem from the corpse on the dock, you'll be able to progress only by throwing caution to the wind and jumping on the frozen lake, Oblivion Lake. Worry not -- the lake is solidly frozen over, and Gabriel stands to lose nothing by testing its strength. But as you'll find out from the cutscene that ensues, the lake's ice breaking is the least of your concerns. What should really worry you here is the Ice Titan that smashes through to the surface from underneath the ice. This creature is gigantic. Just how will you work to fell it?

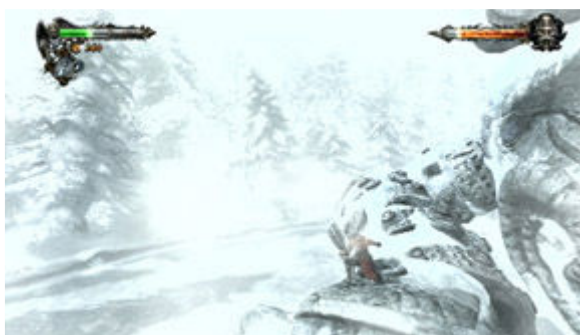


The Ice Titan is a gigantic creature, and this battle can certainly be frustrating if you aren't exactly certain of what you must do. But once you realize that there's a sort of graceful elegance to be had throughout this battle, you'll definitely be in a better position to get through this battle quickly and effortlessly (which will be necessary to get through the stage's trial, as you'll find out). As the Ice Titan appears, your first and most important task is to get close to him. He'll use a couple of attacks while you're far away from him that you should be aware of in the meantime. The first attack is that he'll punch the ice, shooting a stream of shards your way. Dodge this with a quick roll. The second attack is the Ice Titan carefully placing its hand over the ice, casting a spell that will surround you with ice shards that are hard to break free from. Avoid this attack by waiting for a glyph to surround you, and then quickly rolling out of its circumference before the ice shards appear.



		Besieged Village	Hunting Path	The Dead Bog	Pan's Temple	Oblivion Lake
			Part One	Part Two		

Once you're in close, the Ice Titan changes the way he attacks, resorting exclusively to powerful melee strikes. He'll begin to punch the ice around him in an attempt to squish you. These attacks are predictable and easy to dodge. He'll always use his left fist to punch, and he'll pull back slowly, giving you plenty of time to react. Make sure to roll away from the punch *and* jump in order to avoid direct damage from the punch and secondary damage from the earthquake he causes once his fist smashes down. Eventually, in doing this attack over and over again, the Titan will get his fist stuck in the ice. This is when you must strike. Run up to his arm and look for a glowing spot on his forearm. Use your whip to grapple to this point. You'll now need to circle around and up the arm, following the on-screen prompt to hold yourself onto the Titan as he attempts to shake you off. What you're aiming for is a rune on the back end of his arm that gives him power. When you arrive, follow the on-screen prompt to begin smashing it, which will damage him. Be aware that you'll still need to hold on all the while as he attempts to shake you off.



From here, things get truly interesting. If you're quick and precise, you'll never find yourself back on the ice again, but if the Titan knocks you off through the following events, you'll need to start from square one, working your way back up to his stuck arm. After destroying the first rune, you'll find yourself on the Titan's arm, horizontally. Quickly dodge his other hand as it comes down to smash you, and then grapple onto that same hand with your hook. Grapple again onto his chest plate once his right arm swings back into place, and shimmy over to the rune on the left side of his chest. Begin to smash it into oblivion as you hang on. You'll also need to dodge his hand as it swings downward, which can be done by quickly maneuvering using more on-screen prompts. From here, you'll be brought to his back (via another whip swing), and then to the side of his head. In those places, the mantra remains the same. Climb and shimmy over to the runes at those locations, and smash them into smithereens, all the while remaining aware and agile enough to dodge the Titan's attempts to dismantle you from your various perches. This battle is, in a sense, pretty one-dimensional once you get the hang of it. So don't get frustrated!



When you've damaged the creature about three-fourths of the way through his health meter, you'll be free to watch a lengthy cutscene that wraps this mission up. A yet-unknown older gentleman shows up on-scene just as Gabriel is thrown from the hulking beast. He works his way up to the neck of the Titan, pleads for one of Gabriel's daggers, and then delivers the killing blow. With the Ice Titan defeated, his mystical essence will allow Gabriel's lost love to materialize, but not for long. As she and Gabriel briefly speak, she'll tell him that it's up to him to stop an evil from spreading across the land. After a while, that unknown man (who is from Gabriel's order) and Gabriel will resolve to go about the business of garnering the Lords of Shadow's power, which is apparently what they need to quell this evil. And then, they go off on their own paths, to reunite later.

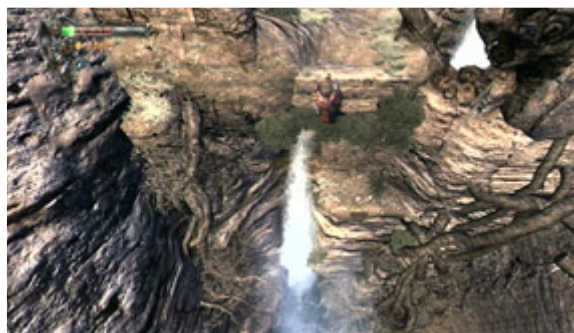


■ Trial

This is a difficult trial to complete, so you may need to come back later when Gabriel is better fortified, with more powerful weapons. The idea here is to get through the Ice Titan fight in a matter of ninety seconds. If you can do so, you'll complete the trial successfully. Your time doesn't begin until a few seconds before the Ice Titan smashes his fist into the ice and gets it stuck, which essentially begins the chain of events in which you travel from rune to rune, destroying them all over his body. There's absolutely no room for mistakes here, and there's no room for dilly-dallying either. You have to rapidly climb around the body, throwing caution to the wind. If you fall off and get struck by the Ice Titan, you might as well start over again, because it will be impossible to get through the fight in the allotted time. Once you've destroyed the last rune and the final cutscene begins, however, you'll be in the clear. Good luck with this one... you'll need it!

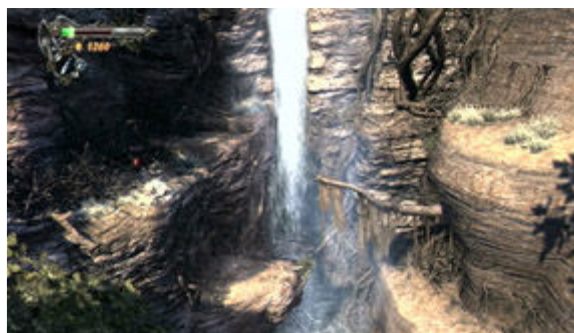
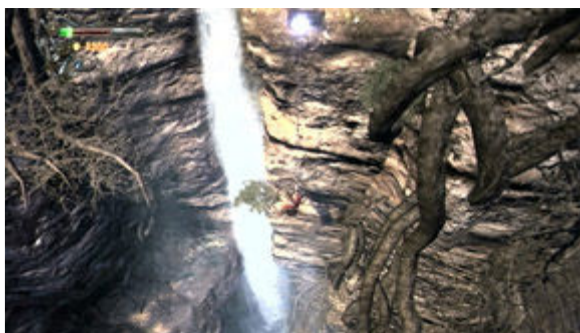


Things at the Enchanted Forest start innocuously enough. After gathering your wits and taking in the beautiful surroundings all around you, you'll have no choice but to drop off of the cliff ahead. Hang off of the cliff, and drop down to a little nook below. Here, you can hang off of another platform and use your whip to grapple to a point just below it. Rappel down to a platform below, and then swing over to your left via another grapple point in order to proceed.



■ Scroll (1/4)

This is an exceedingly difficult scroll to miss. After rappelling down the rockface from the starting area of this mission, you'll eventually have to swing over to your left, using your whip's grappling abilities. Drop down from there, and work your way a bit towards the screen. You should encounter a dead body here. Search the body for the scroll, but be careful not to accidentally walk off of the cliff on your right before grabbing it, or you'll need to restart things from the beginning.



Drop down from the location of the scroll to the creek below. You can actually work your way underneath the waterfall flowing from above and into a dark, secret cave. However, you don't have the proper magic to get through a barrier you encounter there, so during your initial playthrough on this mission, you might as well ignore it. Instead, dash down the creek away from the starting position, enjoying the beautiful scenery as you go. You'll eventually encounter a lone foe that, once killed, will surrender a mysterious orange essence. You know the Light Gem Medallion you received earlier, after slaying the Ice Titan? Well, you can assimilate this essence (following the on-screen prompt) to fill up a meter. With the meter even slightly filled (as it is now), you can follow another on-screen prompt to enter a mode that uses the Light Gem Medallion's power to heal yourself by attacking other foes. Very, very interesting... and very, very useful as well.



■ Brotherhood Ark (+5 Dagger Upgrade)

Once you have the ability to use Shadow Magic, you can return back to the beginning of the Enchanted Forest. Drop down to the waterfall, and this time, head through the waterfall and into the little cave it obscures. With Shadow Magic enabled, examine the rune next to the sealed door at the back end of the hidden cave. When you do, you'll gain access to a small chamber with a Brotherhood Ark within. Open the Ark to find a weapon upgrade, which will give you +5 Dagger Capacity.



You'll have to fight two Lesser Lycanthropes here, one before you learn about Light Magic, and another after you do. With both of them slain, you'll then be able to drop off of a precipice on your right, where the game will direct your attention towards a statue that's literally spewing forth with essence for your Light Gem Medallion. Follow the on-screen prompt to capture as much of this essence as you possibly can before jumping over the nearby log and running down the path ahead.



As you run down this path, you'll encounter a series of Lesser Lycanthropes, who spawn from the top of the path and aggressively run towards your location down here. Use your Light Magic flagrantly here, keeping Light Magic activated throughout the fight to heal any wounds Gabriel has incurred so far. You won't want to fight like this normally, since Light Magic can only be replenished when you fight enemies without Light Magic activated. But since that statue is nearby, you can rather easily fill up your Light Magic, and have no regard for its usual status, as a rare essence that you'll want to treat with more care.

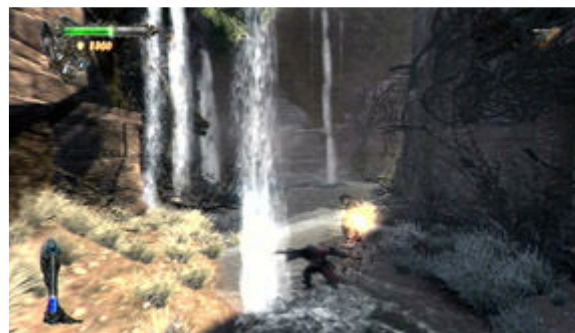


■ Light Gem (1/1)

After fending off the enemies as you approach the overrun fountain, you can go to the left or to the right. Opt to go around to the right, and drop down off of the precipice to the area below. Here, you'll be assailed by a bunch of Goblins, so sit tight and fend them all off. When things quiet down, you can then press forward, where you should find a body lying on the ground. Examine it for this Light Gem. You could actually continue forward from here by grappling onto a hook, but we recommend that you backtrack to the fountain and instead follow the instructions in the walkthrough.



With the Light Gem in hand, head back to the fountain, and this time, wrap around to the left. Opt to fall off to your left (keeping in mind that you can't return to the previous area once you do). As you fall down, you'll encounter a bunch of Goblins, who will storm you from locations all around you, spawning out of bushes and the like. One weapon you can use with reckless abandon here is the dagger, since you'll find a bag of daggers along the far wall that you can use to replenish your stock once this simplistic battle has run its course.



When all is quiet, you'll find that the only way to proceed is by combining a mixture of swinging and grappling in an area to your right. Start by swinging your whip up at the glowing hook point above, and then use it to swing your way to a series of ledges. Start clawing your way rightward and leftward, using what openings you can to jump upward. Eventually, you'll reach an area above and on your left that will allow you to drag yourself back to the relative safety of a stationary platform.



■ Scroll (2/4)

As soon as you're back on solid ground, you can run forward towards another dead body that's rather obviously sitting on your only path. Examine it to acquire this scroll. Simple.

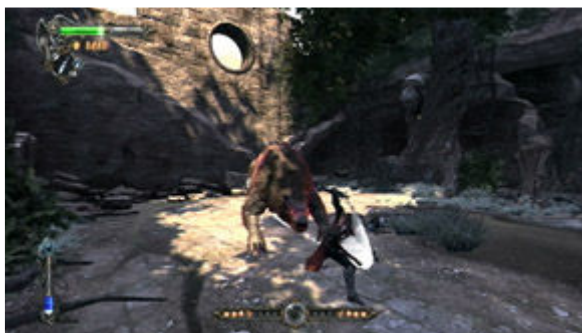


■ **Scroll (3/4)**

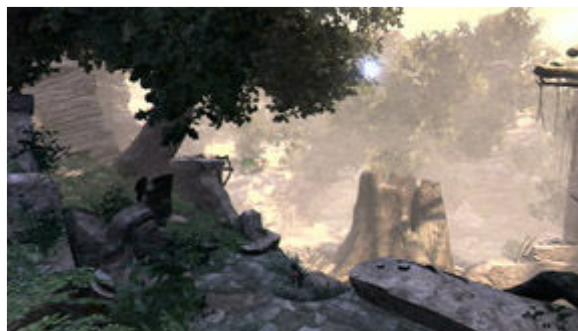
The scroll you find next isn't just any scroll. It's called the Focus Scroll, and it will open up a new way for Gabriel to earn essence to build up his Light Magic. To grab it, move forward from the location of the previous scroll, where you'll find a man-made wall with a whip hook at the top of it. Hook your whip onto said hook and work your way upward. Bash through the stone window there (like you did on an earlier stage) to reach the next area. Examine the dead body blatantly sitting in the middle of this sealed-off location, and voila! You'll have yourself the Focus Scroll, which you will learn to use to its fullest extent in the next series of battles.



The game will first throw a Warg your way, instructing you to hit it with successive strikes to build up the meter on the bottom of the screen. Once you build up the meter (which is done by successfully striking without being hit yourself), attacks with the meter full will result in Light Magic essence being dropped with each of the next hits. You can continue the trend against the Goblins that attack once the Warg has been felled. Keep in mind that the Goblins will spawn endlessly until you use two of their grenades against the gigantic rock barrier at the top of the screen. Once that's shattered, the Goblins will stop spawning, and you can move forward into the next area.



Ancillary Goblins, as well as a few Lesser Lycanthropes, will be the very last enemies you have to contend with as you move into the next area. Once they're felled, you can concentrate on ending this mission posthaste (but be sure to read the subsequent paragraph, which will explain how to get the mission's final scroll before progressing to the next mission). Wrap around the gigantic tree trunk in the center of this area, running left around it in a clockwise fashion. You should find the crumbling wall of a tower on the far end of the tree trunk. Climb up on to the hand-holds there, and then use your whip to reach the book high above you. Rappel up the wall and then use another hook to swing to an isolated cliff. You can then turn around and use the hook on a tree to reach the top of the tree trunk, which is actually the hidden entrance to a cave. That should be the end of the mission!



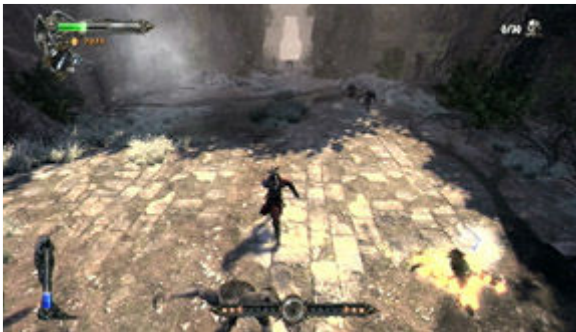
■ Scroll (4/4)

If you're interested in quickly grabbing a scroll *before* working your way into the tree trunk, simply do the following. Once the final Goblins and Lesser Lycanthropes have been slain, run around the gigantic tree trunk to the right, in a counterclockwise direction. Doing so will lead to the far side of the aforementioned tower wall. You can't progress from here, but you will find a dead body sitting on the ground. Examine it to find this scroll before executing the mission's endgame.



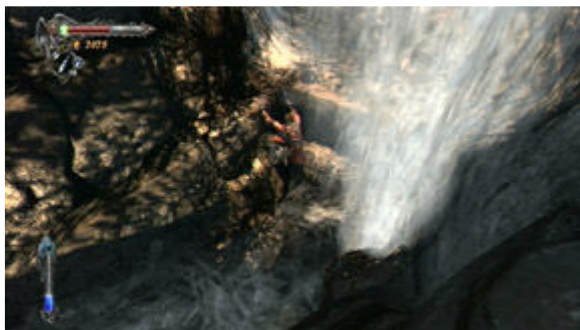
■ Trial

This mission's trial is easy to complete, but you're going to need to sit tight and work hard to complete it. The idea here is to kill thirty Goblins with the grenades that they throw at you. This is easy to do, in premise, at the end of the mission, where you have to use a couple Goblin grenades to destroy a rock barrier. Instead of chucking their grenades at the barrier, simply chuck them back at them. You'll need to be careful to aim here, though, because if you send two grenades flying at the rock barrier instead of at your enemies, the barrier will fall, and Goblins will stop spawning. You've been warned! (We've been getting a lot of e-mail about this particular trial. If you want an easier way to complete it, try grabbing a Goblin with a grenade in-hand. You can actually ignite and detonate their grenades in a quicktime sequence in this way, which is actually a lot easier and a lot more streamlined than our first recommendation. Consider doing this instead if you're having issues.)

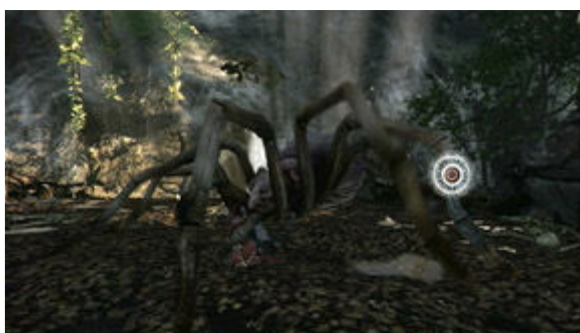


	Enchanted Forest	Underground Caves	Labyrinth Entrance	Waterfalls of Agharta	
		Part One	Part Two	Part Three	Part Four

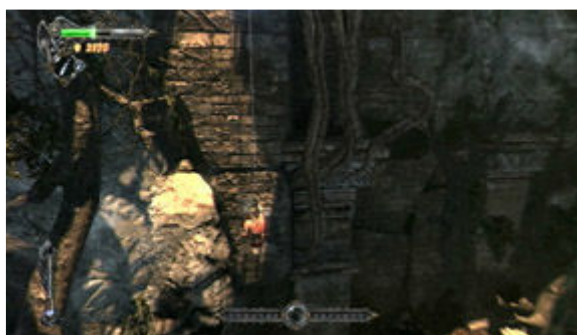
Things begin innocuously enough here, but don't expect that the trend will last very long. Move forward down the linear cave, and you'll soon encounter an opening. There's a chasm ahead and below you, so you'll need to evade it. Do so by dropping down and hanging onto the nearby ledge, and shimmying to your left. Jump upward to grab onto ledges above, and shimmy to the left again. Then, follow the on-screen prompt to safely jump backwards, across the chasm and to the safety of a ledge.



We use the word safety lightly here, however, because as soon as Gabriel lands, a Giant Spider shows up and begins to stalk him. Gabriel doesn't see the spider until it's too late, and before he knows it, the Giant Spider is on top of him. Follow the on-screen prompt to lift the spider off of you, and then get ready for a battle. The Giant Spider can hack and slash with his arms, and he can also shoot a web at Gabriel that will paralyze you (follow the on-screen prompt if and when this happens to break loose). Return the favor with incessant whip attacks. Feel free to supplement the attacks with dagger throws as well, though the spider can dodge them. The Giant Spider will prove to be a damage sponge, but he's not a huge challenge apart from the amount of damage he can sustain. You may want to consider using your Light Magic to heal yourself during the fight if you're taking a lot of damage yourself.



When the Giant Spider is slain, you'll only find a single way to progress forward. Move towards the opening ahead, and swing your way over to the whip hook there. In the next area, you'll need to grapple down a wall to safely reach the floor below. Be sure not to let go until you rappel downward, or you won't survive the fall, and will have to try again.



When you land in this new area, you're going to be immediately assailed by a plethora of Lesser Lycanthropes. You'll want to take care of these guys as quickly and as efficiently as possible. Why? Because while you're fighting them, a second Giant Spider will show up and attack. Because of the fact that there's a limited number of Lesser Lycanthropes that spawn, the quicker you work through them as soon as you land, the less of them you'll have to fight simultaneous to your battle with the Giant Spider. Your best bet here is to fight the Giant Spider only after all of the Lesser Lycanthropes are slain, but the same rules apply here as in the earlier fight with the arachnid. Dodge his attacks and pummel him when it's safe. Light Magic will again help if you're losing health.

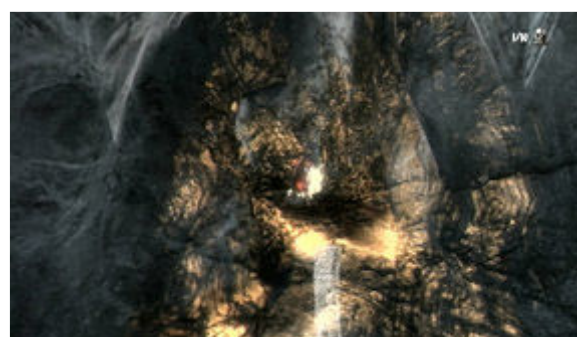


	Enchanted Forest	Underground Caves	Labyrinth Entrance	Waterfalls of Agharta
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Part One	Part Two	Part Three	Part Four
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■ Scroll (1/3)

From here, things get a little bit complicated. You're going to find a lot of paths to explore, but they all somehow connect to each other. For now, let's chase after a scroll. Work your way to the top/right side of the screen, and jump up to the cliff. In the next room, drop down along the wall via the whip hook, and then shimmy over to your right. You can jump over a few gaps (and cross a spider web bridge) and will eventually run into a glowing dead body that contains the scroll you seek. You can actually proceed past the body to continue on with the stage, but for the sake of the walkthrough, you should backtrack to where you fought the Lesser Lycanthropes and the second Giant Spider to continue instead.

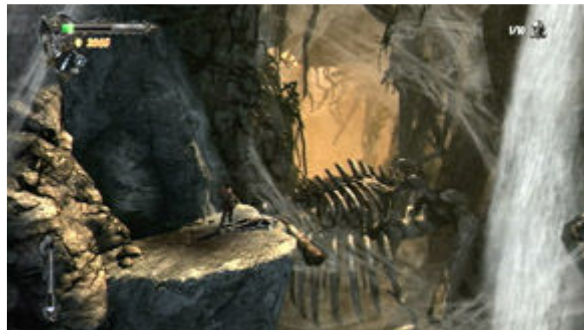


Once you've grabbed the aforementioned scroll and then backtracked to the location where you fought the Giant Spider and the Lesser Lycanthropes simultaneously, you can proceed out of an opening on your left. You'll need to hang along the wall and shimmy to your left, jumping a few gaps en route. You'll eventually land in a new location, with two routes heading in opposite directions, one to your right, and one to your left. Which way to go?



■ Light Gem (1/1)

There's a Light Gem to grab here, but keep in mind that you won't be able to acquire it until you visit this stage for a second time (so you could conceivably get this Life Gem and complete the stage's trial at the same time, should you choose to do so). That's because you need the whip's Spiked Chain to get things moving. There's a totem that you'll encounter here. Grasp onto it with your Spiked Chain and pull the totem apart. This will reveal a pathway. Follow the pathway to the end, and you'll find a dead body. Scour the body in question for the Light Gem you seek, and then backtrack to continue with the primary mission.



So, as we mentioned earlier, we're dealing with a path to your left, and a path to your right. Ignore the path to your left for the time being, and instead, opt to go rightward (simply because there won't be any action to the left until you complete a specific task here). Follow this spider web-ridden, linear passageway to a wide open cavern, where you'll be able to proceed. Earlier, when you acquired the first scroll, you had to cross over a web bridge. You'll find more of those here. Cross over to the platform across the chasm, and then back in the opposite direction to a larger platform. Be ready to hit the trigger when prompted if Gabriel is about to fall, so that he can steady himself. Remember that if you fall into a chasm, you won't necessarily die, but you will sustain a hit to your health.



After crossing over the second spider web bridge, you'll be attacked by -- not at all surprisingly -- another Giant Spider. You should be well-prepared to deal with these guys by now, since you've now fought several of them. You won't have to deal with any ancillary threats during this fight, so this will be purely one-on-one. This works to your advantage. Just roll around to dodge the spider's attacks, and ruthlessly lay into it until it is no more.

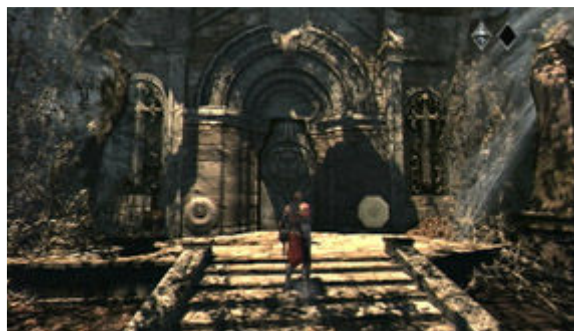
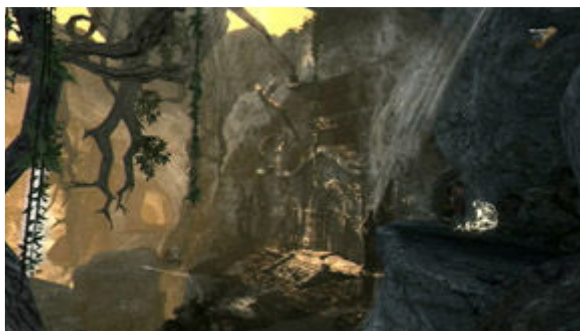


	Enchanted Forest	Underground Caves	Labyrinth Entrance	Waterfalls of Agharta	
		Part One	Part Two	Part Three	Part Four

With the Giant Spider felled, the only way to continue is along the rockface at the northern end of this platform. You should be able to use hand-holds to pull yourself up, where you can then shimmy to your left. Keep on shimmying until you're forced to jump to a small platform in front of an entrance to a linear cave. Jump over, and then follow this linear pathway until you see a whip hook above your head. Use the hook to hoist yourself up to the next platform.



On this next platform, you'll find a dead body. Don't get too excited, though. Unlike many dead bodies you've encountered so far, this one won't surrender a scroll for you, or better yet, a gem of some kind. Instead, this body will surrender an item called a Runic Stone Key. Worry not, though, because you're going to need not one of these items, but two in order to successfully complete the stage. With the Runic Stone Key in hand, jump off of the cliff and approach the ornate doors ahead. Examine one of the two circular keyholes flanking the door to insert the Runic Stone Key you just found. Now, all you need is to find the other one, and we'll be able to finish this stage.



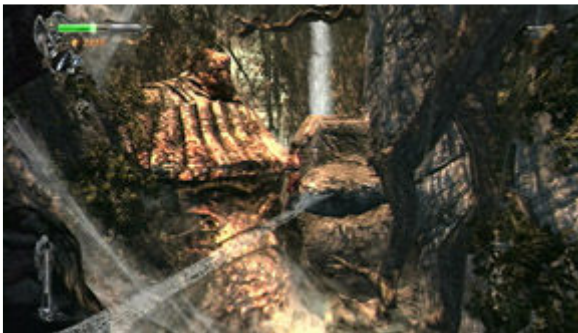
■ Scroll (2/3)

To find the second and final Runic Stone Key, you'll need to cross back over to the only platform attached to the one you're currently on, via a spider web bridge. Once on the other side of the bridge, carefully jump over to the adjacent platform, and then cross another spider web bridge. Climb up the rockface you encounter here, and then work your way forward towards a dead body lying on the ground. Scour it for the scroll you seek, but be sure you backtrack to the previous area. *Don't* use the whip hook nearby to continue, or the entire cadence of this walkthrough will be thrown off.



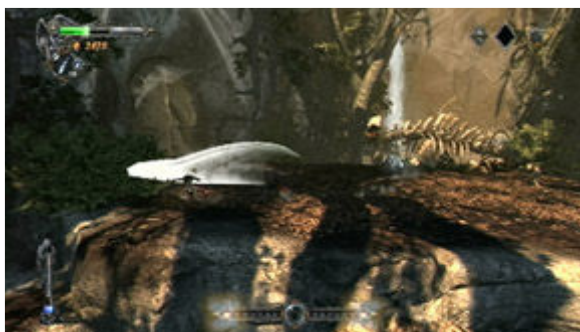
■ Scroll (3/3)

Once you backtrack, drop back down, cross the spider web bridge, jump over to the next platform, and then take the other spider web bridge that will force Gabriel to run back towards the screen. This will ultimately lead to another series of platforms and spider web bridges that will end up bringing you directly across another body, this one with another scroll. Unless you're completely oblivious, this will prove to be a hard scroll to miss, especially because you literally don't have to deviate from the set path at all to find it.

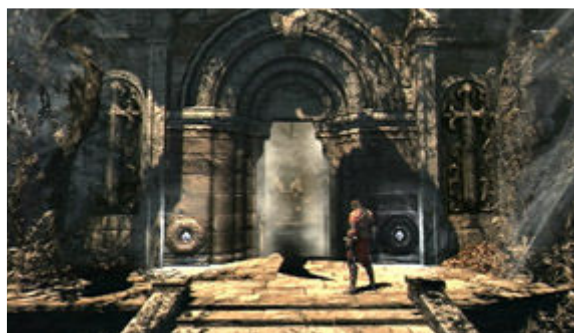


	Enchanted Forest	Underground Caves	Labyrinth Entrance	Waterfalls of Agharta	
		Part One	Part Two	Part Three	Part Four

Keep proceeding forward through this yet-unexplored territory. When you come across a healing station, you'll know that you're on the right path. From there, jump up to the area on your right. You'll see a glowing stone on your left that's blocking a path. Goblins should show up here to attack you, but if they don't, run along into the cave on your right, and then backtrack. That should force the Goblins to show up. Either way, the premise of this situation is obvious. As you've done before, use the Goblins' grenades to shatter the stone tablet on your left. Two grenades should do the trick. The Goblins will continue to respawn until you've destroyed the door, so this is a good place to grind for some experience, too. Once the stone has been destroyed and the last vestiges of the Goblins eliminated, run down the path the stone was blocking to find a dead body. This body contains the second and final Runic Stone Key you've been seeking out.



Now that you have the second Runic Stone Key, there's nothing left to do here but to backtrack all the way back to the door where the key can be used. Leave the pathway you're on, and venture back towards the healing station. From there, you should be able to proceed down a familiar path all the way to the sealed door. Use the Runic Stone Key on the second key slot, and the large stone door there will open up before you, allowing you to proceed onward.

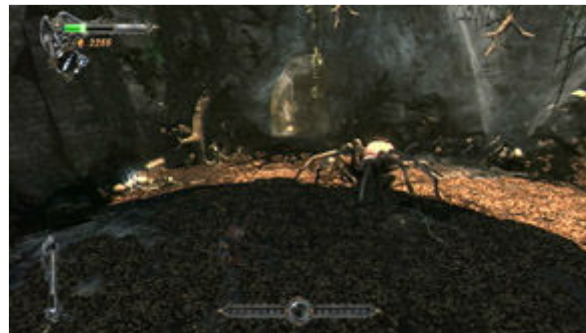


On the other side of the door, you'll find a cross-bearing altar, much like the one you found back in the first chapter at the mausoleum. As you approach, you'll bear witness to a cutscene in which Gabriel places his whip into the cross in order to garner an upgrade. This upgrade is the Spiked Chain. We mentioned it earlier in the walkthrough (since you need to return to this stage with the upgrade to grab the Lone Light Gem hidden here), but now, you'll get to use it in practice. With the upgrade, proceed down the path behind the altar, where you'll encounter a stone totem. Follow the on-screen prompts to take the totem down, and then proceed beyond its prior location, where the mission will conclude.



■ Trial

This stage's trial will involve you getting hurt intentionally. Indeed, this particular task can only be completed in one particular part of the stage. Here's the rub -- you must kill ten enemies while poisoned by a Giant Spider. There's no guarantee you'll ever be poisoned by one in the first place, but you must be poisoned. Then, while poisoned, you must kill ten enemies. Thus, the only realistic place to get this done is when you encounter the Giant Spider accompanied by a huge roster of Lesser Lycanthropes. Allow the spider to poison you, and then quickly lay into the Lycanthropes to build up your numbers. Remember that poison isn't a static condition; it will remove your HP and eventually kill you, so you have to be quick! Good luck!





The door that you need to open is still sealed, but now you finally have the tools necessary to break it open. More Goblins will flood the scene, and you'll find that, once on the Warthog, you're essentially impervious to their attacks. You can simply run the Goblins over, or use some specialized attacks from the back of the Warthog. Either way, though, this is a great place to raise some experience points as you also go about the main task at hand. To open the door, run to the foreground and turn around, facing the door. Then, run at the door with the Warthog. You should build up enough speed so that the Warthog smashes the door. Do this twice, and the door will be no more, granting you access into the next area.



■ Scroll (1/3)

As you move into the next area, be sure to grab this well-hidden scroll. As you turn right in the new area, you'll almost immediately run into a dead end. The statue on the right side of the dead end is key, because it's mostly obscuring a dead body lying on the ground. If you can finagle the camera into a certain angle, however, you'll see part of the body, revealing its location. Grab the scroll from the dead body before moving on.

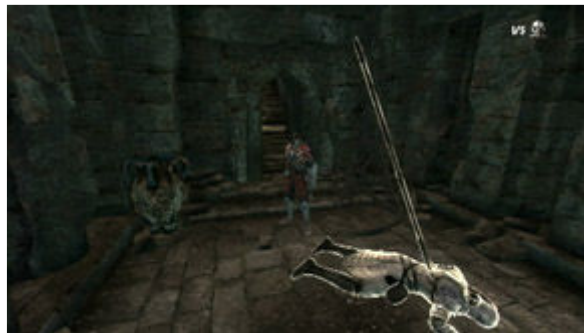


The next area is completely free of enemies, so as long as you killed all of the stragglers in the previous courtyard, you should have little to concern yourself with here. This area is sealed off from the next location, with a huge wall separating the two areas. Overgrown with vegetation and the like, you'll need to figure out a way around this wall. For now, get off of the Warthog (having served its purpose, Gabriel will kill it in the process) and head to the left side of the wall. You should be able to climb upward, using standard climbing techniques and the whip hook above to hoist yourself up and over to the other side of the wall. You can then begin to walk along the wooden beams nearby, using the tricks you learned in the previous stage to keep your balance all the while.



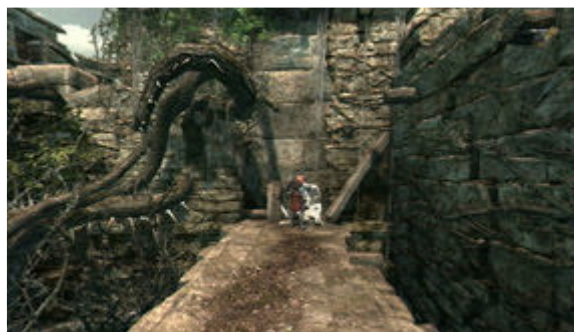
■ Light Gem (1/1)

Strangely, the Light Gem here is one of the hardest in the entire game to find. As you're crossing the wooden beams through this area, keep an eye out for a bridge made of three wooden planks. When you reach the near side of those three wooden planks, you're on the right track. Take a leap of faith, and walk forward to the right of the planks. The camera will suddenly shift, revealing a staircase leading downward towards a secret chamber. Within this secret chamber is a dead body impaled with a pike. Examine the dead body, and you'll find the Light Gem in question.

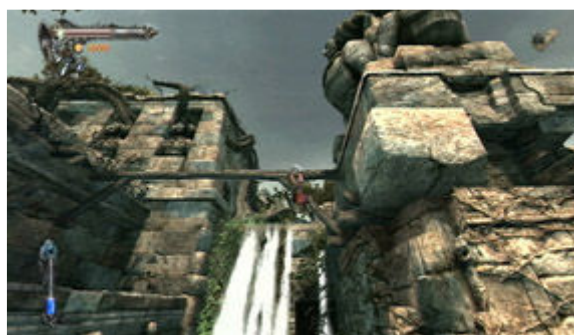
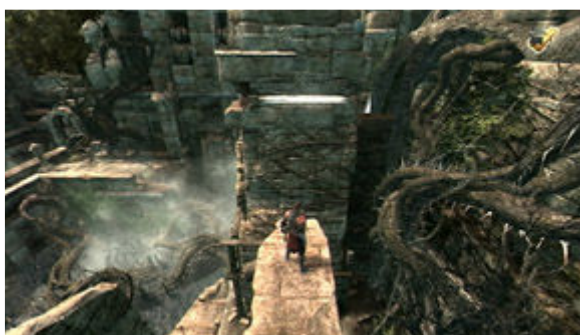


■ Scroll (2/3)

As you cross the wooden beams to the platforms on the other side, you'll see a dead body slumped against the far wall. If you examine this body after successfully crossing over the beams, you'll find a scroll. Grab it before continuing.



Near the scroll's location is a ledge sitting perpendicularly to your current location. Walk to the edge of it, and the camera angle should change. You can jump across the gap here to hang on to a ledge along the far wall. You can then shimmy around the wall to the left. Keep moving, as a minor earthquake will make part of the wall fall, which may bring you down if you aren't fast. You can then shimmy leftward across a wooden beam, dropping down to a platform below once on the far side of said beam. Now, drop off of the next ledge, and use your whip to hit the hook above your head. On-screen prompts will tell you how to properly repel outward from the edge of the wall, so that you can successfully jump over the overgrown vegetation underneath your feet, and to the safety of the platform on the other side of the gap.



Once on the other side of the gap, run down the stairs, and you'll encounter a lever near a gated door. Grab the lever and begin to turn it. As you do, you'll see the gate begin to slowly rise. But doing this will also draw the attention of Lesser Lycanthropes in the area, who will attack your position as you begin to take care of the gate. When the first wave shows up, release the lever so that you can take on the Lesser Lycanthropes. With the first wave felled, begin to open the gate again, and a second wave will show up. Release the lever once more and again kill these guys. Then, open the gate for a third time. A third (and final) wave of Lesser Lycanthropes will appear at this point, but keep opening the gate until the gate sticks. Then, with the doorway permanently open, you can kill the Lesser Lycanthropes for a third time, and then dash into the next area.



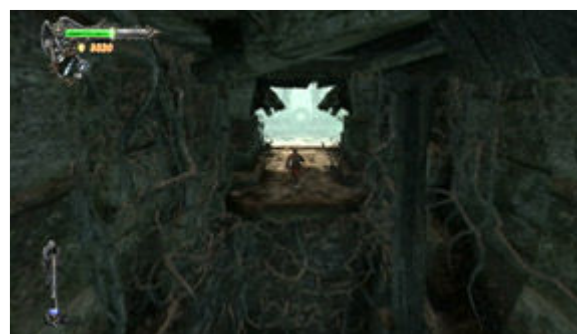
■ Scroll (3/3)

As you push into the next courtyard, you'll witness a mysterious beast looking down on you from above. You'll then regain control of Gabriel. Push through the courtyard towards the next structure ahead. As you go forward, you'll see a body slumped against a decaying statue on your right. Examine it to find the scroll hidden on the body, and then move forward into the next structure. There's nothing else of interest to see or do out here. (If you need to heal, however, you can use the healing station on the left side of the pathway moving forward.)



	Enchanted Forest	Underground Caves	Labyrinth Entrance	Waterfalls of Agharta
		Part One	Part Two	Part Three

Once inside this new structure, you'll have to head leftward to ultimately continue, but first, head down the hallway to your right instead. You'll encounter two things of interest here. The first, lesser point of interest is the bag of knives on the ground. Knives will come in handy in an upcoming battle, so replenish your supply here should you need to. The second, more interesting thing is a half-broken wall. You'll be able to whip it, but the game will tell you that you're not strong enough to fell it... yet, at least. You'll have to return here later on to take care of business, but it's certainly worth pointing out in the meantime.



■ Brotherhood Ark (+2 Fairy Upgrade)

In the stone corridor leading to the large, stake-filled gap on your left, you'll spot a crumbling wall to your right. When you get in front of it, the camera angle should shift radically, proving that there's *something* for you to find here. That something is a Brotherhood Ark. To access it, you must return to this stage later, when you have Shadow Magic at your disposal. Using Shadow Magic, you can shoulder your way through the crumbling wall, and then raid the Brotherhood Ark on the other side, which will give you a +2 to your Fairy capacity. (Keep in mind that completing a dash with Shadow Magic enabled will also require that you have the Cyclone Boots equipped. Without them, you can't dash with or without Shadow Magic.)



On the left side of the path, you'll see a huge gap that you have to cross, with wooden stakes in the gap that will take you out if you aren't careful. This jump is doable (in fact, you absolutely have to make it), but it will require a running start and a last-second jump to make it across successfully. Once across, venture into the circular courtyard back outside, where you'll be attacked by a group of Goblins, including one holding a wooden beam. You'll need that beam a little later, but for now, it serves no purpose. So concentrate on all of the Goblins, and make sure they're all dead. It doesn't really matter if you kill the Goblin who was holding the beam first, last, or anywhere in between.



Once you've killed a prerequisite amount of Goblins, an all-new enemy will appear. You knew that this guy had to exist, but you hadn't encountered him until now. This is the Greater Lycanthrope, the far stronger cousin of the weakling Lesser Lycanthropes. You'll only have to fight one of them, thankfully, but even then, you're going to have your hands full. The idea is to evade constantly, never pushing your attacks to more than a strike or two at a time. If you move in close and stay there, you're going to get torn apart. Dodge, dodge, dodge (and jump when he uses his earthquake move), and return the favor when you can. Daggers are an especially useful tool here, though the Greater Lycanthrope is agile, and will often dodge those attacks. Once he's fallen, you'll be free to use the wooden beam the Goblins brought to the scene to activate the switch in the upper right corner of the courtyard. Once you've attached the beam to the switch, twist it to open the door, which will catalyze the mission's ending cutscene. You won't get through the door, unfortunately. Instead, falling debris will force you yourself to fall to an area far below.



■ Trial

This stage provides an unusually simple and straight-forward trial for you to undertake. All you have to do here is kill five Warthogs before reaching the end of the stage. Because of the fact that Warthogs only spawn at the very beginning of the stage, that's where you'll need to execute them before moving on with the rest of the task at hand. It's simple -- instead of using the first Warthog that shows up to smash through the door, kill its rider and then kill the Warthog itself. This will force another to spawn, and you can endlessly repeat the process until you reach the prerequisite number given. Keep in mind two important things. First off, once the door is smashed open, no Warthogs will spawn, so be sure to leave the door alone before you hit your number (five). And secondly, keep in mind that you'll have to deal with endless amounts of Goblins while you do this, which will make things complicated. Still though, compared to many of the game's trials, this one is certainly one of the easiest.



■ Scroll (1/2)

No longer on the surface, Gabriel has fallen a long distance to an unknown area below. As soon as you gain control following the brief introductory cutscene, you'll be poised to immediately grab a scroll. The dead body that contains the scroll is rather obviously sitting nearby, directly to your left. Grab the scroll in question before continuing.

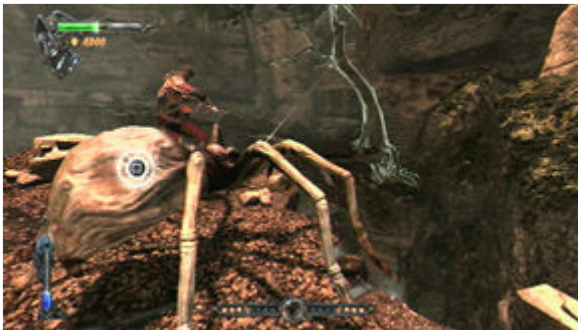


Loop around to your right, and you'll find yourself in a gigantic cavern. As you jump down to the circular platform below, you won't be able to continue onward immediately. Instead, your sudden presence here will draw out a Giant Spider that you'll have to do battle with. You've fought these guys several times now, so you should know how to conduct your business here with no issues. Simply evade the Giant Spider's attacks as you strike back when it's safe to do so. If he paralyzes you or gets on top of you, just follow the on-screen prompt to rapidly free yourself before he damages you.

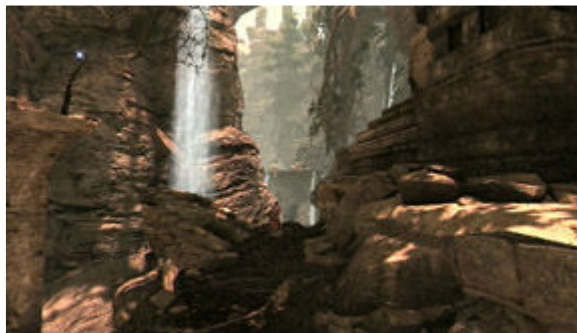
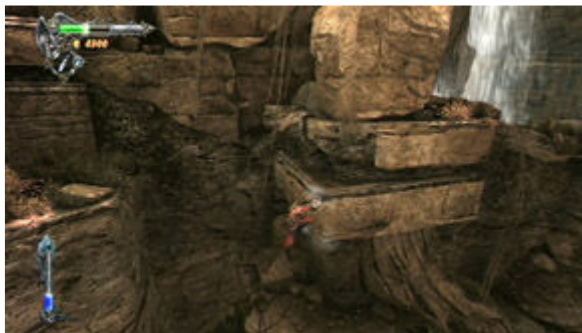


■ Light Gem (1/2)

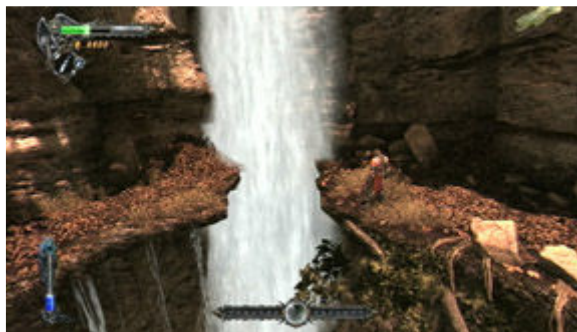
When you've damaged the Giant Spider enough, he won't die. Instead, you'll be given the option to mount the Giant Spider, treating him as a new creature for you to ride. The spider's silk abilities are what are important here, because you can use his webbing to draw the glowing tree on a nearby platform down enough so that you can then get off of the spider and whip-hook your way across the gap. So what does this have to do with the Light Gem? Well, that's easy. Once the spider has drawn-down the tree, you can get off of the creature. Gabriel will automatically kill it when you get off, and the Giant Spider will leave behind a Light Gem. Nice!



Things are easy from here... at least for a little while. With the tree lowered, Gabriel should be able to hook himself across the gap to an adjacent platform. He should then be able to gain access to a platform that winds its way in front of a tiny waterfall, in a leftward direction. To continue at this point, you'll need to hang down off of the ledge and shuffle along to the left, jumping across another gap, and hanging off of yet another ledge. Eventually, you'll be able to pull yourself back up. Nearby, you should (rather predictably) find another tree to your left that you can use to hook yourself across another gap.

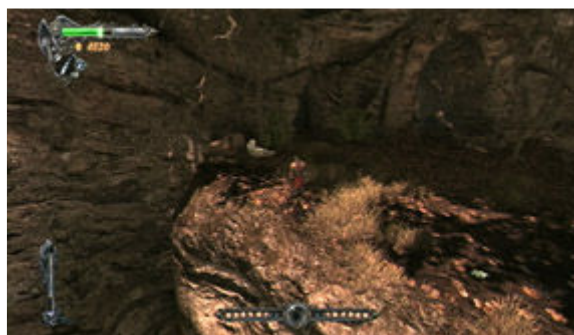


As soon as you cross that gap via the second hook-tree you encounter, you'll be assailed by a lone Greater Lycanthrope. You have little room to work with here, so aggressive tactics will probably serve you best. Lay into the Greater Lycanthrope, and do your best to dodge his attacks. Remember -- daggers work wonders on these creatures, so if you're having trouble, unleash some blades at close range to wrap up this fight quickly. Once that's done, you can hang off of some ledges on the left side of the rockface in order to gain access to another whip hook above. Once you're hooked on, hoist yourself upward and to the left, and begin to work your way into the next area, where the camera will pan over a beautiful landscape that you'll need to figure out how to traverse.



■ Scroll (2/2)

As soon as you're into the next location, you'll be attacked by a Greater Lycanthrope, and this time, he'll be accompanied by a half-dozen or so Lesser Lycanthropes. Naturally, with such little room in which to maneuver, you'll be hard-pressed to survive this battle without a little bit of difficulty. Try to concentrate on thinning the ranks of the weaker enemies first, if you can, so that you can then focus your entire onslaught on the Greater Lycanthrope alone. Use Light Magic if you need to heal! When the fight is all said and done, be sure to scour the dead body on the left side of the platform for a scroll before then continuing onward to the right.



On the right side of this platform, you'll spot a giant engraving of a face along the rockface. It will be glowing, suggesting that you could hook onto it with your whip and tear it down. You'll need to do just that to continue, using the fallen mask as a platform to gain access to a whip hook to your right. You can then rappel down a wall to the platform below. Proceed to your right from there, where another whip hook can be seen in the distance, across a gap on your right. You'll need to get right to the edge of the platform in order to reach it, however, so be aware of that.



As you pull yourself across this chasm, you'll finally see the creature that's been stalking you for a couple of stages. This creature is known as a Small Troll, and as you'll find out, he's the least of your worries here. The Cave Troll that suddenly grabs you while you focus on the Small Troll is the real issue. Follow the on-screen prompt to break free from the Cave Troll's clutches, and then get ready for a fairly difficult battle against a lone Cave Troll and his many Small Troll minions. The Small Trolls will spawn endlessly until the Cave Troll is felled, so concentrating on the lesser foes first makes no sense here. Dodge the Cave Troll's attacks as you do your best to dish damage to him. When he takes enough damage, you'll be able to follow more on-screen instructions to mount the creature, and you can then use its strength to break the rock barrier at the northern end of the platform. Once that's done, the Small Trolls should stop spawning, and you can dismount the Cave Troll thereafter, killing it in the process.



■ Light Gem (2/2)

A very special Light Gem can be found, but first, you need to get to its location. To do so, use the whip hook on the far side of where that boulder once rested. Once across the gap, you'll find yourself in front of two separate entryways into a cave system ahead. Ignore the path on your left for now, and instead, work your way through the path on the right. Head right through the linear cave path so that you're back outside on the other end of the cave. Venture leftward from there, and seek out a waterfall. The waterfall partially obscures a small, isolated cave. Walk through the waterfall to enter the cave, and you'll immediately spot a dead body. Examine the dead body for a Light Gem.



From where the aforementioned Light Gem was found, backtrack all the way to where you made the jump from the platform with the boulder. We earlier told you to ignore the path on the left, but now, you should take it. Be sure to heal via the healing station en route, should you need it. As you work your way into the cave on the left, you'll almost immediately run into a stone totem. Destroy it with your Spiked Chain, just as you did to a few totems during earlier stages. Doing so will open up a new part of this location for you to explore. Jump across the small gap in front of you to proceed.



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Another Giant Spider will confront you once you're in this new area, but as you should know by now, dealing with these Giant Spiders isn't especially difficult if you utilize sound tactics. Other than the spider's ability to poison you and paralyze you, its entire arsenal consists of basic melee strikes. Therefore, you'll want to stress dodging those attacks above everything else. When the spider has taken enough damage, you'll be able to mount it, as you were able to earlier. Once successfully atop the spider, use its web-making ability to create a spider web bridge across the gap where the wooden bridge the spider earlier destroyed once stood. Then, dismount the spider (which will kill it automatically) and cross over the gap to the temple-like structure built into the mountainside ahead.



Sitting outside of the mountain temple is a source of neutral essence, so you might as well use some of it to fill up your Light Magic. Then, go ahead and enter the temple. You'll find a gate with a magical seal to the left of it. Upon examining it, you'll learn that Shadow Magic is necessary to gain entrance to what's on the other side, but you don't have access to Shadow Magic... at least, not yet. If you opt to pull down the totem on the right side of the path with your whip, however, Gabriel will find a deceased body with a rune wrapped around his neck. Gabriel takes the medallion and calls it his own. This medallion will teach you Shadow Magic, which is the equally-useful antithesis to the Light Magic you already possess. Head back outside to fill up your new Shadow Magic meter, and then use some of that magic on the seal next to the gate to continue.



You're pretty much at the end of this lengthy mission. All that's left to do is fend off the Lesser Lycanthropes that assail you in this new location. With them downed, the game will zoom in on a ledge that you will use to begin your ascent upward to the entrance to Agharta. Things are pretty self-explanatory here. You'll need to drag yourself up a few ledges, and then begin to use various whip hooks to drag yourself ever-upward. Remember that you're not static when you're hooked to a whip hook. In fact, you'll need to use your momentum here to cross gaps, where you can attach to new whip hooks. So if you're stuck, remember that you'll likely need to do a little swinging to reach the next location. Otherwise, the end of the mission will strike you suddenly as you keep climbing upward.



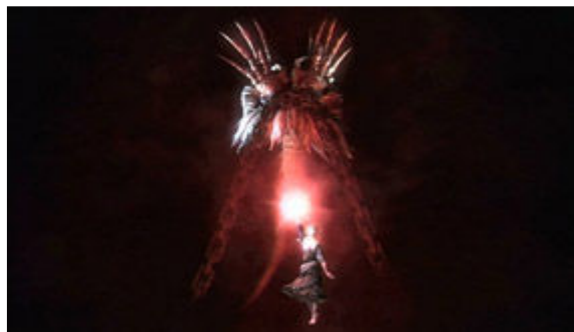
■ Trial

This stage's trial involves a rather easy task, which you'll be thankful to hear. You'll have to kill twenty Small Trolls while riding on the back of a Cave Troll. The best opportunity in which to do this is about halfway through the stage, when you first encounter the Cave Troll and his Small Troll companions. Fight the Cave Troll until he's taken enough damage that you can mount him. Then, focus on killing the Small Trolls that will spawn endlessly. They will continue to spawn until you destroy the boulder at the northern end of the platform, so ignore the boulder until you've hit the prerequisite number. Then, you will have fulfilled the trial requirement and can move on with the rest of the mission.



	Agharta	Dark Dungeon	Sanctuary Entrance	Sanctuary of Titans	The Black Knight
		Part One	Part Two	Part Three	

As you head to this mission, you'll witness a rather mysterious cutscene that will set the pace for the rest of the stage. Gabriel will begin to fall past a cliff, but he suddenly uses his cross to stop his fall. As he crawls up to the platform above, an enemy stalks him. But then, an unknown blond female shows up and uses a mysterious crystal shard to scare the beast away. You'll bear witness to her summoning some sort of devilish creature, but once she's done her job in getting rid of the pest that wants to kill you, she'll jump off, suggesting with a nod of her chin that you should follow her.



■ Scroll (1/3)

If you attempt to follow the woman directly, you won't be able to. The game will prompt you to instead seek an alternate route. Do so by backtracking to your starting position, and then bearing rightward. This will lead to a severed staircase, with a seemingly-insurmountable chasm separating you from the ruins on the other side. However, a keen eye will reveal a whip hook on the far end of the chasm. Take a leap of faith and extend your whip to reach the hook, and then swing across. A dead body containing the scroll you seek should be at your feet once you land, but be aware that after you raid the body for its contents, you'll be attacked by some Small Trolls.



■ Scroll (2/3)

After acquiring the first scroll and fending off the Small Trolls that were guarding it, you can move leftward up some stairs, and towards the source of some of those Trolls. After going left, run towards the screen, back towards the direction in which you started. You should find another body there, containing another scroll for you to acquire and read.

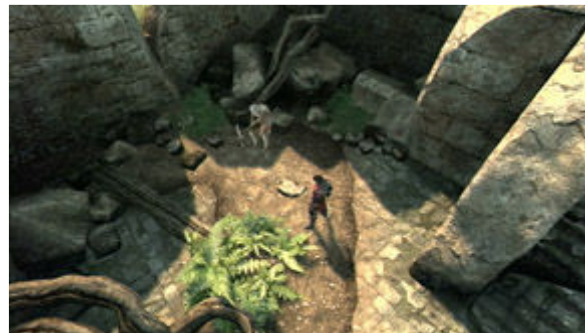


Though this place seems pretty labyrinthine (and it is, in a sense), you'll still be funneled down into the same location regardless of the two routes you decide to first explore. For the sake of this walkthrough, we first recommend that you head forward and down some stairs to your right. This will lead to a location where some Lesser Lycanthropes will attack you. Fend these guys off as best you can -- they should be easy to slay at this point in the game -- and then explore a nook to your right. The camera should pan to show another gap, and another whip hook that can be used to cross it. Avoid your want to cross the gap right now. There's actually an item you should grab first, and doing so now will ultimately make your life easier.



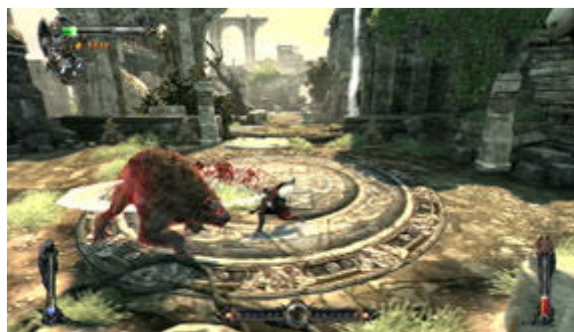
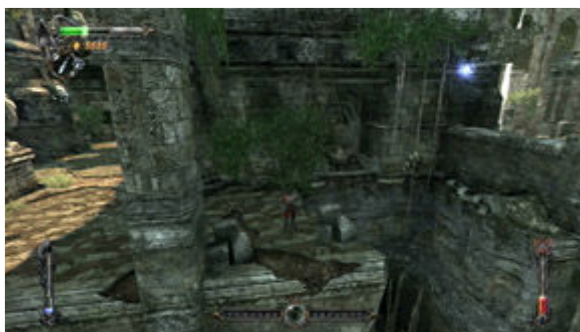
■ Shadow Gem (1/2)

Instead of venturing over the gap with the whip hook (which you will end up doing shortly), you should instead head to the left of where you fought the Lesser Lycanthropes. You'll need to work your way up and down some stairs and through the crumbling ruins of this once proud city. You'll eventually stumble across a staircase leading up towards a hole in a stone barrier, but it's actually to the left of this hole that's really important. There, tucked in a corner, you should find a dead body which will contain your very first Shadow Gem. Acquire this before moving on.



	Agharta	Dark Dungeon	Sanctuary Entrance	Sanctuary of Titans	The Black Knight
		Part One	Part Two	Part Three	

You may be tempted to continue through the hole in the stone barrier atop the stairs next to the first Shadow Gem's location, but you shouldn't. Instead, backtrack all the way to where you fought the Lesser Lycanthropes, and again access the chasm with the whip hook above it, the one that we've yet to use. Now that you have the Shadow Gem, you can cross this gap, which will bring you to another isolated platform. To the left of this platform is a glowing, severed bridge. The game will tell you that you can't cross on your own, but that's when a Warg shows up on the scene. You've been fighting these guys since the very beginning of the game, so you should know what to do by now. Once this enemy has taken enough damage, you'll be able to mount it. You can then use the Warg's speed and jumping abilities to jump over the gap left by the severed bridge.



You may be confused as to why you had to go through all of that trouble to cross the gap. After all, the hole in the stone barrier near the Shadow Gem's location led to this identical area. As you'll find out, though, you'll need the Warg to proceed through this area, and he won't show up unless you whip-hooked your way over to the previous location. Once here, stay on the Warg and fend off the small wave of Lesser Lycanthropes that attack. Once all is quiet, you'll be able to take note of a statue on your right (you can't move this statue yet, so you'll need to return later in the game to do so once Gabriel is stronger). And you'll also take notice of another set of severed bridges to your left, parallel to the location where you found the two scrolls. Use the Warg to cross these gaps, and once over, lay waste to the creature before jumping over the wall ahead to continue.



■ Brotherhood Ark (+5 Dagger Upgrade)

You'll need the ability to use Shadow Magic to finally fell the aforementioned glowing statue. Once you have Shadow Magic, return to this location and use your Shadow Magic to violently punch the statue out of the way. As the glowing bird statue flies backwards, it will reveal a hidden chamber containing a Brotherhood Ark. Open the Brotherhood Ark to get a +5 to your Dagger capacity.



As soon as you jump over the wall, get ready for a battle. A gigantic Cave Troll will assault you, and he'll bring along a slew of Small Trolls for the ride as well. This will be a problematic battle because you really don't have much room in which to maneuver. The Small Trolls are likely to keep respawning until you take out the Cave Troll, so concentrate on the Cave Troll if you can. Once it's stunned, get on its back and begin to ride it into the next area, clearing out the rest of your foes as you go. It's important that you ride the Cave Troll into the adjacent location, or chances are another one will immediately respawn. And you're not going to be in any shape for another battle like this... at least not right now.



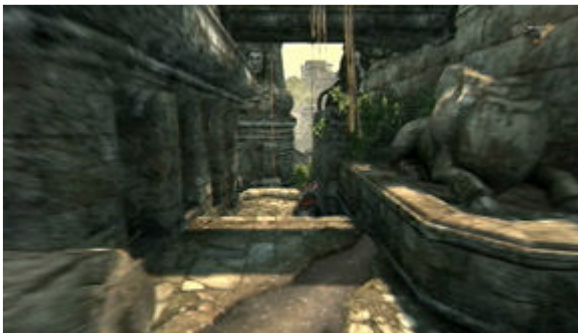
■ Scroll (3/3)

Once in the adjacent location, you can ditch your Cave Troll for the time being. After Gabriel has strangled and destroyed the Cave Troll, move forward to the location adjacent to some stairs leading upward on your right. To the left of the stairs, you should find a dead body slumped against the wall. Examine the body to locate the scroll it was hiding.



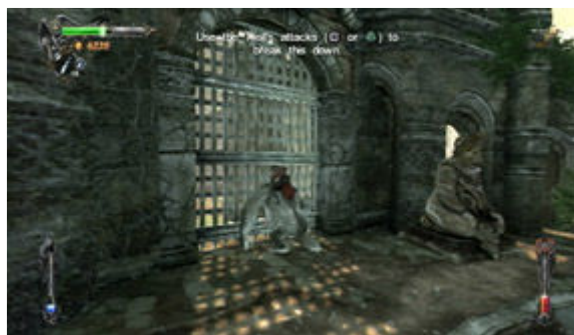
■ Life Gem (1/1)

It's been a while since we've acquired a gem that will go towards giving you more health, but now, the time has finally arrived. The stairs next to the body that contained the scroll is key. Climb up these stairs. It'll appear that you're in a sort of dead end, but that's not necessarily the case. A wall has fallen on one side of this dead end, allowing you to drop into another isolated location. Here, you won't only find a healing station that you can utilize (and one that you'll no doubt be desperate for at this point), but you'll also find a body that contains a Life Gem for you to acquire. Nice!

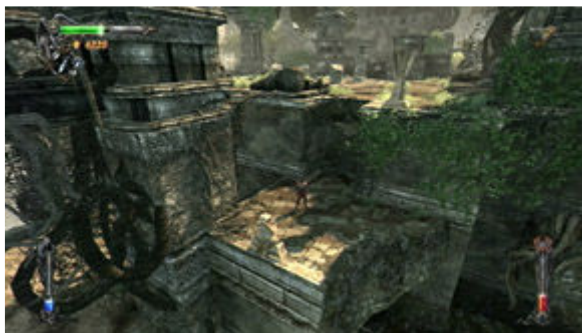


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So, you had to abandon your Cave Troll to grab the scroll and Life Gem here, but now, you're going to have to reclaim your mount. Don't worry, though. If you run around this area long enough, a Cave Troll will eventually attack you anew. Subdue the creature once more, and then drop down into the new area on your left, where a rather large metal gate glows. You'll be assaulted by plenty of Lesser Lycanthropes here, but you should be able to fend them off easily from atop your mount. Once all is quiet, you can then use the power of the Cave Troll to bash through the sealed metal gate. Thereafter, you won't need the Cave Troll anymore, so strangle him out and dismount.



Walk forward towards the fork in the road. To your left, you can find a bag of daggers, should you need to replenish your supply. Otherwise, venture to the right. You'll be forced to climb up to an area higher up and adjacent to you. Once you do, you'll be assaulted by another Warg, and eventually, some lesser foes will join the fight as well. Concentrate on the Warg. The idea here, as it was earlier, is to stun the Warg, successfully mount it, and use it to jump over the severed bridge ahead. Once you're over the bridge, you can then dismount the creature again. Gabriel will kill it automatically in the process. You'll need to find a Warg again soon, but you'll need to get off of it in order to grab the item below.



■ Shadow Gem (2/2)

After using the Warg to jump over the gap, and after dismounting and killing it, you can follow the linear pathway before you as it winds to the left. Before the path opens up, you'll see a small opening leading to the north. A dead body sits in the small area beyond the opening, and you may even be able to spot the body's telltale glow, letting you know precisely where to go. Either way, be sure to search this dead body, as it contains another Shadow Gem to acquire.



We're almost done with this mission, but to proceed, we're going to need to get our Warg back. Backtrack to the bridge that forces you to use the Warg to cross it. You should find a whip hook that will let you drop down to a platform below, and then swing back up to the arena where you earlier fought the Warg. Fend off the Lesser Lycanthropes once more as you battle the Warg. Once you've gotten him to submit, ride back over the gap and to where you found the second Shadow Gem. However, you can keep riding this time around, jumping over more gaps. You'll eventually reach a vine-covered wall that the Warg can climb. At the top of the climb, you'll find the mysterious blond woman from the beginning of the mission, but she'll scurry off. Dismount your Warg and begin to climb down after her to end the mission.

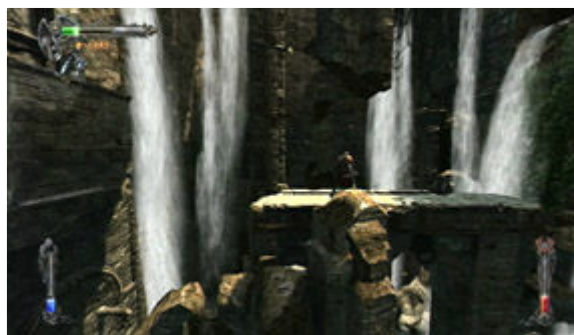


■ Trial

This is an easy trial, so there's not much to be said about it. All you have to do is complete the entire mission without activating your Shadow Magic once. This is extremely easy to do, since the stage has absolutely no reason to use Shadow Magic anyway. Your biggest threat here is accidentally activating your Shadow Magic during heated combat, so keep your finger away from that right trigger! Get through the entire mission without activating Shadow Magic, and you'll be home free, with another completed trial under your belt.

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This mission will quite literally begin where the last mission left off. Gabriel will begin things off by hanging automatically from the whip hook where you last found him. From there, you'll be able to navigate your way around this cylindrical location, testing your platforming skills all the while. You'll have to combine standard hanging-and-shimmying along with more whip hook action. There will be a few moments where you'll have to take leaps of faith as well. Keep an eye out for hooks as you jump into chasms, and you'll be alright. At this point in the game, you should be readily able to get through this entire area with little trouble, no matter how complicated it seems.



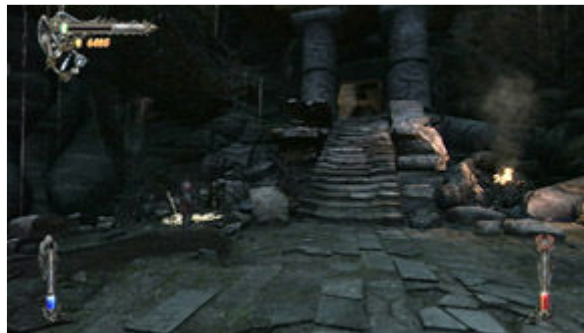
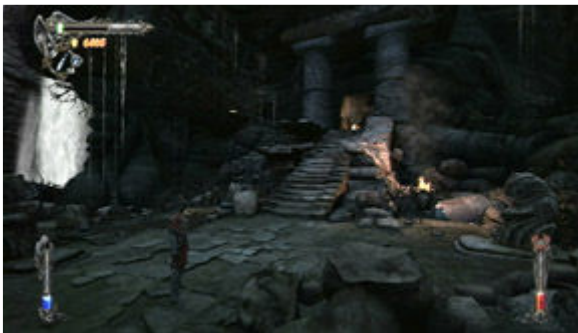
■ Light Gem (1/1)

This is certainly one of the more difficult Magic Gems to acquire in the entire game. It's important that you know the layout of the opening platforming section of the stage before you attempt this, because you'll need to grapple on to one of the last whip hooks available to you as you work your way downward. The whip hook in question is just to the right of a flowing waterfall. When you reach it, work your way down to the bottom of your whip without detaching from the hook, and jump leftward. You should be able to grab onto a hand-hold on the far side of the waterfall, and then ultimately work your way all the way around to a super-isolated platform with a dead body on it. Stir the dead body to find a Light Gem.



■ Scroll (1/2)

After the platforming section has run its course, you'll have nowhere else to go but to enter a nearby cave... a dark dungeon, if you will. As soon as you enter this cave, you'll see a dead body ahead and to your left. Be sure to scour it to acquire this stage's very first scroll. But worry not -- it won't be the last!



From the location of the scroll, move forward up the staircase and into the next area. Here, you'll witness a brief cutscene in which the blond girl you've been chasing quickly makes herself seen, only to scamper off with her incredible acrobatics thereafter. To chase after her, you're going to have to figure out how to cross the gap ahead of you. The two statues with keyholes are what's important. Just like we did on an earlier stage, we're going to have to find two keys that we can use here. But doing so will still require us to explore the rest of the Dark Dungeon first.



■ Scroll (1/2)

The only way forward is to bear down a pathway to your left. You've no doubt noticed so far that torches emitting blue light flicker on and off as you move into specific areas, so let these torches guide you. As you continue to move leftward down this path, you'll locate a body that's rather clearly sitting to your left. Examine it to find another scroll before continuing forward.



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You'll be thankful to know that we're already quite close to the first of the two keys we need to collect. Begin to venture deeper into the dark, away from the two statues that will require your use of the keys. As things get really dark, you'll see a wooden bridge leading northward. At this point, a new type of enemy will be introduced. These airborne creatures are known as Gremlins, and they aren't difficult to defeat at all, at least in small numbers. They have powerful attacks, but since they die after only a few strikes of your whip, they should never have the opportunity to get many attacks off. When all is quiet around the bridge, you can then move forward to the dead body they seemed to have been protecting. Neither a scroll nor a gem is on the dead body, however. Instead, you'll find a Stone Rune.



■ Shadow Gem (1/2)

This Stone Rune is key... literally. Grabbing it from the body should draw out more Gremlins, so carefully and quickly kill these foes off before they launch devastatingly-powerful flames your way. Once all is quiet, your first instinct might be to return to the statues to use your Stone Rune, but avoid doing that for the time being. Instead, walk forward, with your back facing the small wooden bridge, and look for a small cave on your right. Enter this cave, and you'll find a dead body. Search the body to find this Shadow Gem.



With the Shadow Gem in hand, as well as the first of two Stone Runes, it's time to return back to the statues. En route, you may run into more Gremlins, so be prepared for scattered fights. Once back at the statues, examine one of them, and Gabriel will automatically insert the first Stone Rune, which will reveal a stone slab in the chasm ahead. This will also draw out more Gremlins, so as usual, deal with them before you get overrun by their deceptively-powerful attacks. Then, when all is quiet, it's time to utilize that new stone slab. Though you're likely to be unable to see it, you can jump out into the chasm and land on the new slab. From this stone slab, you should be able to jump forward and to your right, where you can access a new door.



As you head through the new door, you'll almost immediately run into a glowing, sealed gate. Upon examining it, you'll learn that you yourself aren't strong enough to get through. You'll need to figure out a way to get rid of this barrier. Your salvation in this situation quickly makes itself seen, thankfully, in the form of a Giant Spider. You've fought Giant Spiders many times in the past, so you should know what to expect. Unfortunately, this battle is greatly complicated by the appearance of Gremlins. While you'll want to focus most of your attacks on the Giant Spider if you can, the Gremlins pose a threat too great to completely ignore. So when they begin to chuck fire at you, destroy them. As for the Giant Spider, when you finally damage it enough, you should be able to mount it. From the back of this creature, you can then kill the rest of the Gremlins with ease before pulling the gate off of the hinges with the Giant Spider's sturdy webbing.

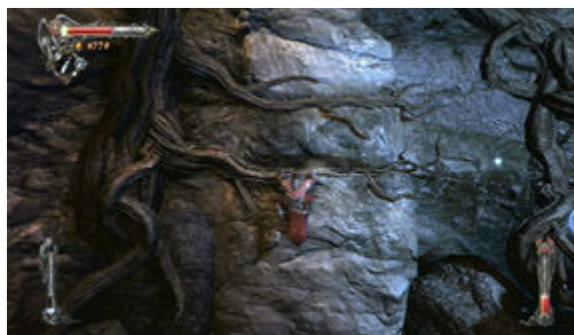


With the door pulled down, you'll be granted access to a rocky precipice. On the right side of this platform is a healing station, so be sure to utilize it, as you'll probably be desperate for health right now. And of course, you'll want to examine the dead body here, where the second Stone Rune can be found. With the Stone Rune in hand, begin to backtrack back to the statues. En route, a plethora of Gremlins will attack. Keep your wits about you and fend these guys off. Though they are airborne and quite agile, if you can get daggers to strike them, you can actually fell them quickly. Either way, once that threat is nullified, you can return to the statues posthaste. Insert the Stone Rune into the second statue, and another stone slab will appear ahead, effectively making a bridge across the dark chasm.



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Now that there's a complete bridge across the gap ahead, you can run forward to the door that the unknown blond girl earlier utilized. Run through the door, and you'll quickly run into a dead end. You'll now need to do some grappling, hanging and jumping upward to proceed. The way forward is pretty easy. Use the tree roots to grab your way upward, and when whip hooks make themselves seen, fully utilize them. You'll have to mix techniques up here to get to where you're going, but as we said, the path forward is pretty clear. Just be careful not to fall, or you'll take heavy damage. If you're already low on health in that case, then you'll perish and will be forced to try again.



■ Shadow Gem (2/2)

This obscurely-hidden Shadow Gem will no doubt frustrate you, simply because you're given no real indication of just where the Shadow Gem is actually hidden. You'll find it near the very end of the stage, when you're asked to rappel up a wall. As soon as you hook on to the first whip hook from the ground floor, you're in good shape to grab this Shadow Gem. Climb about three-fourths of the way up your whip, and then bounce backwards off the wall. At the height of the bounce, jump backwards. Your leap of faith should allow you to land on a super-dark, completely ridiculously-hidden platform, where a dead body should sacrifice the Shadow Gem you seek.



When you reach the top of this upward climb, you'll be able to jump across another gap to a platform which contains a neutral essence urn. You're going to need the essence in the upcoming battle (the final fight on this stage), so be sure to refill both your Light and Shadow magic. Then, jump across another gap and move forward, where a group of Gremlins will be drawn out. This battle is *difficult*, especially if you're coming here with low health. Gremlins will literally descend on your location from all sorts of angles, making life very difficult. Your best bet, especially if you're low on health, is to use Light Magic initially. Then, once healed (or after that power runs out), keep up the fight with Shadow Magic. Keep on slamming Gremlins, because they're going to keep on coming toward you, relentlessly.



Thankfully, you'll get a reprieve from this battle after you've been fighting for a little while. A gigantic, hulking monster in full-plate armor shows up, squashing a Gremlin effortlessly in his hand. Then, this creature turns his ire on you. As he's about to attack Gabriel, the blond woman shows up and orders the creature to halt his attack, which he does. At this point, you'll bear witness to a cutscene in which Gabriel and this blond woman speak about Gabriel's task. She eventually learns (via mindreading) of Gabriel's quest, and offers to join him, to help him out. Gabriel reluctantly agrees to her offer, and just like that, this mission concludes.



■ Trial

This stage's trial is another elementary one, which should come as a welcome surprise. Then again, this isn't exactly the lengthiest or most difficult mission, either, so it seems to fit in pretty well. The idea here is to get through the entire stage without using a grapple move on a Gremlin. In other words, you have to get through from beginning to end without using your whip to grab and draw towards you a Gremlin. We didn't even use this move our first time through the stage (though you might have), but either way, it's a simple and straight-forward task for you to complete, especially when compared to some of the other tasks the game will eventually have you complete.



For thousands of years, this city overflowed with life.

The Titans subdued their creators and stayed here fighting against an enemy not numbered among them, until even they were defeated. All except one.

■ Scroll (1/3)

Following the defeat of the first enemies you encounter here, it's time to find the first collectible on this stage. It comes in the form of a scroll. Work your way to the far end of the small arena where you did battle with the Lesser Lycanthropes, and then swing rightward. Clear as day, directly underneath a hand-hold you'll need to use to continue, you'll find a dead body. Search it for the scroll, and then climb up to the platform above it, where you'll be able to use a whip hook to swing to your left, onto the next platform. Keep in mind that part of the bridge that leads to the whip hook will crumble en route, so try to get your jump off before it does.



Once you've crossed over the gap with the whip hook, you'll once again find yourself under attack from another, meatier group of Lesser Lycanthropes. Worry not, though, because even though you'll be under attack from plenty of targets in a small space, you still have what it takes to easily survive. Switch to Light Magic if you need to heal yourself throughout the fight. When the fight has run its course, you can find the first of four crystals, glowing purple, in a nook on the southern end of the platform. Activate it before proceeding.

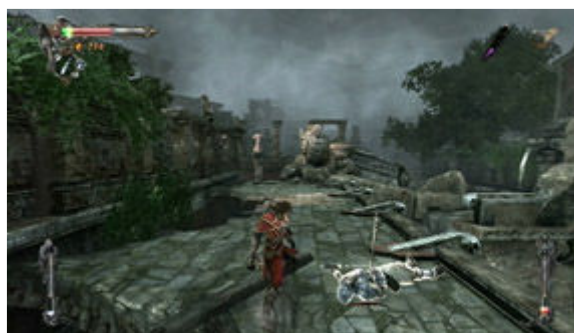


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■ Light Gem (1/1)

You can find a Light Gem almost immediately after grabbing the first crystal shard. To do so, proceed forward and to the right, bearing into a debris-ridden hallway. At the end of the hallway, you can use a whip hook directly above you to reach the next floor, which is back outside. Before heading forward, instead run towards the screen, towards the southern end of the platform. You'll find a dead body here, which will contain a Light Gem once searched.



■ Shadow Gem (1/1)

After grabbing the Light Gem, run back towards the background, and drop down to the area below. As you round the corner heading rightward, expect to be assaulted by another crew of ravenous Lesser Lycanthropes. After those guys are felled, you'll be able to move forward towards what appears to be an uncrossable gap. You can cross it if you choose to use the railings on the right-side wall, however. Jump from rail to rail until you're over the gap, and instead of working your way back down to ground level once over the chasm, instead jump upward, so that you enter a shattered section of the wall above. In this little exposed room, you can find a bag of daggers, if you need to replenish your supply. But more importantly, a dead body containing a Shadow Gem can be found in here as well. (If you noticed the other railings and whip hook on the wall closer to where you entered this area from, ignore them for now. We'll get to them in a little while.)



From where the Shadow Gem was found, drop back down so that you're hanging, and then drop down to the location on the far side of the gap. When you drop down, you'll almost immediately be assaulted by even more Lesser Lycanthropes (just where are these guys coming from, anyway!?), so settle in and take care of them before worrying about anything else. Once all is quiet, you'll no doubt notice that there's not only a purple shard tucked in a corner (the second of four crystal shards you've been tasked to find), but a healing station as well. Grab the shard and heal yourself up, and then cross back over the chasm the way you came. The sealed gate near the shard will have to be ignored for now, since you don't yet have what's necessary to open it.



■ Brotherhood Ark (+5 Dagger Upgrade)

Once you have the ability to use your Combat Cross as a handle in various circular switches, you'll be able to return to this stage to claim a weapon upgrade from a Brotherhood Ark. Simply approach the sealed gate near where the second crystal shard was located, and use your Combat Cross to crank the switch. This will open the gate, revealing a Brotherhood Ark chest. Open it for a +5 Dagger capacity upgrade.



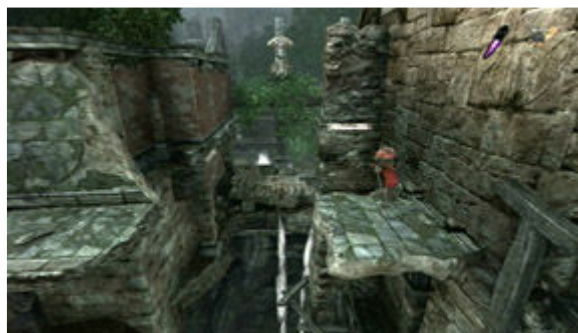
■ Scroll (2/3)

Okay, so now we have to backtrack some more. Earlier, in a parenthetical statement, we pointed out that there are some ledges and a single whip hook on the wall perpendicular to the one you just crossed that may have drawn your attention. We told you to ignore it, because we'll get to it later. Well, now *is* later, but as you'll find out, those ledges and that whip hook simply allow you to backtrack to previous ledge that you fell off of. Once back up there, seek a fallen stone pillar on your left, and walk over it. At the end of that pillar, you should be able to drop down to a platform below. You're on the right track to find the other two crystal shards, but in the meantime, why not loot the dead body that sits on that platform with you? He'll surrender a scroll for you.

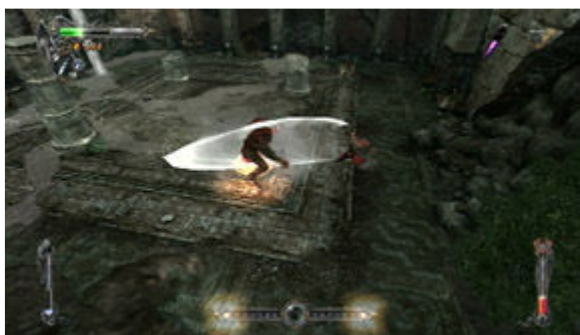


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Now you have to do a little backtracking. You can't go back the way you came from where the body is, so you'll need to cross over some wooden beams, carefully making your way back to the location of the second crystal shard (don't fall!) When you arrive back where the second shard was, Lesser Lycanthropes will again attack your position. Take care of them, and then cross back over the chasm, the way you earlier came, and wrap around the wall to your left. You can then begin to climb back up the wall here (the one we told you to ignore earlier), and grapple onto the whip hook above your head. Now, the jump you need to make here is a difficult one -- jump backwards and quickly latch on to another whip hook behind you, which will grant you access to another series of platforms. Some of the platforms here will crumble under your feet, so run forward quickly. Then, use a combination of whip hooks and old-fashioned platforming to reach an all-new area ahead and on your left, where the exploration for more crystal shards can continue in earnest.



Proceed along to another fallen stone pillar, which will force you to drop down into another isolated area. Here, you're going to find yourself under assault by a trio of Greater Lycanthropes. Even a single Greater Lycanthrope is going to prove to be a challenge, so when you're fighting three of them at once, you know you're going to have your hands full. The action is no doubt going to be frantic, but if you're at all able to, try to focus on a single target at a time, while dodging its (and its friends') attacks. When the creature starts to flash, move in for a quick kill, and then move on to the next target. Whittling down the enemy ranks in this way will make the fight more and more manageable. Obviously, once one has fallen, the fight will become easier, and when two have fallen, the fight will become easier yet.



With all three Greater Lycanthropes slain, head to the side of this room where you can claw your way up to the pathway surrounding the room. Jump carefully over the gap in the path, and once on the other side of the gap, claw your way up to the next pathway, even higher up. On the left side of this second path, you'll find the third crystal shard you've been seeking out. With that in hand, run down to the other end of the pathway, and jump over the railing to *another* passageway that's set perpendicularly to the previous one. On your left, you'll find a healing station to use. Heal-up, and then drop down to the area below, since it's the only way to proceed.



When you drop down into this new location, things will be really quiet. The final of the four crystal shards will be tucked in the upper right corner of this area, so go ahead and claim it. However, even now that you have the four crystal shards (thus creating a full Dark Crystal), you still won't be able to proceed. Not quite yet, anyway. *Don't* accidentally use the Dark Crystal. It's extremely important that you save it for the time being. Instead, examine the glowing pillar at the northern end of this area. The game will tell you that you can't destroy this on your own, at which point a lone Cave Troll will appear. You'll need to do battle with this Cave Troll, subduing him enough that you can ride him. Once you're riding him, use the Cave Troll's power to destroy the pillar, and then dismount him, killing him in the process.



■ Scroll (3/3)

Before moving on through the hole you just made (which leads back to Claudia and her Golem), you can grab another scroll. You may or may not have seen the dead body that contains this scroll as you were fighting the Cave Troll. Along one of the pillars near the center of the area, you should find a body slumped. The scroll is on that body.



So, once you've gone ahead and entered back into the start area where Claudia is located, you'll find a glowing statue. This statue was aglow earlier in the stage, but now, with a Dark Crystal in hand, you can actually do something with it. Head to the statue and use your Dark Crystal on it. Gabriel should place the crystal into the statue, which will create a laser beam that will open the sealed door ahead, allowing you back into the previous area. In addition, three new statues are set into place in the previous room, which you will now have to use to solve the rest of this puzzle, effectively wrapping up this mission in the process.



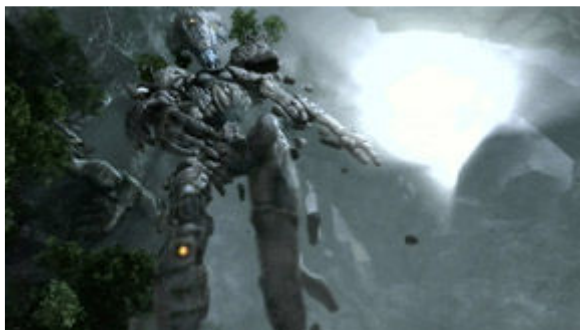
The first order of business here is to run to the glowing statue on the far end of the room. You'll need to remove the Dark Crystal from the previous statue and insert it into this statue, which will create a fresh purple laser beam for you to utilize. Then, it's all about manipulating this statue, as well as the other two, so that the laser strikes the next sealed door in the area. This, too, is easy. First, turn the statue containing the Dark Crystal around, so that its laser shoots directly at the statue across the room. Then, use the second statue to reflect the laser at an angle to the third statue atop the room (which will force the laser into a triangle). Then, finally, use the third statue to redirect the laser forward to the sealed door, which will open it. Boom! Stage done.



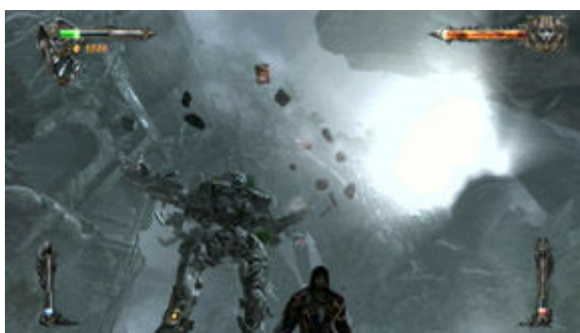
■ Trial

This stage's trial is straight-forward, though you're going to need to figure out a way to complete it, since it relies more on your ability to fight effectively than anything else. Basically, the game will demand that you return to the stage and assimilate twenty neutral orbs simultaneously, with the same "sucking" motion. So of course, this is going to be about finding a place on this stage where you can fight multiple enemies at once (there are several of these spots), building up your meter so that you maximize the essence dropped, and then grabbing it all before completing the stage. This sounds difficult, but it's really not. Return to try the trial later on when you're stronger if you're really having difficulties.

As you begin this stage, you will witness a rather lengthy, drawn-out cutscene. A pile of rubble begins to move in a sort of earthquake, and it won't take you long to realize that this isn't any ordinary pile of rubble. Rather, out of this pile starts to form a gigantic creature, the Stone Idol Titan. This foe is even larger than the Ice Titan you fought back in the first chapter. There's little else to do here but to watch and nervously wait. As if the enemy's sheer size tried to hide anything from you, this battle will indeed prove to be an arduous one.



Okay, so the first thing you have to do here is figure out a way to actually climb onto the Stone Idol Titan. Doing so is easy, as long as you're patient. When you get near to the Titan, Claudia will warn you to stay away. Heed her warnings, keeping your distance. The only attack you have to dodge all the while is the Titan's earthquake attack. As he stomps down, jump up to avoid being damaged (no matter how far away you are, since the attack has considerable range). Eventually, the Titan will begin to chuck rocks at you. These rocks are the key to getting onto the Titan. When a rock gets close, hit the button that will allow you to grapple onto it, and then quickly twist your left analog stick counterclockwise -- and we mean *violently*. Simply twisting it lackadaisically will not do the trick. If done properly, Gabriel will hurl the rock back at the Stone Idol Titan. So far, so good.



■ Shadow Gem (1/1)

This is an extremely easy Shadow Gem to miss, but one that you'll know is there once you've beaten the stage and realized you missed something. So why not get it right off the bat? If you're interested in grabbing this Shadow Gem, then before even dealing with the Titan, run around to the far end of the Titan, so that you're at the back end of the area, and then go to the right side of the screen. You should spot a dead body along some foliage on the right side of the screen (once the camera changes angles). When the coast is clear, raid the body for its Shadow Gem before jumping back into the fight.



Once the rock strikes the Titan, the creature will stumble to its knees. Now's your chance. Quickly run at the creature's leg, and you'll see a glowing spot on it that will allow you to grapple up with your whip. Now, climb up the Titan's leg until you can't climb anymore, paying heed to the on-screen prompts that tell you to hold on when the Titan attempts to shake you off (identically to how the Ice Titan attempted to get rid of you). At the top of the fallen leg, you can then grapple over to the left leg, where you will then need to begin climbing on down. You're looking for an orange rune on the creature's kneecap that you will begin to attack. Again, this is identical to how you assaulted the Ice Titan. Once you reach the orange rune, begin to ruthlessly attack it until it shatters.



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		Part One	Part Two		

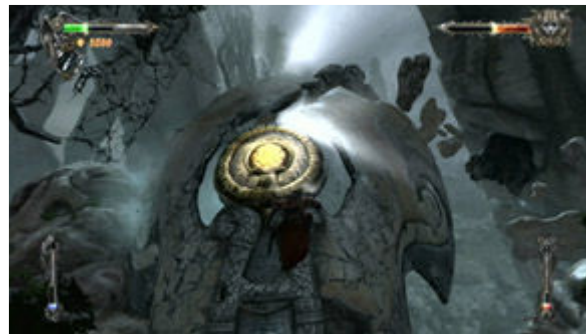
As soon as that first rune is destroyed, begin to feverishly climb back down a few levels. Doing so will allow you to avoid the Titan's hand that comes smashing down over the destroyed rune. This attack will likely kill you (or at the very least launch you from the beast), so be sure to dodge! The top of the Titan's hand will glow, letting you know that you can now grapple onto it with your whip. Thereafter, watch a brief cutscene, and then begin to work your way towards the next rune, which will force you to climb back up the appendage of the Titan you're now on. You'll again encounter a rune that must be destroyed. Remember -- all the while you're doing all of this, the Titan will continue to attempt to shake you off. Continue to follow the on-screen prompts to avoid being launched from the creature. Let's keep this going!



That's now two runes down. We're getting places. As soon as the second rune is destroyed, your next order of business is to climb down to avoid being attacked by the Titan again. Then, grapple on to the next part of its body, which is its arm. And again, begin your arduous climb back up towards the rune at the top end of his arm, holding on for dear life when he incessantly tries to throw you loose. Eventually, you'll be able to attack this rune once more. With this third rune destroyed, things start to get really interesting.



Gabriel should now be able to hook onto a glowing rock that's orbiting the giant Titan's head. Once you've hooked onto the rock, you'll fling towards the head of the Titan, where you can again grapple onto its crown. Climb up to the rune on the crown and begin to attack it. Remember -- you're too close to the end to mess things up now, so hold on when he tries to shake you loose. When the rune has taken enough damage, you're just about at the end. A cutscene will ensue showing Claudia back down on the ground with her Golem. She'll toss up a fresh Dark Crystal to you, and you're to use the item to lay the killing blow to the Stone Idol Titan. But worry not -- you don't have to use it as a conventional weapon. Instead, complete the lone quicktime event to grab the crystal, and Gabriel will automatically shove it into the final rune.



That's all the Stone Idol Titan can take. With the Dark Crystal shoved into the rune atop its head, there's nothing left to be done. Just as quickly as it formed, the Stone Idol Titan crumbles back down to a pile of rubble on the ground. You've defeated this hulking beast, but believe it or not, there are even larger, even more difficult bosses to do battle with in the near future. Instead of rushing forward, however, Claudia suggests that everyone rests before the next stage. Gabriel agrees, and the mission thereafter comes to its conclusion.



■ Trial

The trial for this stage will encourage you to defeat the Stone Idol Titan in under two minutes, which isn't as difficult a feat as you might expect. Indeed, the timer doesn't even start until you're actively engaging the Titan, so it's not as if precious seconds will tick away as you wait for the Titan to toss a rock your way so that you can begin the chain of events that will lead to its downfall. As was the case with the Ice Titan earlier in Chapter One, however, there's no room for error here. You can't get hit off of the Titan once you get going, or you'll never complete your task in time. Your movements have to be flawless. That's why, as always, practice makes perfect. Don't let this one frustrate you!

Two back-to-back boss battle missions!? You don't say! As this mission begins, the final mission during the rather lengthy second chapter, you'll be pitted against the Black Knight, Claudia's sworn protector. But just how does this come to be? Well, it's simple really. Claudia meets her ultimate fate, which is to be killed at the hands of Gabriel. Naturally, Claudia's sworn protector, the Black Knight, doesn't take too kindly to Claudia meeting her fate, and tosses Gabriel into an arena where this boss battle will take place.



There's nothing too severe to worry about during the course of this fight. The Black Knight simply isn't that hard to defeat, especially if you use the proper, sound techniques to bring him down. Compared to the boss battle in the previous stage, this one shouldn't concern you too much, though you may need to attempt the fight a couple of times to get your bearings and figure out precisely what you have to do. For starters, try to figure out exactly how the Black Knight attacks. Dodging his attacks is the key to battle, and if you don't do so successfully, you're going to get destroyed quickly. He packs quite a punch, after all, and you don't want to be caught unawares during the course of the fray.

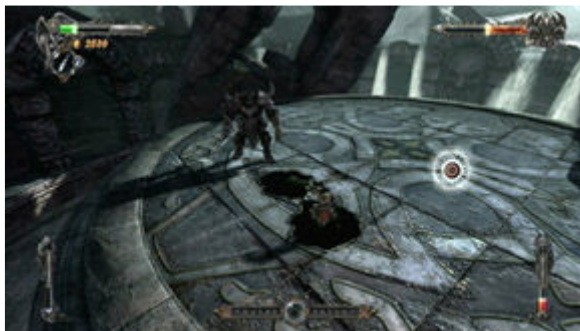


One chain links through the entire fight, and that chain is how you're going to want to go about dodging the Black Knight's furious attacks. Instincts will tell you to back away from him with a roll to parry whatever he throws at you, and for the most part, that will work fine. His standard sword slashes, for instance, can be dodged easily in this way, as can some of his more powerful attacks, including the triangular flame attack that he sends forth away from his blade. But there are two other attacks that he uses that complicate the use of this technique. The first attack is a fist smash attack that causes a fiery earthquake to erupt, and the second attack is a flame sword attack that shoots a stream of fire outward from his sword in a straight line. Dodging the first attack will require you to jump up and away from him, to avoid both the initial attack and its reverberations. The second attack will require you to roll to the side, as opposed to directly away from him. Because of the latter attack's extreme damage potential, you'll therefore want to *always* roll to the side to avoid his strikes. This is an extremely good habit to pick up here, and one that will help you immensely as you attempt to survive this battle.



	Agharta	Dark Dungeon	Sanctuary Entrance	Sanctuary of Titans	The Black Knight
			Part One	Part Two	

All the while this is going on, the Black Knight can be attacked with your normal strikes (use Shadow Magic if you want to damage him even more). As you whittle down his health, avoiding the aforementioned attacks, you'll be able to damage him enough that he'll be stunned. This will happen as he loses a fourth of his energy, half of his energy, three-fourths of his energy, and all of his energy. When he's stunned, grapple onto him and follow the on-screen prompt to force forth some essence from his body for you to collect. Keep in mind that after he hits the halfway mark on his damage meter, he'll begin to spawn black pools of liquid that will follow you around. These pools of liquid, if they catch up to you, will temporarily paralyze you, setting you up to be destroyed by one of his devastating attacks. While his battle plan doesn't change otherwise, it's vital that you dodge the black pools of liquid, as they can prove to be quite obnoxious, just as victory is about to be grasped, nonetheless.



So, as you attack and dodge the foe, things will remain somewhat stagnant. He'll become quicker and more aggressive as he takes more damage, but other than the black liquid pools, he doesn't unleash anything else on you that's worth noting. Just keep on him, stay healed, avoid his attacks, and you'll win this battle easier than you won the battle in the previous mission. Once the Black Knight has fallen, this mission will end with a rather cataclysmic cutscene. The result is that Gabriel is bestowed with a powerful new accessory, the Dark Gauntlet. Thereafter, you'll finally be done with the ridiculously long second chapter, and will now have access to Chapter Three.



■ Trial

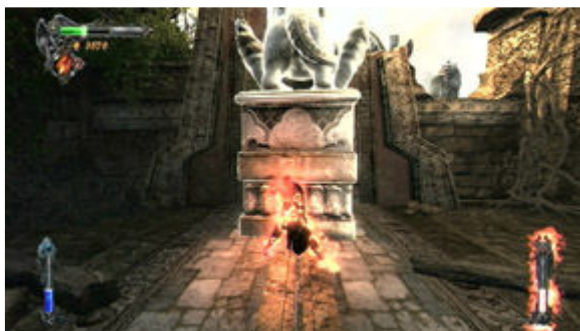
As long as you have this battle down pat, as far as what you have to do to damage the Black Knight quickly and effectively, getting through this mission's trial will prove to be a lot easier than it sounds. The idea here is to get through the entire battle without invoking your curative Light Magic even once. Naturally, you're going to want to enter the battle fully-healed, and a fairly flawless fight will be required to fulfill the trial's lone prerequisite. Otherwise, the same techniques explained above that you used during the standard battle work here as well. Just be evasive, and stress a good defense over a solid offense.

			The Three Towers		The Dark Lord of the Lycans			
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This mission will start out with a bit of an active tutorial. The Dark Gauntlet Gabriel acquired after defeating the Golem at the end of the previous chapter will give him immense abilities, but until now, you won't be aware of what they are. Unfortunately, the Dark Gauntlet doesn't give you added inherent strength or anything like that. Instead, it allows you to utilize it, when needed, for a temporary burst of strength to, amongst other things, move huge objects. Start by pushing forward towards the glowing statue ahead, and follow the on-screen prompts to use the Dark Gauntlet to smash the statue into the far wall. This will force some of the wall to crumble ahead and on your right, which will allow you to hoist yourself up and over the wall to the next area.



Unfortunately, in this new location, you're going to be quickly met by an uncrossable chasm. You need to figure out a way to get across, and your salvation won't come in the form of a gigantic mount, either. Instead, push to the nook to your right, where a small group of Lesser Lycanthropes will assault you. Take them out quickly. Your attention will then be drawn to the statue that emits neutral essence for you to acquire. This should be a good hint as to how to proceed. With the Lycanthropes killed, jump over the wall using the handholds along the nearby wall, so that you're back in the previous area. Approach the statue again, activate your Shadow Magic, and use the Dark Gauntlet to smash the statue through the wall. Then, smash it one more time to push the statue into place alongside the precipice.



Once the statue is directly alongside the chasm, you'll be able to use its wings as a whip hook, so that you can fly over the chasm. However, pushing the statue into place will catalyze another crew of Lesser Lycanthropes to show up, so be prepared to deal with them as well. Once they're slain, you'll be able to safely cross the chasm with the whip hook. You can then run straight through the next area, as no enemies will be here to assault you. However, you'll run headlong into yet another chasm. This one can actually be crossed easily, but before you do, be sure you venture to the right side of the precipice, where a full Dark Crystal can be found. You'll no doubt be needing this later (if you don't mind spoilers, then we'll tell you right now to save this for the boss fight during the next stage... you'll need it).



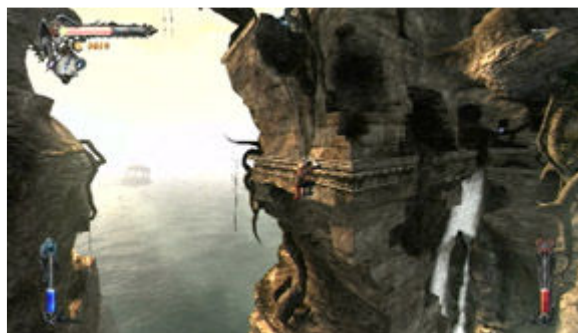
■ Scroll (1/3)

Once you have the Dark Crystal in hand, you can jump across this chasm and over to the next rocky platform. You can do so by heading to the opposite end of the precipice from where you retrieved the Dark Crystal. As soon as you make this jump, run forward and keep an eye on your left. You should spot a dead body there, which, when scoured, will surrender a scroll for you to read.



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Proceed to the far end of the platform, away from where the dead body holding the scroll was. You can make a careful, running jump here to grapple onto the very end of the platform on the other side of the gap. This will begin a platforming section that will require a bit of skill. Jump the next gap, and then jump over towards the next platform on the right, where you can hold onto a railing. Shimmy your way over to the other end of the platform via this railing (you won't be able to grab the contents of the glowing treasure chest above), and then use the hook above your head to begin hanging from your whip. Bounce outward towards the right and then take a leap of faith to hook onto the next whip hook. From there, you can begin shimmying to your left, and can then jump upward to hoist yourself back onto solid ground.



■ Brotherhood Ark (+2 Fairy Upgrade)

You can return to this platform-crossing adventure early on this stage after you gain the ability to dash-jump, which will be given to Gabriel upon his acquisition of the Cyclone Boots. The Brotherhood Ark you're looking for here sticks out like a sore thumb. Without the Cyclone Boots, you'll be forced to proceed to the right using a hand-hold that's directly underneath the platform holding the Brotherhood Ark. But with the Cyclone Boots, you can dash-jump and reach that platform. Crack open the Brotherhood Ark there for a +2 bonus to your Fairy inventory.



Once back on solid ground, you'll have to contend with a huge contingent of Lesser Lycanthropes. You'll have plenty of room to maneuver in, thankfully, so this shouldn't prove to be too difficult an ordeal for you. However, sit tight, because you're going to have to kill at least a couple dozen of these guys before all is said and done here. Thankfully, as you progress into the second half of the battle, little green sprites will begin to assault your enemies, rendering them unable to move or react. Exploit this opportunity to kill these foes with a single strike of your whip. Now's not the time to be asking questions about where these mystical lights came from or what purpose they serve. For the time being, simply utilize the enemy weaknesses that they create for you.



■ Scroll (2/3)

When the battle has run its course, the nature of those green sprites that helped you during the battle will finally be revealed... at least partially. These little green sprites are in fact fairies, and while you can't know for sure why they wanted to help you out, they hand over a bin that can be used to collect more of them. We'll get to that shortly, but first, backtrack to the foreground. On the southeastern edge of this platform, you should find a dead body that contains a scroll.



■ Shadow Gem (1/3)

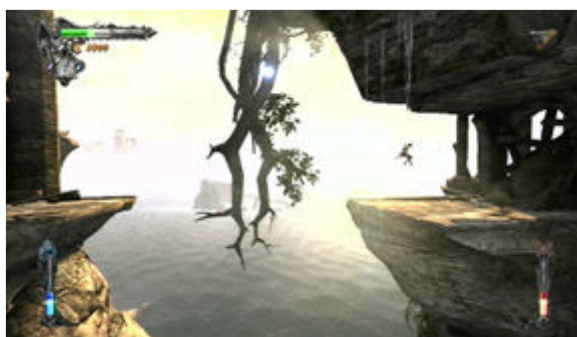
Move forward through the once-sealed door that the fairies helped you open during the previous cutscene. As soon as you're through the door, continue forward until the room opens up a bit. On your right, you should find a neutral essence station to take advantage of. After doing that, you can then look to your left, where a dead body sits right in the middle of the floor. This body being right out in the open may suggest to you that it contains nothing more than a scroll, but you'd be wrong. Instead, scour the body to uncover a Shadow Gem.



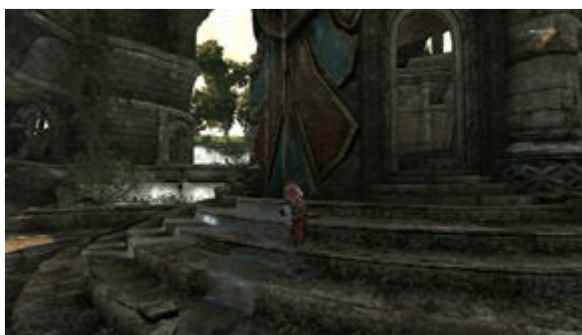


■ Light Gem (1/1)

Before venturing forward from the body that contained the Shadow Gem, it would make sense for you to first look to the left of the body. You'll see some sort of glowing hook hanging high above your head. Unleash your whip at the hook, and Gabriel should grapple onto it. After following the on-screen prompt, Gabriel will pull a portion of the wall down, which will grant you access to some hand-holds that you can use to hoist yourself up to the area above. From there, use the whip hook on the tree to swing your way over the gap to an isolated platform. Search the body on that platform to find the gem, and then backtrack to the body that contained the Shadow Gem so that you can proceed.



Move forward into the next room. No enemies should attack you here for now. Your attention will be immediately drawn to the glowing lever at the center of this area. Grasp onto it and begin to twist it to open the two metal gates ahead. Don't stop until the gates lock open. Then, move through one of the two doors you just opened (it doesn't matter which) to begin your next fight. Once again, you'll do battle with a slew of Lesser Lycanthropes here. The room you begin in will provide you only limited mobility, but that will remain the same if you move onto the corridors to your left or your right. So you might as well stay put and try to draw these enemies towards you, carefully and meticulously taking care of each one of them.



When all is quiet, you'll notice that you can either proceed to the right or to the left. Going rightward will prove to be totally fruitless right now, so instead, go to the left. Keep going to the left until you reach another chamber, where a Warg is waiting for you. You're going to have to fight this Warg, as you've fought so many previous to this encounter. Once the Warg is stunned, successfully mount him, and then ride him back to the right. Proceed past the room with the two gates, and go rightward down another corridor, and towards some huge vines that the Warg can climb up (this is why we told you not to go right earlier).



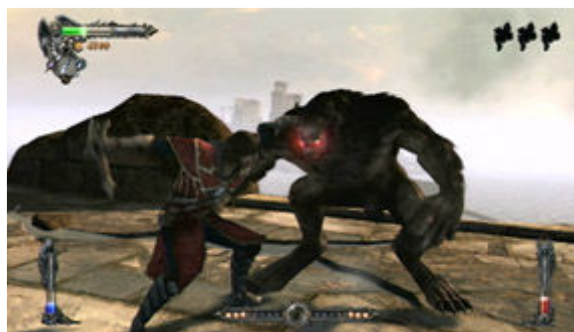
■ Shadow Gem (2/3)

Once you've successfully climbed up the vines with the Warg, lay waste to it by dismounting. Then, move forward and through the door on your left. This will lead to an isolated platform with a healing station, so fully utilize it if you're in need of health. Then, backtrack, and this time, go through the opening on your right. This should lead to another isolated platform, this one holding a dead body. Scour the dead body, and you'll receive another Shadow Gem to add to your collection.



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Backtrack again, and move forward and to the right to find another unexplored corridor (the hole with the whip hook over it nearby can be ignored for the time being). The bridge this new entryway leads to will have a gap in it, so carefully jump over it, and then get ready for a battle. On the other end of the gap, you'll encounter a Greater Lycanthrope accompanied by about a half-dozen Lesser Lycanthropes. You're going to be working in very, very limited space here, so you won't have much choice but to utilize aggressive tactics. Your best bet is to kill the Lesser Lycanthropes first if you're able to, so that you can then focus wholly on the Greater Lycanthrope without any distraction. Once all of the enemies here are felled, your eyes will be drawn to a glowing wheel on the wall of the bridge. Follow the on-screen prompt to use this switch, which will open another gate right next to you.



With the gate opened, you'll have access to another room you've yet to explore. There are three magical plaques on the far wall here, and you won't be able to do anything with them quite yet. Instead, your only recourse is to use the whip hook above your head and to your left, which will swing you back outside. You can then grapple onto another hook from out here, and begin a leftward and upward climb over some wooden scaffolding so that you ultimately access the top of the tower. On top of the tower, the first of three green fairies you've been tasked to find can be found. Be sure to acquire the fairy before moving on, or you'll have to backtrack all the way back here to try again.



■ Scroll (3/3)

There's only one way to continue forward from the location of the first fairy (unless, of course, you opt to instead backtrack, which isn't really possible). As you move down the stairs away from the fairy altar, you'll run into a neutral essence dispensary, which is always a welcome sight. But you'll also run into a dead body. Search this dead body for a scroll. Then, follow the brief platforming section to return to an area you earlier explored.



The scroll you found above will help you solve the next puzzle, which involves the three runes we mentioned earlier, the ones along the wall in the room you now find yourself back in. You could use the scroll's vague instructions to solve the rune puzzle, or we can simply do it for you. As the screenshots below indicate, all you really need to do here is activate your Light Magic or your Shadow Magic and touch the runes in a certain sequence. So, touch the leftmost of the three runes with Light Magic activated, and then keep your Shadow Magic activated to touch the middle and rightmost runes. If done properly, the gigantic statue atop one of the towers will rotate in such a way that a series of whip hooks will be revealed. Walk out onto the balcony to your right now, and utilize those whip hooks, jumping from one to the next. This will bring you to an all-new, yet-unexplored location, where our fairy hunt can continue in earnest.





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The Dark Lord of the Lycans

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In this new area, you'll have no choice but to go forward and to the left, since it's the only opening for you to explore. This will lead to a pathway with a locked gate at the end of it. A glowing piece of wood sits on the floor nearby. Pick it up and insert it into the broken switch on a wall along the northern side of the wall. Then, for the time being, abandon the switch. A lone Greater Lycanthrope will jump onto the bridge to fight you. Slay the foe, and then return to the switch, activating it and opening the gate so that you may proceed.



After moving through the previously-locked gate, you'll see a glowing-blue whip hook. It's the only way forward for you, so hook on. You'll end up on another platform with crumbling debris all around you. From here, you'll need to start climbing up the side of the wall of the tower, using a combination of hand-holds and whip hooks. There's little to explain here, as you should know how to do all of this by now. At the top of the tower, after your arduous climb, you should find a similar altar to the one you encountered earlier. Claim your second of three fairies from there. Now we're getting places.



■ Life Gem (1/1)

This is a surprisingly easy gem to miss, though you will likely find it rather easily on your own. This one is located due south of the second fairy (if you're following our walkthrough, that is). After grabbing the second fairy from its holder, walk to the foreground. You'll see a body sprawled out on a crumbling platform. You can grab this gem from the body before moving on.

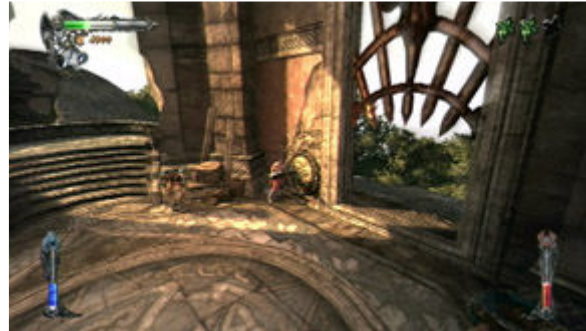


■ Shadow Gem (3/3)

As you drop down using the whip hooks described in the paragraph below, you'll want to keep an eye out for something in particular. After using the first whip hook to descend to the level of the second whip hook below, you'll spot an opening in the tower that the second fairy was atop. You can actually move your way over to the left to hoist yourself into this tower, where a dead body containing a Shadow Gem can be found. Grab it, then use the hand-holds to get back outside, where you can continue with your main task.



The only way forward is to use the hand-holds on the far end of the tower to start descending (you'll need to couple this, as usual, with the use of whip hooks). Once back down to the base of the tower, it's time to do some backtracking. You need to head all the way back to where we used the rogue wooden stake to open the gate, on the bridge where a Greater Lycanthrope attacked you. Examine the switch and Gabriel will reclaim the wooden stake. You can then run to the right and back inside. On the far right wall, you'll see another circular switch in want of a handle. Insert the handle and open this new gate to proceed towards the third fairy.



Acquiring the third fairy is quite easy. Once through the newly-opened gate, begin to ascend up the tower, again using various hand-holds and whip hooks as they make themselves seen. With all of the climbing you've been doing up to this point in the game (especially on this particular mission), you should be more than familiar with what's necessary to ascend a tower like this. Once on the tower's roof, claim your third and final fairy. Now that you have all three fairies, you can finally proceed with the final leg of this lengthy, difficult mission.



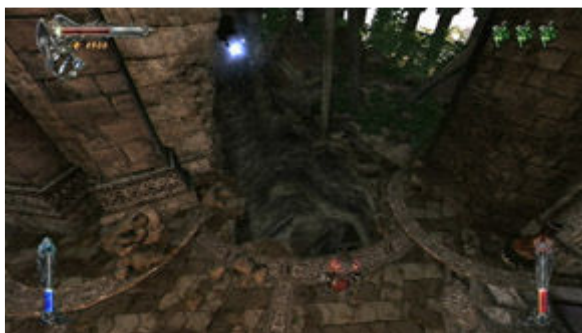


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The Dark Lord of the Lycans

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Now, you need to do some backtracking. With all three fairies in your possession, you're going to want to backtrack all the way to the switch that opens up the two gates, the one we encountered much earlier in the mission. To get back there, backtrack to the location you used to spring onto the first fairy. Do you remember the hole in the ground with the whip hook above it that we told you to ignore earlier? Well, that hole and whip hook is now the only conduit back down to ground level. Jump into the hole and use the series of whip hooks and hand-holds you encounter to work your way back down to ground level. Once down, move back towards the switch that opens the two gates, keeping in mind that you could use the neutral essence dispenser en route to fill up your Light and Shadow Magic meters.



Unfortunately, when you arrive back at where the switch was, you'll find that the switch has been destroyed, and the gates have been closed. The game will show you a new whip hook you can use to proceed, but before you're able to act, you'll be assaulted by a crew of three Greater Lycanthropes. This isn't the first time you had to fight three of these guys simultaneously, and since you just filled up your Light and Shadow Magic meters (at least if you were listening to our rather sound advice), you should have plenty of both types of magic to use on these beasts. Obviously, if you're low on health, spam attacks with Light Magic activated to heal yourself, and then focus on Shadow Magic to whittle down their numbers. This battle will become much, much easier once you get rid of one target, and then two, but while you're fighting all three, use evasive maneuvers and damage whatever targets you can. You know what to do.



With the battle done, you, too, are just about done with this mission. The whip hook that was shown to you before the fight with the three Lesser Lycanthropes can now be hooked onto (it's to the right of the sealed gates). Follow the on-screen prompt, and Gabriel will strip the brick façade off part of the wall there. You can then begin to climb up the exposed wooden support beams to an open window. Once back in the gated room, walk forward to the locked, ornate door, and examine it. You'll then witness a cutscene in which Gabriel releases the three fairies he's collected. They will then open the sealed door as promised, granting you access to Chapter Three's second and final stage.



■ Trial

The trial here, as many trials in the game, sounds a lot harder to complete than it actually is. Your task is to kill fifteen enemies while they are dazed by fairies. Now, there's two good ways to go about completing this trial, and in fact, combining the two techniques is probably the surest way to get things done. Early in the stage, before you're properly introduced to the green fairies here, you'll fight a slew of Lesser Lycanthropes. During the battle, they will find themselves under attack from fairies. The fairies weaken them greatly, allowing for one hit kills. These kills will count towards the number needed to fulfill the trial challenge. If you don't fulfill the fifteen enemy prerequisite, then you'll need to use the fairies you find on the stage to open the sealed door on enemies you encounter. This will require you to backtrack multiple times to reclaim used fairies, but that's no big deal if it will help you complete the trial in question... which it will.



After only a single stage in Chapter Three, you'll be thrust directly into the second and final stage of the chapter, where you'll be pitted against a powerful boss character, a creature named Cornell, the Lord of the Lycans. When you arrive at his dominion, run down the stairs towards the arena where the battle will take place. En route, you should run into a healing station, and a neutral essence distributor. Be sure to fully utilize both before jumping forward into the arena, where a lengthy cutscene will ensue. As Cornell and Gabriel speak back and forth about the current situation, you'll no doubt just be anxious to get things going. After all, this battle will prove to be an epic one.



Now, it's worth noting that this fight is indeed a two-part battle, so you're going to need to sort things out really quickly here, as far as how you want to advance the fight. By this, we mean, your resources are limited, and you need to figure out if you want to go about things to make the first fight easier for yourself, or the second fight. There are positives and negatives to both. Using items like a Dark Crystal during the first fight will remove about a fourth of Cornell's health, but the same can be done to his Dark Lord form, as well. You could also unleash on Cornell with some Shadow Magic, or preserve it for the second battle. Our own mentality was to get rid of Cornell as quickly as possible using our Dark Crystal and most of our Shadow Magic, while preserving our Light Magic. The idea behind this was that the second battle is harder than the first, so we want to get to it with as much of our health intact, as well as our Light Magic meter, which is the only way to increase your health during the duration of the fight.



No matter what you decide, you're going to need to take on Cornell first. Whether or not you utilize Shadow Magic or a Dark Crystal on him, you'll still want to focus on avoiding his attacks at all cost. His attacks are somewhat predictable at this point in the game, but it's going to be the luck of the draw as to what he decides to use and what he decides not to use. He's easy enough to chain into ruthless combos, but when he starts blocking your attacks, your best bet is to start to retreat. He may pursue you using his Cyclone Boots, which allows for quick movement, or he may smash the ground and create an earthquake. The former does more damage than the latter, but unfortunately, the range of the earthquakes he regularly creates makes them obnoxious to avoid, and worse yet, the greatest threat to Gabriel during this fight.



If Cornell seems like somewhat of a pushover, however... well... he's supposed to be. It's not that the fight with Cornell isn't difficult, it's just that it's supposed to lead to an even greater and more difficult battle, and thus the game wants to make things realistic for you. The entire idea of the fight, as we stressed earlier, is to get out of it with as much magic and health as humanly possible. If somehow you can get out of the fight without being hit, and without using either type of magic, all the better. In fact, since the game saves at this point with a checkpoint, that's the most ideal scenario to reach the end of the fight with Cornell, since you could endlessly restart in the best possible position, as you fight with the creature the defeated Cornell ends up turning into, the Dark Lord of the Lycans.





Now, the Dark Lord of the Lycans is a powerful creature, more-so than Cornell. But even he can be predictable and easy to fell. All you have to do is learn his semi-predictable patterns. And of course, getting to the fight with the Dark Lord of the Lycans with all of your magic and health will make things much, much easier. In fact, starting this fight with little health and no magic is a non-starter, so go back to the world map and opt to fight Cornell again if you find yourself in such a position. It's all about making this second fight as easy as possible. So if you, for instance, still have that Dark Crystal, now's the time to use it. And if you have Light Magic but are low on health, the beginning of the battle is the best time to turn the tables and start assimilating some of the Dark Lord's lost hit points.



Otherwise, this fight will go exactly how you might have expected it to. The Dark Lord is a hulking creature -- not like a Titan, but much like the Golem you fought a little earlier -- so you can expect that his smash attacks will create earthquakes for you to dodge. If you're close-in on him when he attempts a downward smash, parry backwards and then immediately jump to avoid all damage. Believe it or not, staying close to him is probably the best way to win this fight, since if you stay away from him too cautiously, he'll endlessly rush your position. And dodging those endless rushes flawlessly is unlikely, considering just how quickly the creature moves.



By staying close to him, you'll force the Dark Lord of the Lycans to use the same canned moves over and over again. These slash moves in particular are extremely easy to dodge, so dodge an attack, unleash a few attacks of your own, and repeat the process over and over again. He'll no doubt change things up once in a while, but if you're quick on your feet, you should be able to dodge his smash and earthquake attacks, and even his quick-run attacks if you get too far away from him. When he's taken about 95% damage, you'll be forced to run around and destroy about eight fiery pillars that he draws up. This is the easiest part of the fight, so there's no worries here (especially because the game creates a checkpoint, just in case you mess up).



As you destroy those pillars and dodge the last fledgling attacks of a desperate Dark Lord, the creature will eventually succumb to all of the damage you've dealt to him. A cutscene will ensue showing the last moves of the Dark Lord, but pay close attention, since you're going to have to finish the fight successfully with a series of quicktime events. None of these are especially difficult to spot, but be ready nonetheless. When the fight is over, Gabriel will acquire the Dark Lord of the Lycan's Cyclone Boots as his own. The game will then prompt you to use them to jump over a gap into an area adjacent to the battle arena. Then, all you have to do is climb up to reach a platform where some sort of eagle-like creature will be waiting for Gabriel, whisking him away to the next location (which is, of course, Chapter Four).



■ Trial

This stage's trial is a difficult one, and it might be easier for you to return to complete said trial when you're much stronger, which will only happen later in the game. What's most important here is to increase your health and Shadow Magic. The rub on this trial is to complete the entire two-part battle without using any Light Magic. That means that the health that you enter the fight with will effectively be all you have going forward. So, only when you're completely confident that you have this battle down-pat should you even attempt to complete this trial, which will otherwise prove to be extremely frustrating and seemingly-impossible. If you're smart, you'll leave this one until very, very late in the game.

		Mountain Fortress	The Crow Witch			
	Part One	Part Two	Part Three	Part Four	Part Five	

The gigantic bird that lifted you away from the arena where you fought Cornell at the end of the last chapter will deposit you down at the foot of the Mountain Fortress, which begins the brief Chapter Four. After speaking with the bird automatically during an introductory cutscene, you'll gain control of Gabriel. There's nothing to do for now but to run along the completely linear pathway strewn before you. You'll find nothing of interest en route (like a hidden collectible, for instance), but you'll still encounter a neutral essence container that you should certainly utilize before heading forward. After all, you likely exhausted all of your Dark and Light magic during the fight with Cornell.

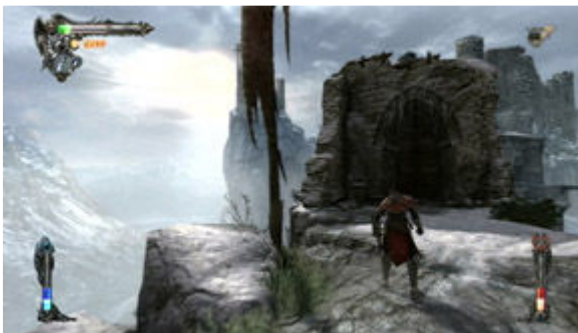


■ Scroll (1/2)

As you move forward towards the entrance to the mountaintop fortress, you'll run into a dead body on your left that you should loot for the scroll it contains. This one is virtually impossible to miss.



Sealing you off from the actual fortress is a gigantic wooden door. When you approach it, the game will prompt you to use Shadow Magic to get rid of the door, utilizing a series of moves with the magic active to smash through the door with nothing but Gabriel's might. This is why the neutral essence was given to you earlier. So, follow the on-screen instructions to get through the door. Remember that you can (and should) retreat back to the source of neutral essence behind you to replenish the Shadow Magic you just used before continuing.

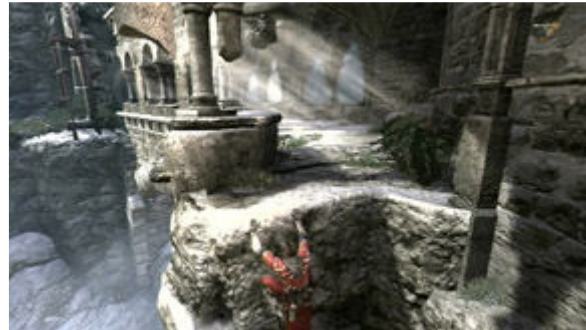
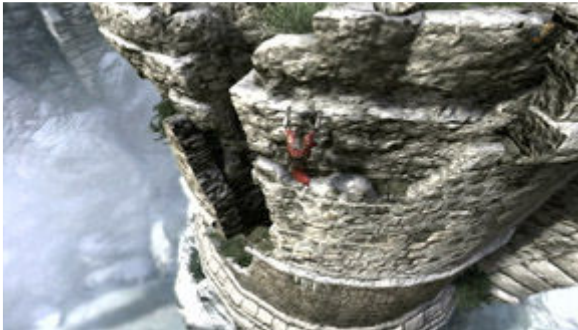


■ Life Gem (1/1)

As you move past the door that you just destroyed with Shadow Magic, you'll be able to run up a covered, linear pathway towards a circular walkway ahead. This circular walkway will allow you to go right or left. For now, opt to go rightward, and you'll run directly into a dead body slouched against a nearby wall. Raid the body for this Life Gem.



With the aforementioned Life Gem in hand, you should circle back around the pathway, this time heading leftward. You'll almost immediately run directly into a pile of rubble which stops you from proceeding in a conventional manner. But Gabriel is always prepared for the unconventional. At the foot of the rubble, drop down to a series of hand-holds built into the side of the tower, and begin to shimmy to your left. Jump over a few gaps and otherwise conduct this climb in the same fashion you have many others. You'll eventually be able to pull yourself up to a new corridor on the other side of the rubble.



As soon as you pull yourself up, be prepared for a fight. Small Trolls -- enemies that are in no way, shape or form a major threat to you -- will make themselves seen in decent numbers, spawning from your left. Stay on the right side of the corridor and let enemies come to you, slaughtering them as they approach. These enemies shouldn't even touch you at this point. Once you've fended them off, set your sights on the gap in the pathway to your left. The game will prompt you how to cross this huge gap -- by dashing, and then running. Give it a try! Once on the other side, you'll need to fend off a small contingent of Small Trolls on your left before all is quiet (for the time being).



- **Shadow Gem (1/1)**

You'll see a glowing wall to your right once over the jump. Use the same technique to destroy this wall as you did to destroy the wooden gate leading into the fortress a little earlier (by utilizing Shadow Magic). Once through the crumbled wall, you should find a dead body which is holding this Shadow Gem. Claim it.



■ Light Gem (1/2)

This stage is just giving these gems away! This one is admittedly difficult to find, however, and chances are you will miss it if you don't know precisely where to look. That, of course, is where we come in. Move left past where you found the last wave of Small Trolls, across from where the Shadow Gem was hidden. You'll immediately run into a chasm, and your eyes will be drawn to the whip hook above your head that will allow you to easily cross. But if you're extra observant, you'll also notice a hand-hold adjacent to the whip hook. Hook yourself onto the whip hook and crawl upward so that you can hold onto the side of the rockface. This will then allow you to use a hidden whip hook above to draw yourself up to an isolated, well-concealed platform. Not only will you find a Dark Crystal up here, but you'll also find a dead body containing a Light Gem.

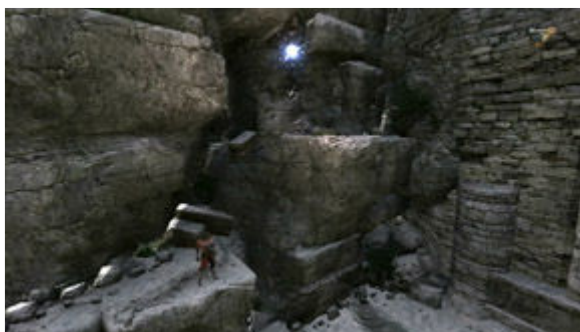


■ Scroll (2/2)

Grabbing this scroll will require a bit of legwork, but nothing too crazy, especially since it's on the path you're supposed to take. After descending back down from the location of the Light Gem, and after jumping over the chasm, you should be able to head leftward up a rocky path. The path is completely linear. Enjoy the view as the path twists back towards one of the walls of the fortress. As you get near the fortress, you should run into more rubble blocking your path towards the door into the building. A dead body with this scroll sits right in front of that rubble.



Continuing from here is simple. You'll spot a glowing ledge to your left that you can use to hoist yourself up to a platform further to the left. You can then use your whip to launch yourself upward to yet some more hand-holds. The vertical climb will then begin from there, though you'll soon be able to use yet another whip hook to bring yourself over to a platform directly adjacent to the fortress itself. Things will go swimmingly from here, at least for a brief time. As you fend off more Small Trolls that ascend onto the area, a much, much greater threat will appear from behind the fortress wall. This is when things can get decidedly more complicated.



The giant creature inside the fortress is known as an Ogre. He'll begin trying to smash through the wall separating Gabriel from him, but won't have much luck. All the while, you'll need to focus wholly on battling the Small Trolls that continue to assault you. The important thing here is to stay on the right side of the platform, near the debris that's blocking you from proceeding further to the right. Why? Well, the Ogre's incessant shaking of the building will force the left side of the platform to crumble. Once that happens, more shaking will cause the debris on your right to disperse. Quickly run to the right when this happens, and use a whip hook to cross a gap to the other side. As soon as you do, the Ogre will punch through a nearby wall, nearly striking you. Man, this guy is really pissed!



Thus, a sort of dance you'll be doing with the Ogre for a little while begins. That arm striking through the wall is the mark of the first part of this fight. If you're observant, you'll notice that a damage meter has appeared at the top right part of your screen. This meter doesn't carry over to other parts of the fight with the Ogre, meaning you'll need to whittle-down the entire meter to end this part of the fight, so that you can proceed to the next one. Thankfully, this leg of the melee is easy. Whipping the hand will do plenty of damage, but keep in mind that you don't want to stray too close to the hand. If you do, the Ogre will grab you and damage you, and you'll need to follow an on-screen prompt to get out of its grasp. Thankfully, the Ogre works pretty systematically here, so you can dodge his attacks readily. Stay away from him and on your left, and whip the whip hook on the right side of the screen to continue, but do so quickly, as the hand will return after a few seconds. If that happens, you'll need to fight it all over again.



Unlike your earlier encounters with the Ogre, this time, you're going to have to battle with him for an elongated period of time. Thankfully, the game gives you something that's extremely, extremely helpful in this battle. And that something will be pretty obvious to you as soon as you swing into this location, since it'll be one of the first things your eyes are drawn to (after the Ogre himself, of course). That something is a neutral essence distributor, and it appears that its contents are completely unlimited. This will come in handy during the course of the battle, so always return to it when you can to replenish both your Light and Shadow meters (when it's safe to do so). Then, you can use Light Magic on the Ogre during the battle to restore your health, and Shadow Magic to do more damage. The former will likely prove to be a necessity here, but you can probably get away without doing the latter (though there's no reason not to use Shadow Magic during this fight).



			Mountain Fortress		The Crow Witch			
			Part One	Part Two	Part Three	Part Four	Part Five	

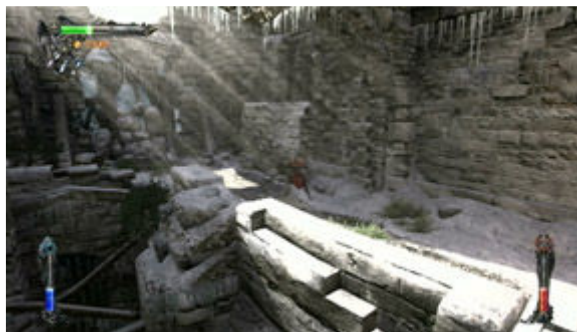
So, here's the rub. The Ogre is stuck within the semi-circular area before you, with your equally-semi-circular pathway working around him. He'll use his arms and hands to try to smash down at you, but at the beginning, these smashes don't create earthquakes or other reverberations for you to dodge (this will change late in this fight, though). The idea is to see which arm or hand he's about to swing with and then dodge in the opposite direction, keeping in mind that you'll need to dodge the forearm all the way up to the elbow at times. Meanwhile, launch attacks not only at the Ogre's hands and arms, but at the Ogre's body as well. You don't have to wait for him to attack to spring your own assault, but don't get too carried away, or you won't be able to parry and dodge his own attacks when he decides to launch them.



You'll notice that the fight with the Ogre is actually rather simple. With unlimited amounts of Light and Shadow Magic at your disposal, you can both keep yourself plenty healthy while incurring huge damage on the foe at the same time. As the creature takes damage at the one-third and two-third levels, you'll have to grapple on to his hands when they glow in order to complete some quick-time events, which will gouge his eyes out. When he's taken enough damage (and goes all berserk for a few moments), his head will then glow. Now, this part can frustrate you. You can easily grapple onto his head and bash it into the ground, but if you don't do it in a very specific spot, you'll be caught in an endless cycle. To kill him outright, bait him to the center of the semi-circle, so that a pointy little piece of decoration is directly beneath his head. Then, grapple his head and smash it into this, which will kill him.



Thankfully, things should now be quiet for a while. With the Ogre dead, you can proceed around to the right side of the semi-circle, where you can launch yourself over a gap to the pathway on the other side. The pathway should be completely linear from here, so follow it for a while. Remember -- when you reach the huge gap in the pathway, use your new-found dash-jump abilities to get over it successfully. Otherwise, no enemies should bother you during this brief run.



■ Light Gem (2/2)

Directly after you successfully kill the Ogre, you'll be free to continue through a hallway to the right of where the fight took place. At the top end of that pathway, you'll be forced to the left, but don't be so quick as to follow the main path. Instead, take notice of the statue-like obstacle stopping you from proceeding due north in lieu of swinging leftward. Without any sort of magic, you can charge your punch and smash this obstacle out of your way. Then, simply run northward up the rest of the hallway, and swing rightward into an isolated chamber. A dead body can be found here; search the body for a Light Gem.



■ Brotherhood Ark (+2 Fairy Upgrade)

After grabbing the aforementioned Light Gem, you should backtrack to where the statue was located that you smashed out of the way. With that statue out of the way, you can run down the leftward path as you would have had to do if you didn't push the statue. On your right, you'll locate a locked gate, with a circular switch next to it. After you upgrade your Combat Cross so that you can use it as a handle on switches like this, return to this stage, open the gate using that switch, and then raid the Brotherhood Ark on the other side. You'll get a +2 Fairy upgrade by doing so.



Eventually, you'll reach a dead end on this path. A pile of debris blocks you from continuing the way you've been going, but you can get over the debris and into the next area fairly easily. Simply climb onto the hand-hold glowing nearby, and then use your height to reach the whip hook over the debris. Once you've swung into the next area, you'll do battle with a slew of Small Trolls, like you've done so many times before. However, the glowing gate at the north end of the arena that you can't get through on your own should tell you that a Cave Troll will make an appearance before very long. Little discussion on this should be necessary since you've done this so many times now.



Once you've worn down the Cave Troll adequately, you'll be able to get on his back (as usual) and use his strength not only to kill the rest of the Small Trolls in the area, but more importantly to destroy the gate. Once that happens, you'll bear witness to a cutscene in which Gabriel kills the Cave Troll automatically, and then takes a look at the ornate building up the stairs ahead. As swarms of birds fly down from the building, creatures that would otherwise attack Gabriel at the drop of a hat instead flee. Clearly, something in that building has them scared. Just what is it?



Well for the time being, you're not going to find out. However, as you climb the stairs and attempt to progress towards that building, you'll be intercepted by a tiny little creature, something seemingly-harmless, called a Chupacabra. The Chupacabra, as the game will tell you, is a creature that doesn't necessarily mean harm. Rather, it's drawn to you by all of your magical runes and artifacts, and it goes ahead and steals them from you, rendering you completely helpless (well, at least like you were very early-on in the game). The Chupacabra won't harm you, but you'll need to chase it around. It will taunt you, telling you that you're hot or cold as you get closer or further away from it.



To find the Chupacabra, you'll need to backtrack to the gate you just smashed your way through. If you're facing that gate, then there should be an opening on your left that leads to an adjacent area. You may have been drawn to this location earlier, but now is when you'll really need to head here. This disheveled area contains a neutral essence distributor (not that you can use it right now or anything), and more importantly, the Chupacabra. Work your way around to the far end of this location and begin to climb upward, eventually using a whip hook to land on the platform where the Chupacabra is hiding (along with a doll of another Chupacabra, strangely enough). When you find him here, you can reclaim everything he stole. What the point of that little excursion is beyond us.



Now all you have to do is to backtrack towards the gate, and then run up the stairs again, towards your new destination, which is the aforementioned ornate building. The gate into the building is sealed, however, which will force you to use the dash-and-smash move you earlier learned. Once you smash through the door with your Shadow Magic turned on, the mission will suddenly conclude.

■ Trial

This stage's trial can be (and will no doubt be) very frustrating. It's one of the hardest ones in the game, if not outright the hardest, up to this point in the game. The idea here is to face off with the Ogre, fighting him without getting hit even once by any of his attacks. Thankfully, you should be able to exploit the save system here, to restart from recent checkpoints if you're hit at any point during your encounters with the Ogre. This one will require plenty of patience (and lots of agility, too), but don't frustrate yourself too much. If it's really getting to you, just leave it for later.



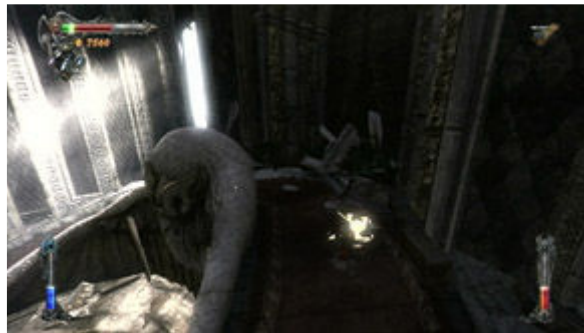
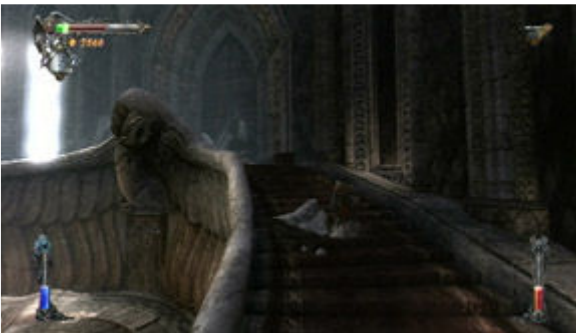
■ Scroll (1/1)

This scroll isn't only easy to find, but the hint that's on it will almost immediately help you to proceed as well. When you gain control of Gabriel here, immediately run forward towards the sealed gate ahead. Search the body on the ground en route to grab this scroll.

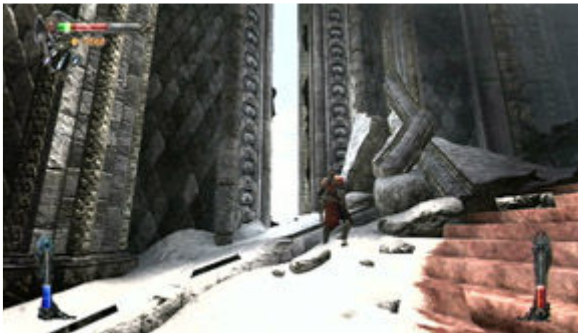


■ Light Gem (1/1)

While this could potentially be missed, if you're even remotely thorough while exploring, you won't miss this one at all. There are stairs circling around the back side of this room. Run up the stairs on your right towards the top of the stairs (where the two sides meet), and you'll find a body on the ground in the dark here. Scour the body to find the Light Gem it was hiding.



Okay, so now that you have both the scroll and a Light Gem in your possession, it's time to proceed. If you're unsure of how to do so (after all, the doors are sealed-up here), consult the scroll you just uncovered, or simply use this walkthrough. You'll notice a sort of tall, vertical hole in the wall on your left. This will lead back outside to the cold. Walk through the hole, and then begin your climb upward along some cliffs. Eventually, you'll need to use a whip hook to hoist yourself up to yet another whip hook. You can then swing up towards a beautiful stain-glass window, forcing Gabriel to smash through it.



■ Shadow Gem (1/1)

If you're not very observant, then this particular gem is going to be difficult for you to track down. Once you emerge outside, instead of jumping up the platforms on the right, look to drop down on some platforms on your left. As you do, you'll eventually be able to swing over a hidden chasm using a whip hook, which will bring you to the mouth of a secret cave. Within this cave, you'll find a slew of Small Trolls to fight, but more importantly, you'll find a dead body. Upon examining this dead body, you should obtain the Shadow Gem you seek. Just remember that you'll need to smash through the door atop the stairs at the north end of the room to proceed!



As soon as Gabriel opts to smash through the window, you'll get to view a brief cutscene. Gabriel dramatically breaks the window and lands gracefully on the floor far below. Things are quiet within this dark building, but as you're about to find out, the peace and quiet isn't going to last. Get ready for your first of several fights leading up to the actual boss fight, which will take place on the tower's roof in due time.



Here, you will have your first encounter with a Swordmaster. Swordmasters are devious, ghastly enemies that pack quite a significant punch during the course of battle. Whether you're fighting one (as you do here initially) or several at the same time (as you will shortly), you're not going to want to take these guys lightly. Their sword are swung with power and precision behind them, their tactics are aggressive, and they ably defend themselves as well. The best way to deal with these guys is to use some aggressive tactics yourself. While dealing with one target exclusively means that you can... well... exclusively focus your attacks on a single target, you're still going to want to carry over that lesson when dealing with multiple foes simultaneously. In other words, splitting your focus between multiple targets, attacking one and then the other wantonly with no regard for damaging one totally, and then the other, will prove to be counter-productive.





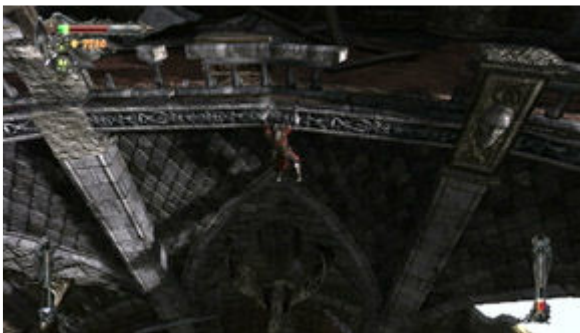
When your initial encounter with the Swordmasters has run its course, it's time to work your way up to the next tier of the building. This can be done rather easily, by utilizing some stairs that lead to a whip hook. This whip hook will then catapult you up to the next floor of the tower. Run towards the center of this floor to draw out the next batch of Swordmasters, where the fight will continue in earnest.



This second (and final, for now) battle with the Swordmasters will prove to be far more precarious than the previous battle. And this is really only for one reason, and one reason only -- you'll be fighting three of these guys simultaneously. The fact that these guys are aggressive attackers makes fighting three of them at once a pretty tough proposition. Complicating matters even worse is the fact that there's water covering about half of the floor here. Why does that matter? Well, Swordmasters will randomly smash their blade into water, electrifying all of the liquid around them, which is hard to escape and damages Gabriel considerably. You'll want to keep this particular action to a minimum. While not entirely effective, using a fairy or two here will help slow down and weaken one or two of your targets. As is usually the case, when one target in a group of three has fallen, the fight becomes much, much easier, and when there's only one left in that group, it becomes easier yet. Thus, focus your attacks on a single target at a time to whittle down their numbers as soon as humanly possible.

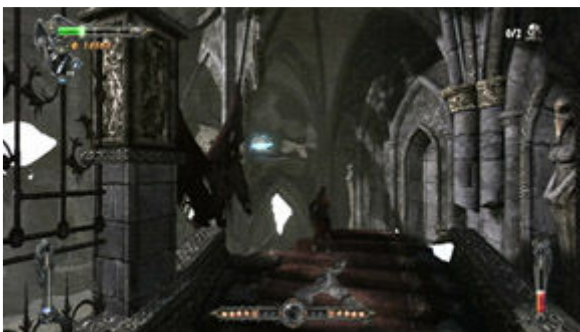


From here, you'll no doubt meet a little bit of confusion in terms of just how you're supposed to proceed to the tower's highest floor. After all, when you attempt to take the spiral staircase higher, you'll reach a dead end, with a Brotherhood Ark that's impossible to grab the contents of when visiting this stage for the first time in your adventure. Instead, run around the outer circumference of the room where the fight with the last batch of Swordmasters took place, and your eye will eventually be drawn to a whip hook high above your head. You can use this hook to catapult yourself upwards, where you can then climb up and shimmy to an opening in the railing to your right. Drag yourself up onto this new pathway, and circle around to the left to heal yourself at the healing station. It's absolutely integral that you do so, since the boss fight proper is fast approaching.



■ Brotherhood Ark (+2 Holy Water Upgrade)

Return to this stage when you receive the Seraph Shoulders after killing the Vampire Dark Lord at the end of the eighth chapter. With those Seraph Shoulders, you can now climb those aforementioned stairs after killing the second wave of Swordmasters. At the top of the stairs, you'll have to jump a huge gap to reach an isolated platform with a Brotherhood Ark on it. With the Seraph Wings, you can make this jump by double jumping to the platform, but you still need to dash and run at the edge of the stairs in order to get enough distance. Keep that in mind so that you save yourself some frustration. Within the Brotherhood Ark, you'll find a +2 inventory bonus for Holy Water.

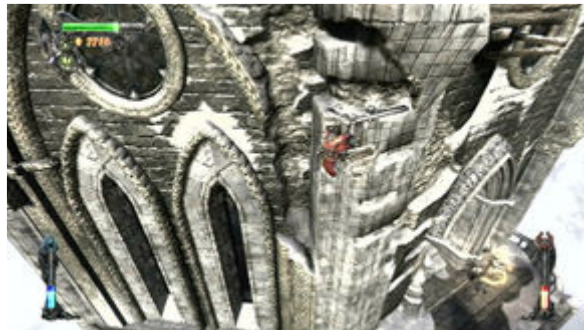
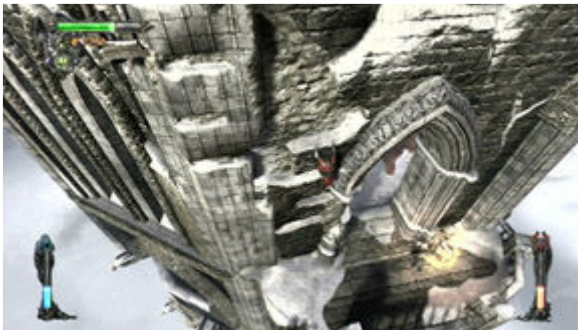


■ Life Gem (1/1)

A Life Gem can be found directly in your path as you're working your way around towards the entrance of this top floor leading back outside. From where the healing station was, circle all the way back around the pathway, past where you initially pulled yourself up, and all the way to the right some more. A chandelier in the middle of the ceiling will obscure part of your view en route. When you work your way outside, immediately search the small balcony you're on for a body, which contains this Life Gem. Be sure to grab it!



Now, it's time to work your way up to the tower's rooftop, as we earlier promised you'd be able to do. You'll have to begin your climb with some hand-holds to your left, which will allow you to begin this pretty elaborate vertical climb. At this point in the game, you should know how to conduct climbs such as this, looking for the next place to put your hand, up and up and up. When you eventually reach the rooftop, you won't have anything left to do but to run to the center of the circular arena ahead. At this point, the Crow Witch Malphas will make herself seen, eventually materializing into one gigantic crow-like bird from the large crew of standard crows that have been stalking you and your progress for some time now.



	Mountain Fortress	The Crow Witch	
	Part One Part Two Part Three		

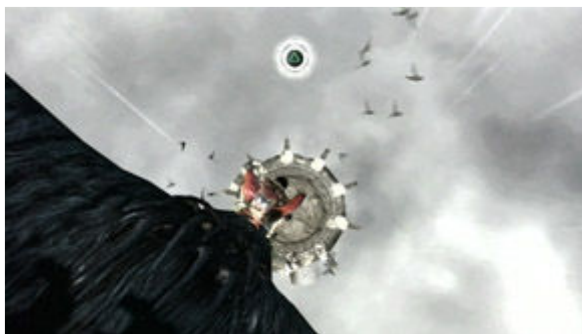
This battle is actually really, really easy, as long as you utilize the right tactics. Otherwise, Malphas can take you to the mat rather quickly. Here's the rub. Malphas will fly around the outer circumference of the tower's rooftop, staying far away from you. You won't be able to damage her conventionally... not yet, at least. Instead, you're going to have to utilize a little patience, constantly moving to avoid her stream of crows (which will mildly damage you and stymie your movements), while waiting for her to execute the one move that will leave her entirely susceptible to an initial onslaught of damage.



Malphas is the Crow Witch, and obviously, the crow is a bird. Birds lay eggs, and the Crow Witch is no different. The difference between Malphas and a normal bird, however, is the fact that Malphas doesn't have much regard for her offspring. Her eggs are extremely strong, so she will hurl them at you without a second thought. This is your chance to act. Remember when we fought the Titan earlier, hurling rocks back at him? Well, you're going to do the same thing here with Malphas, but you're going to have to be much, much quicker about it. Malphas will throw three (and sometimes four, though not often) eggs at you. Grapple onto the first and use the left analog stick to fling it back, identically to how you flung the rocks back at the Titan earlier on. The two other eggs after that will likely land, but you may be able to launch another egg back, scoring twice as much damage.



Either way, the eggs that weren't flung back at Malphas to damage the bird will spawn Malphas' offspring known as Witch Children. These guys are a bona fide pain in the butt. Fairies will help even the odds on them when you fight them if you are having trouble. Otherwise, focus on a single target at a time and obliterate them quickly, dodging their devastating fire attacks, and staying far enough away from them that they don't attempt incessant physical strikes. When they are felled, Malphas will again launch eggs at you, and will continue to do so until you damage it about halfway. At this point, the battle changes.



Malphas will fall to the edge of the circular arena of battle, and will start glowing. You know now that this is your cue to grapple on for a quick event. When you do, Malphas will stream up into the sky with you on its back, and you'll need to follow a simple on-screen prompt to ram its head back into the tower. Once that's done, quickly walk up to its stunned body and attack it some more to damage it. Now, with half of its health gone, you'll have to repeat this entire process one more time. There's no real difference the second time around. All that's different is that once the bird is smashed into the tower again, you'll be able to attack it until its health is all gone, at which point Gabriel will be beckoned to latch his whip onto its head. Follow the prompts from there, and Gabriel will pull the head off of the Crow Witch, effectively killing it.



■ Trial

This trial is easy to complete, so long as you're quick in dealing with Malphas' eggs. Basically, you have to defeat Malphas in the way described in the previous paragraphs while killing no more than two of her offspring, the Witch Children. The only real way around this is to be sure that no more than two eggs collide with the tower. That's because Malphas won't spring into throwing more eggs until the Witch Children she's already deployed have been killed... or never spawned at all. The latter is the key here. The good news is that a checkpoint activates right before the fight begins, so you can always restart from there if you're having difficulty.

	☰	Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library
		Part One	Part Two	Part Three	

If you're a true Castlevania nerd, you'll recognize the name Veros Woods. While Lords of Shadow claims not to have any tangible association with past Castlevania games or the canon of the series, Veros Woods is a rather obvious ode to Castlevania II: Simon's Quest on the NES. In that game (which is the best Castlevania game ever made, if you're curious), Veros Woods is one of the locations you have to traverse. Here in Lords of Shadow, the woods are covered in snow, with enemies abound. You're on the edge of the Vampire's territory, so things are going to start to get very dangerous. When you gain control, simply start by moving forward down the path. When the path splits, head leftward to grab a fairy for your inventory (if needed), but otherwise, stick to the path on the right and continue northward.



■ Life Gem (1/2)

As you move further down the path, you'll be assaulted by a few small enemies that you should be able to extinguish quickly. When they're slain, you'll run into a stone wall on your right that you can destroy. It's worth noting the obvious here -- it's somewhat hard to see what you're doing and where you're going with the mild blizzard conditions overtaking all of Veros Woods (and this has slightly affected the quality of our screens as well). So keep your eyes peeled for this wall. Smash through it by dashing while using Shadow Magic. On the other side, you'll find not only a Dark Crystal for your inventory, but a dead body that contains a Life Gem as well.



Rejoin the main path once you've plundered the dead body for its Life Gem, and you'll soon run into a familiar-yet-obnoxious foe, the Chupacabra. As you should remember from your last run-in with these guys only a couple of stages ago, a Chupacabra doesn't necessarily mean you harm. Rather, it steals your runes and other magical items, stripping you of your ability to use Shadow or Light Magic until you track the Chupacabra down to reclaim your goods. After the Chupacabra takes off, you'll find yourself in a Goblin encampment, where you'll need to do battle with some of the weakest enemies the game has to offer. So even without your magical abilities, this battle should prove to be quite simple. Just eliminate all of the Goblins until they finally stop emerging from their tents.

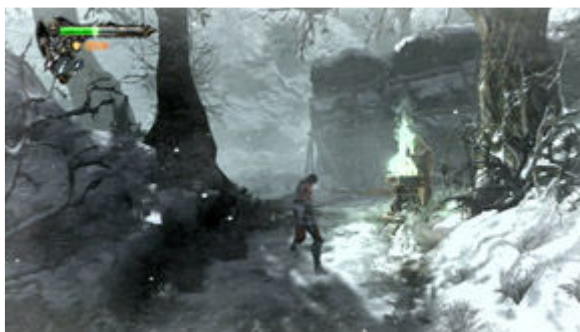


There are two paths leading forward from the encampment. You should ignore the path leading leftward for now, since you'll run into a wall that you can't destroy without Shadow Magic. Instead, take the right path. This will ultimately funnel you towards the Chupacabra. You should be able to stay on the right path even when the path forks and splits, since you'll continue to run into walls that, again, you can't get past without Shadow Magic (we'll get to those later). When you run into the Chupacabra again, he'll run off, and you'll be forced into another Goblin encampment with a sealed wooden door at the northern end of it. Naturally, a Warthog is amongst the Goblins, and you'll need to fell its rider and get on its back to smash through the door. You've done this countless times at this point in the game.



■ Scroll (1/3)

Once you've smashed through the door with the Warthog, kill it and get off of its back. Then, proceed up the linear path ahead. You'll encounter a healing station on your right, which you should use if you need some health. Otherwise, just beyond the station on your right, you'll see a body lying in the snow. Scour it for a scroll.



Now to get your equipment back. You're close! Getting your gear back from the Chupacabra this time around will prove to be a little more difficult than it was earlier on, but still, it's far from impossible. Alongside where the curative station and body containing the previous scroll were located, you can grab onto some horizontal wooden beams, and then shimmy over to your left. When you turn around the bend along the cliff, you can then pull yourself up and stand up on the isolated cliffside. You can take a jump to your left, hang on, and pull yourself up to the Chupacabra, but be sure to launch a fairy at him first. Why? Well, if you make the jump without first distracting him, you'll be blasted with red lightning, which will force you to try again.



■ Scroll (2/3)

You're in a position to grab another scroll before backtracking through Veros Woods. After assailing the Chupacabra and acquiring your goods back, you can proceed further into the cave ahead of you. You'll not only see a neutral essence distributor to utilize ahead and on your left, but before that, on your right, you'll spot a corpse. Search it to find this scroll.



Drop back down from the Chupacabra's perch once you've retrieved your gear and the aforementioned scroll. You can't backtrack the way you came, because you dropped off of a precipice en route to this location that you can't scale back up. Instead, you're going to need to swing around the left side of the mountain where the perch was located, which will lead to another small Goblin encampment. There won't be too many Goblins to keep you occupied here, so you should be able to fell them rather easily. When all is said and done, push through the camp and the camera should adjust, showing Gabriel on the edge of a precipice. Drop down off of the precipice in order to proceed.



■ **Life Gem (2/2)**

There's a wall you can smash through right next to you, but we implore you not to do so yet. Instead, there's a bit of exploration that needs to be done first. Run down the pathway away from the destructible wall, so that you run back into the sizeable Goblin encampment you cleared earlier. Then, take the adjacent pathway back into the woods, as if you were pursuing the Chupacabra again. In this area of the woods, keep an eye on your left, and you should run into a wall before very long. Use your regained magical powers to smash through the wall, where you'll find a Dark Crystal and a dead body containing the Life Gem you seek.



■ Shadow Gem (1/1)

Likewise, there's a Shadow Gem you can acquire in a similar fashion. Leave the location of the Life Gem and proceed further into the Veros Woods, this time keeping an eye on the right side of the pathway. You'll encounter a similar wall to the one you just destroyed. Blast through the wall with some good old-fashioned Shadow Magic, and you'll find yet another Dark Crystal, and yet another corpse, this time containing a Shadow Gem.



■ Scroll (3/3)

More collectibles! There's a scroll to find now, but to do so, you can return to the primary path you're supposed to take through the woods. Return to the wall off of the left pathway from the main Goblin encampment, the one you dropped directly in front of just before. When you arrive, smash through the wall with Shadow Magic. You'll find a dead body on the other side, on the right side of the path, which contains this scroll.



There's nothing left to do from here but to run forward. The path will meander linearly until it suddenly opens up. In front of you, you'll see a village, and beyond that, a gigantic castle. Naturally, you'll get to explore both soon enough. End this stage by dashing forward from there, but take in the view first. It's awesome!

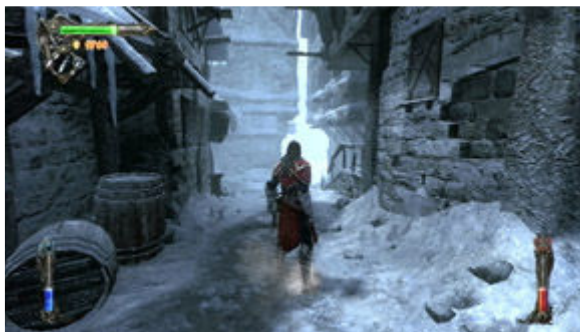


■ Trial

This is an easy trial, especially at this midway point in the game. The idea is to get your stolen goods back from the Chupacabra in under three minutes. The clock will begin at the very point your goods are stolen, but believe it or not, three minutes is still plenty of time to get the job done. Lay waste to the Goblins you encounter en route to the cliff where the Chupacabra is hiding. The major time-suck here is subjugating the Warthog you encounter to get through the sealed door. Also, there's little room for error when you're briefly platforming to reach the Chupacabra's cliffside position. Remember to use a fairy to distract the Chupacabra before making your final jump, or he'll strike you down.

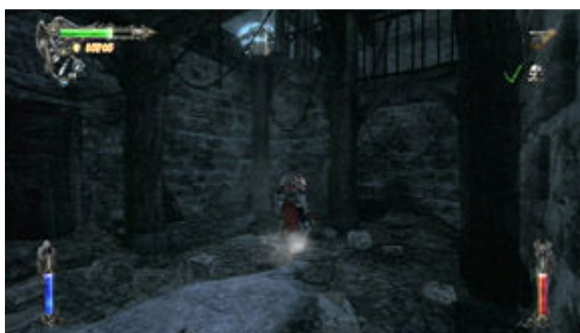
		Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library
			Part One	Part Two	Part Three

Things will begin quietly enough in this sleepy little haven. Wygol Village is also a reference to a past Castlevania game, this time Order of Ecclesia on the DS. When you gain control, simply move forward down the alleyway you begin in. You'll see a breakable wall on your right, adjacent to a low-lying staircase. You could blast through the wall easily enough with Shadow Magic, but for now, there's no reason to do so. The Brotherhood Ark within is unobtainable during your initial visit to the village, so there's no reason to half-pursue it for the time being.



■ Brotherhood Ark (+2 Holy Water Upgrade)

However, once you've returned to Wygol Village after you've killed the Vampire Dark Lord and earned the Seraph Shoulders, you can go ahead and grab that aforementioned Brotherhood Ark with no issues whatsoever. Simply climb up the short staircase at the beginning of the stage, and use Shadow Magic to bash through the wall with your shoulder. Then, once inside this hidden room, look for the glow of the Brotherhood Ark above. Stand nearby and double jump upwards to this platform. Crack it open to earn a +2 inventory bonus for your Holy Water.



As you work your way further into the village square, a cutscene will ensue. A few villagers will spot you on the road and quickly close their windows. Clearly, something terrible has happened here. Eventually, Gabriel will stumble into none other than Zobek, who he hasn't seen in some time. Zobek is praying over a ghastly pile of dead bodies, victims of the Vampires nearby. As Zobek and Gabriel catch up, they resolve to try and enter a nearby abbey, where a mystical item is said to be kept. This item can give Zobek and Gabriel the upper-hand with the Vampires they're soon to be dealing with... but how to get this item out of the mad monk's hand who currently holds it is another matter entirely.



The cutscene is brought to an eventful end when all-new enemies called Ghouls bust out of a grave on your right, attacking both Gabriel and Zobek. Gabriel will have Zobek's "help" here, but we use that term loosely, because Zobek is weak and fairly useless in this particular fray (which will prove advantageous when you learn about this particular stage's trial). Ghouls themselves aren't necessarily difficult creatures to do battle with, but they are incredible damage sponges, so get ready to have to deal a whole slew of damage to each target to fell it. Also, Ghouls can poison you, so if they are glowing with a green color, it means that they can send forth a poisonous plume of gas. As always, if you're poisoned, simply activate and then immediately deactivate Light Magic to get rid of the poison's ill effects.



What you'll no doubt notice here is that the Ghouls will endlessly spawn and respawn out of the same hole until you figure out how to seal it up. Sealing the hole is as simple as using your whip, and Zobek's help, to get a statue to smash down over the hole, ensuring that no more Ghouls can get through. You'll have to repeat this process three times, with three different holes, but you'll thankfully only have to deal with one at a time. The first hole can be sealed by grappling onto it with your whip, and then following the on-screen prompts to call for Zobek's help. Then, follow more on-screen prompts, and the statue will conveniently plummet directly into the first hole, sealing it up.



Keep in mind that you should only attempt the sealing process once the wave of ghouls you last dealt with is no more. That's the only safe time to do so. And you have to be quick, because if you don't seal the hole, new waves of Ghouls will make themselves seen, further complicating the issue (the good news is that the Ghouls are worth quite a bit of experience, which is a positive). Taking care of the other two statues from here will prove to be a little more complicated, but not so much so. The second hole that is revealed will need to be sealed with a statue far to the left. You'll need to use your Shadow Magic-induced punch to move the statue closer to the hole, where you can then utilize the same techniques you used earlier to seal the hole. This combination of events will likely require you to kill two separate waves of enemies from that second hole before it's permanently sealed.



The third hole is where things get a little bit more complicated. There is a statue at the far left end of this graveyard, nestled against an opening in a small stone building. Perpendicular to the statue, you'll find a weak wall that you can exploit with some Shadow Magic. This will not only grant you access to a neutral essence dispenser that can restore lost Shadow (and Light) Magic, but it also reveals the back end of the statue. Do to this statue what you did to the last one. Shadow Magic-punch it from behind, and then utilize the same techniques to pull it into the hole with Zobek's help. With all of the legs of this particular sealing process, you may have to kill two (or three) separate waves of Ghouls from the third hole before it, too, is sealed up.



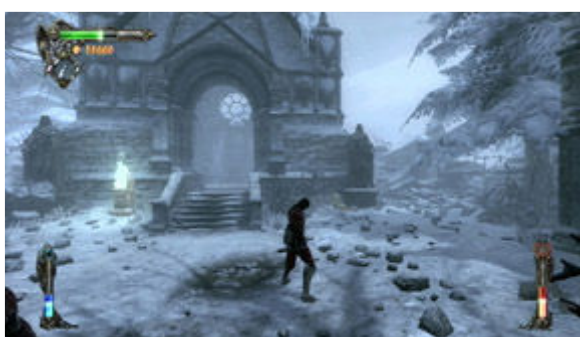
■ Shadow Gem (1/1)

When all is quiet in the graveyard, and all three Ghoul holes are fully sealed up, you'll be able to attend to more pressing issues. Near the third hole, at the northern end of the graveyard, you'll spot a body on top of some rubble. You may have seen this one during your many fights with the Ghouls here, but you should have (wisely) ignored it until now. You can now tend to this body. Search it to find this Shadow Gem.

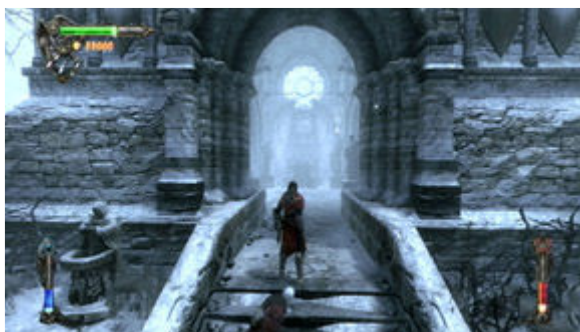


■ Scroll (1/1)

So you've sealed up all three holes the Ghouls were spawning out of, and you claimed the aforementioned Shadow Gem? Excellent. All of the commotion has shoved the metal gate at the northern end of the graveyard loose, but you'll still need to use Shadow Magic to get through it (make sure to backtrack when all is said and done to utilize the neutral essence distributor on your left to replenish lost Light and Shadow Magic). Once through the gate, approach the mausoleum ahead. Before entering, visit the health station on your left, and more importantly, scour the body seen leading against a statue on the right side of the building's outer façade. It should contain a scroll for you to collect.



We're almost done. Go ahead and enter the mausoleum. You should know what to expect here -- a whip upgrade for your Combat Cross is quickly incoming. Approach the ornate altar ahead, as you've done so many times, and a familiar cutscene will take place. Gabriel will place his Combat Cross into an opening in the altar, and it will be bestowed with a new power. This time, Gabriel will learn how to use the Combat Cross' stake option. And as you know, when fighting Vampires, few things are more important than a handy-dandy stake.



But killing Vampires and other undead entities isn't the only thing your new Combat Cross upgrade is good for. In addition to being able to slay the undead, you can also use the stake as a makeshift handle. You'll learn this almost immediately. On the left side of the small mausoleum, you'll see a glowing semi-circle. This is a switch, like so many others you've used in the game. Examine it, and Gabriel will stick his stake in it, allowing you to utilize the otherwise-broken switch to open up a nearby door. Once the door opens, you'll be able to run down the path it reveals, which will end this stage immediately.

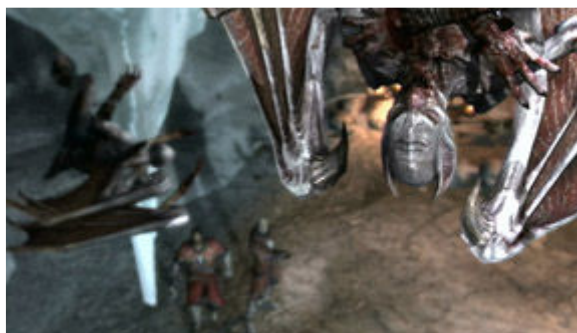
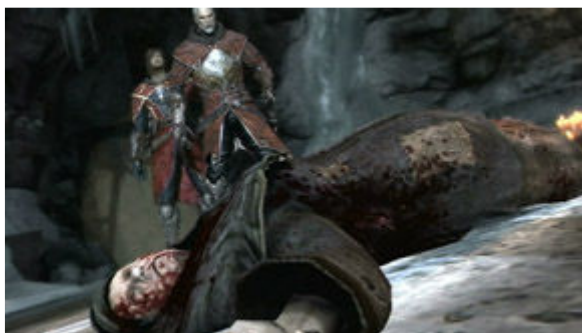


■ Trial

This stage's trial is fairly straight-forward, but it will require a high level of attention on your part, to see it all the way through. The only combat situation you find yourself in at Wygol Village is during the extensive battle with the Ghouls in the graveyard. The idea of the trial here is that you (Gabriel) are to kill all of the Ghouls that appear, letting Zobek kill none of them. Now, you have the fact that Zobek is weak and passive to help you out, but if he's attacked by a Ghoul, he'll attack back. This is all about not letting him kill anything. He can attack and damage foes, but he mustn't kill anything. The best way to go about this, therefore, is to keep the Ghoul spawning to a minimum, eliminating as many chances Zobek has to kill anything. This won't prove to be an especially hard ordeal for you.

	☰	Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library	
		Part One	Part Two	Part Three	Part Four	

When you gain control at the beginning of this mission, run forward down to an open chamber ahead. At this point, a cutscene will take over. You know all of that talk about Vampires just a little bit earlier? Well you're about to run into your very first Vampire here. A bloodied, dead body falls from the ceiling above, where a few winged Vampire Warriors sit. It doesn't take them too long to spot you, and thus, the melee inevitably begins.



Zobek really talks these guys up, but Vampire Warriors are the weakest Vampire-type enemies you're going to encounter in the entire game, so you actually don't have much to worry about here. Making things even better is the fact that they're worth a healthy amount of experience (unlike so many enemies earlier in the game), so fighting them is fully worthwhile. A trio of Vampire Warriors attack you initially. Zobek, as always, is completely useless, so you'll have to rely on yourself to do the necessary damage. Vampire Warriors aren't particular fast or powerful, but that doesn't mean you should be lax here, either. Take them on and kill them as rapidly as possible. When the first wave of enemies is dead, the game will zoom in on a wooden bar at the far end of the room. Naturally, you're going to want to take advantage of the lull in combat to go ahead and grab it.



Before another wave of Vampire Warriors appears, quickly take the wooden bar and insert it into the switch at the center of the room. Then, immediately unhand the switch, because you won't have time to open the gate at the far end of the room at this point. Instead, take this opportunity to eliminate another group of Vampire Warriors that appear. These guys can be fought in the same manner as you fought the initial wave. When they are killed, take this second lull to now utilize the switch at the center of the room, twisting it clockwise so that the gate at the far end of the room opens. Then, follow an on-screen prompt to call Zobek to the switch. He'll hold the gate open while you run into the next room. The gate will close behind you. Gabriel and Zobek are, for the time being, separated from one another.



Your first order of business is to get Zobek to rejoin you. Doing so isn't as hard as it might seem. Indeed, the neutral essence dispenser nearby will give you a pretty good hint as to what's expected of you here. The idea is to use the stone shard pillar-like structure in the room you're in to destroy the gate that separates Zobek from Gabriel. You'll need to utilize your Shadow Magic to get the job done, bashing the pillar two times to break through the gate. Once there's a hole in the gate, you'll need to head back into the previous room to deal with a new batch of Vampire Warriors that Zobek is inevitably too inept to kill himself.



If you work your way back into the second room, you'll find a few points of interest. There are two keyholes here, indicating that Zobek and Gabriel will need to use two keys together (as if they were launching a nuclear missile). The unfortunate part of that is that you don't have either key in your possession. Well, at least not yet. To change that, you'll need to head through the two gates flanking each side of this circular chamber. You'll need to backtrack into the previous room to grab the wooden bar from the switch there. You'll use the same wooden bar on the two switches in the second room. You could theoretically go through either door first, but for the sake of this walkthrough, open the switch on the left side of the room first (with Gabriel's back facing the first room).



	☰	Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library	
		Part One	Part Two	Part Three	Part Four	

With the gate on your left open, it's time to head down the corridor it reveals, but be sure you grab the wooden stake from the switch first, since you're going to need it yet again. The corridor will linearly lead you to a wide open chamber with a simple puzzle to solve. You'll see the first of two Cloister Keys that you have to collect sitting on a pedestal, surrounding by a chasm. How will you access it? Well, it's quite simple, really.

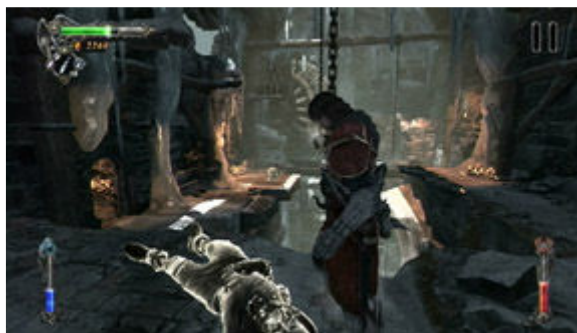
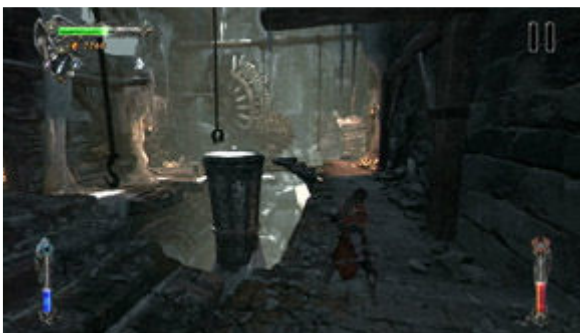


Insert the wooden bar into the new circular switch here, and as usual, twist the switch until you can't anymore. This will bring a moving platform along one side of the chasm towards your location. Once fully twisted, follow the on-screen prompt to call for Zobek's help, and when he grabs hold of the bar, quickly jump onto the platform before he loses his grip. This will let you ride the platform to the pathway on the other side, where you can easily access the pedestal containing the first Cloister Key. Once you get it, don't jump over to Zobek's location. At least, not quite yet. There's a collectible you'll want to snag first.



■ Life Gem (1/1)

Run towards the foreground of this screen, using the pathway on the right side of the chasm (the one you used to access the Cloister Key). This will reveal a slightly-obscured staircase in the foreground leading up and to the left, where you'll run directly into a dead body. Scour this body for a Life Gem, and then proceed around the rest of the pathway. You'll be able to jump back to Zobek's location from the heightened platform there.



With both the Cloister Key and the Life Gem in hand, grab the wooden bar from the switch, and return to the previous room. Not surprisingly, you're now going to insert the wooden bar into the switch on the right side of the room, opening the only yet-unexplored gate here (aside from the gate you will use the two Cloister Keys to open, that is). Because this is the last gate you'll need to open, the wooden bar will stay put in the switch. Don't worry about it -- you won't need it anyway. Head through the open gate into the next corridor, where Zobek and Gabriel will be assaulted by a falling ceiling. Naturally, you're going to have to react quick to get out of this bind alive and in one piece.

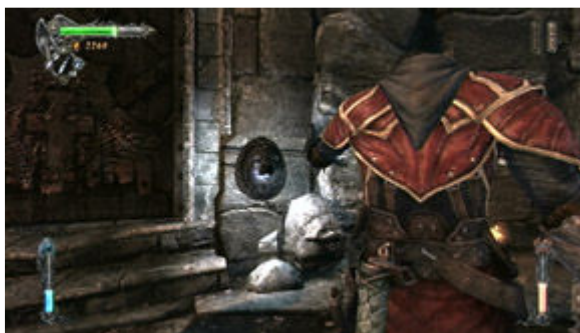


The general idea here is to move down the corridor, switching places with Zobek as he and Gabriel support one piece of the falling ceiling, and then the next, and so on and so forth. Half of the battle is simply following some on-screen prompts to support the weight of the ceiling, but the other half of your task involves moving quickly to the next falling piece of ceiling. The latter can actually be more difficult than it seems due to horrendously-awkward camera angles, but in general, moving to the right should catalyze the next ceiling block to fall. If you move quickly enough, you'll gain access to the safe area at the end of the hallway. As the trap that nearly killed you recoils, you'll be able to grab the second Cloister Key. With that in hand, you can then return to the previous room.



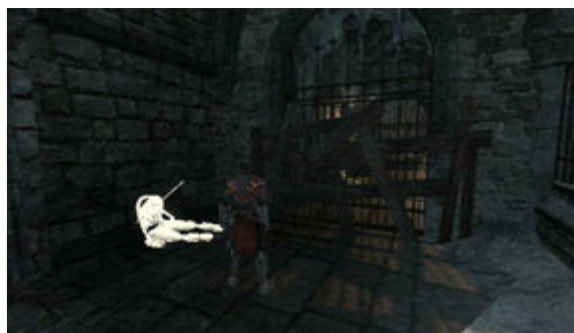
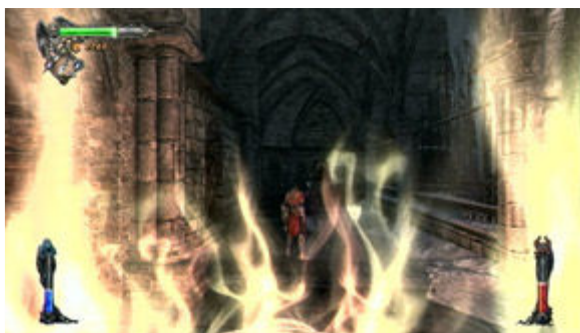
		Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library
		Part One	Part Two	Part Three	Part Four

Now that you have both Cloister Keys in hand, you can open the only yet-unopened door in this room. Zobek plays no role in this, so simply have Gabriel walk up to each keyhole, and insert the Cloister Keys to open the gate. Then, simply follow the linear corridor on the other side of the sealed door. It will eventually lead to an open-air courtyard where one of the Abbot's devious puzzles will stop you from proceeding. But before you try to solve the puzzle, let's grab a few scrolls.



■ Scroll (1/3)

Part of the Abbot's puzzle here has to do with a seal that's illuminated directly in front of you once you gain control in the courtyard (you'll also be shown it during the cutscene that shows the entirety of the puzzle's terrain). If you walk through the seal, and continue along so that the wall of the abbey is on your left, you'll eventually run directly into a dead body as the path turns rightward towards a dead end. Scour this body for a scroll.



■ Scroll (2/3)

A more important scroll than the previous one can also be found here in the courtyard. This scroll is important because of the fact that it has some information on the puzzle you have to solve here (and in fact will let you skip the puzzle entirely, if you don't know how to solve it). To find this scroll, simply head towards the mysterious gadget at the center of the courtyard, and then seek out a body that's nearby. On this dead body is the scroll you seek.



For starters, you're going to need to find another wooden bar that you can use to activate the all-important switch at the center of the courtyard. Doing so is easier than you might think. Simply scour the outside walls of the courtyard to seek out a wall that's crumbling. As always, you can use your Shadow Magic to help you get rid of this wall. Revealed on the other side of the destroyed wall is the wooden bar you seek, as well as a gate that separates you from a dead body and a healing station. Keep this gate in mind, as you'll be able to cross it in just a little while. In the meantime, return to the center of the courtyard and insert the wooden bar into the switch there. Then, abandon the switch for the time being.



		Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library
		Part One	Part Two	Part Three	Part Four

Accessing the wooden bar and placing it into the switch at the center of the courtyard will draw out plenty of fresh Vampire Warriors to attack you, as well as Ghouls. Thankfully, there will only be a finite amount of them that you'll have to deal with. You've fought both types of enemies in situations far more precarious than this, so we're going to go light on the strategy here. The one thing you need to keep in mind is that time is of the essence once you've cleared the area of the enemies. Things will remain silent for only so long, so it's integral that you take advantage of the lull to get done what you need to get done, before the enemies respawn, and you have to deal with them all over again. So keep in mind that during the events that are mentioned in the following paragraphs, you'll have to fend off more Vampire Warriors and Ghouls in between actions. We won't mention it again at length, so again, keep it in mind.



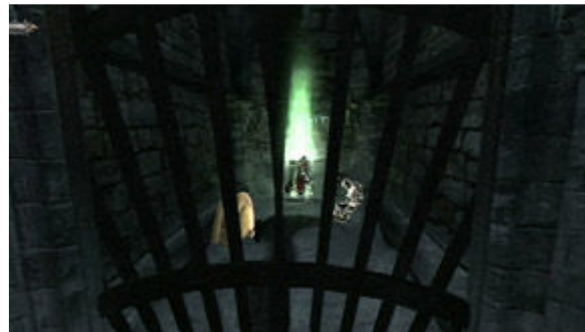
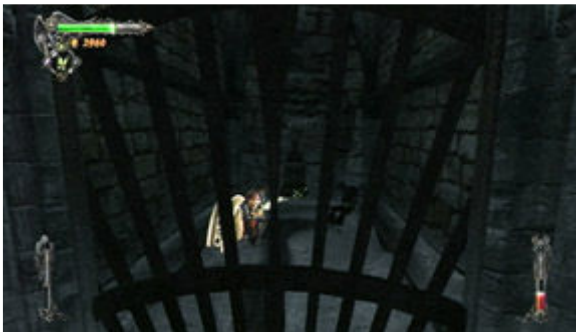
■ Light Gem (1/1)

Okay, so it's time to chase a few more collectibles before we actually solve the puzzle. The switch at the center of the area allows you to manipulate the aforementioned seal, positioning it anywhere you'd like. The only really important places to leave the seal, however, are at the cardinal directions. When you've placed the seal where you like it, call for Zobeck using the on-screen prompt, and he'll hold the seal in position. He'll only be able to hold it until he's attacked by a respawning Ghoul or Vampire Warrior, however, so as we mentioned earlier, time is of the essence. You can only move the switch in one (clockwise) direction, so to access the first area, move the switch ninety degrees. Call for Zobeck to hold it in place, and then break for the portal, which should teleport you to the location of the seal. You should find yourself pincered in between two gates. Scour the body there for a Light Gem, and then use the hand-holds to hoist yourself up and through a hole in the gate on your right, where you can access the main part of the courtyard once more.



■ Scroll (3/3)

Fend off the respawned enemies, and once all is quiet, quickly access the switch again. This time, twist it 180 degrees. The seal should now be behind the gate you exposed when you knocked the wall down and grabbed the wooden bar a little earlier. Again, make way for the portal rapidly, and teleport to the far side of the gate. Not only can you heal yourself with a curative station here, but you can also raid a body for another scroll to add to your inventory. Then, use your new stake ability to use the circular switch, raising the gate and rejoining the fray in the courtyard.



Now, with everything gathered, it's time to make our great escape from the courtyard. This time around, turn the switch 270 degrees after fending off a fresh wave of foes. Have Zobek hold the switch again, run towards the portal again, and you should find yourself in the location necessary to access a new part of the abbey. Gabriel will automatically open a gate back to the courtyard, meaning that Zobek can now reconnect with you. You can feel free to stay put here and fight the last wave of enemies that appears (which is good for experience), or you can simply run into the building to finally end this puzzle-heavy stage.



■ Trial

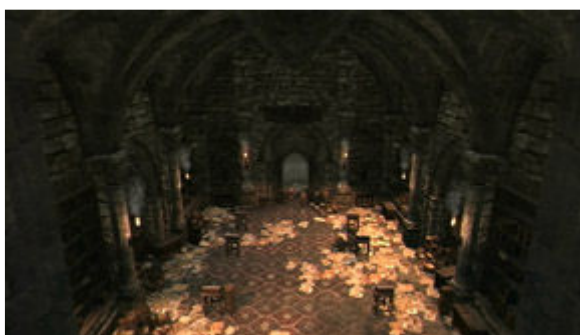
This trial is a bit difficult to complete, although it sounds easy enough in theory. The idea here is to get through the entire mission without Zobek being knocked down by an enemy. What this of course requires is incredible attention to Zobek at all times. The beginning of the stage (with the Vampire Warriors) and the end of the stage (with the Vampire Warriors and Ghouls) are the only times he can really be knocked down, and the game will let you know if this has occurred. As usual, you can exploit checkpoints to slowly get through the stage if you mess up, but remember to be mindful of Zobek at all times. He's weak and fragile, so make sure he isn't assailed by more than one enemy at a time, and make sure to quickly help him out when he's attacked by even a lone foe, ensuring that he isn't overwhelmed.

■ Light Gem (1/2)

Things will be quiet as you begin in the abbey's library. Move forward down the path before you, and follow it as it linearly brings you to a parallel hallway. To your left, you can enter a larger part of the library, but first, continue down the path, and head rightward down the path towards a dead end. You obviously won't be able to proceed farther down here, but you'll see a dead body on the ground that contains a Light Gem.



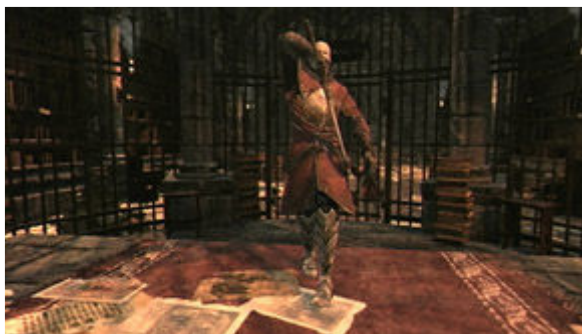
Now, move into the next room of the library. This room is an actual library, with bookshelves lined with tomes all around its four walls. As Gabriel and Zobek move inside, a cutscene will takeover. These two aren't looking for anything in particular, but that's part of the problem. Zobek moves forward with Gabriel lagging behind him. When he moves to a desk at the back of the library, a gate seals shut, as does the door into this room. Zobek and Gabriel are now separated, as two new armored enemies called Animated Armor spawn. Gabriel will now have to fight these two fiends on his own, but that's actually not that big of a deal, considering Zobek is a bit of a slouch in the combat department in the first place.



Animated Armor is a fancy name for a gigantic ghastly creature in heavy armor. However, the armor isn't what's really of concern here. Rather, it's the shield the Animated Armor uses to protect itself. The Animated Armor will certainly defend against attacks more than other foes, but getting hits through to its body isn't rocket science, either. It's all about persistence. The fact that you're fighting two Animated Armor here instead of one certainly complicates the issue, but as long as you remain mobile and try to focus your attacks on a single target, you should be just fine. When the Animated Armor takes about half-damage, its shield will glow. This is your cue to latch onto it, following the on-screen prompts to wrest its shield from its grasp, exposing it to all of the damage you want to deal to it.

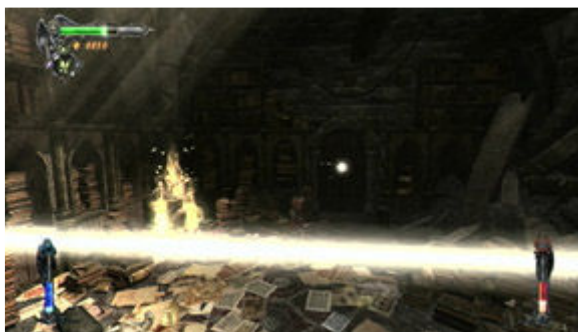


Without its shield, the Animated Armor is a sitting duck. It will still attack the same way it did earlier (by swinging its mace around, and occasionally smashing its mace into the ground -- dodge the former, and jump over the latter's shockwave, and you'll be fine). But the successful delivery of your own attacks will be much, much easier. Once the Animated Armor flashes again, latch on with your whip and follow more on-screen prompts to eliminate the foe. After both enemies are felled, another cutscene will ensue in which Zobek finds an escape route out of this room. And just in the nick of time, too, since four more pieces of Animated Armor spawn. Zobek is left behind for the time being, but he uncovers a switch that allows Gabriel to latch onto the ceiling and make his escape.



■ Scroll (1/2)

This is a quick and easy scroll to grab. As soon as you're launched upward to the escape hatch, avoiding a slew of Animated Armor in the process, you'll be in a dark, lonely room full of books. The body that contains this scroll should be sitting on the ground directly in front of you.



You'll be presented with a puzzle here, which the scroll you just acquired will illuminate for you. This is a puzzle that cleverly uses sunlight to open a series of doors; clever because Vampires are, of course, allergic to photons. However, the initial leg of the puzzle is quite simple to solve. A beam of light is working its way into this room. In the far left corner of the room is a neutral essence dispenser. At the bottom end of the room is a reflective mirror that can be turned and manipulated. Leave it alone as far as spinning it is concerned, but smash the mirror forward with a Shadow Magic-assisted punch. This will make the light beam from the left side of the room shoot at a ninety degree angle, hitting a seal on the door and opening it. You can now move through this door, but be sure to replenish your Shadow (and Light) Magic before you do.



■ Scroll (2/2)

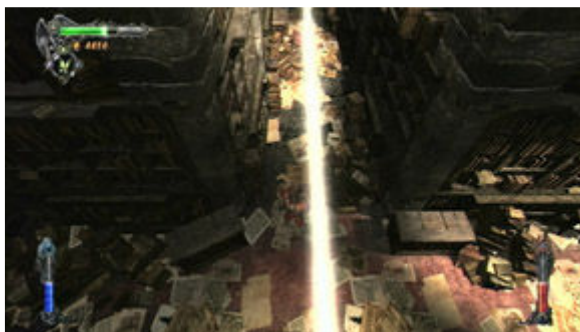
Move out of the room with the first part of the puzzle, swing down the corridor to your right, and come out in a new room of the library, where another piece of the puzzle sits. Before going to solve the puzzle, explore the lower left hand side of the room, and claim a scroll from the dead body slumped against some books there.



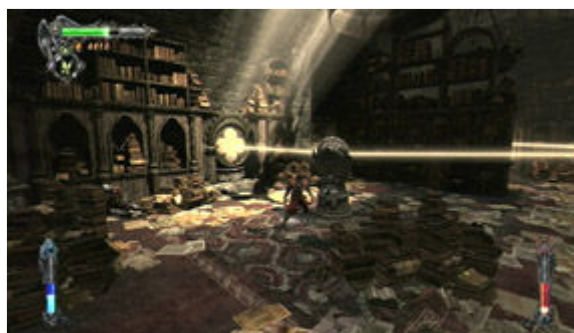
		Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library
		Part One	Part Two	Part Three	Part Four

■ Light Gem (2/2)

Let the item-collecting continue! What you'll want to do now is move towards the center of the room, and follow the photon beam here away from its source (the source being along the left wall of the room). Once you've found the destination of the light, the camera angle should shift. You can move left towards a book-strewn dead end, where a body can be found. Search this body for a Light Gem.



Now that we have both collectibles in this chamber, we can go ahead and solve this second leg of the puzzle. Again, doing so isn't exceptionally difficult. This time, you'll need to manipulate a series of two statues. Start by going towards the statue in the far right corner of the room, along the same wall where you found the body with the Light Gem. Use your Shadow Magic to punch the statue forward, down an aisle of books. It will halt with an overhang over it. Be sure that you don't spin the statue around before punching it (you won't be able to after you punch it into position, either). Once you've done that, return to the center of the room, use Shadow Magic to punch this statue over, and then begin to spin it around. The mirror the statue holds should eventually catch the photon beam, which you can then manipulate at a diagonal angle to the statue you earlier moved. This will send the beam into the next door, which will then open. Remember that if you're running low on Shadow Magic, you can (and should) return to the beginning of the puzzle to replenish your stock of magic power.



■ Shadow Gem (1/1)

This area is huge and labyrinthine... or at least seemingly so. As you begin to explore this new location, you'll start to realize that this place isn't nearly as big as it seems. A lot of the balconies and platforms out of reach from you are there for decorative purposes, so there's not nearly as much space for you to run around and explore as it initially seems. There's a single collectible here worth chasing before moving on, though. Run up the stairs and swing leftward, so that you're at the source of the light in this room, which should be on your left. The light defaults to point directly to the walls of a little platform. Run down the stairs to this little platform, and destroy the books there. Once the books are destroyed, a dead body should be revealed. Search it for a Shadow Gem.



Now, before we settle in to solve this far more complicated puzzle than the ones you just solved earlier, we're going to get a couple of things out of the way that will remain true for the duration of the puzzle. The first thing to keep in mind is that you're going to be attacked by waves of Gremlins here. The Gremlin waves aren't well-populated, and you can take them out easily enough, but you should still keep in mind that these waves will respawn from time to time as you run around to solve this puzzle. Additionally, this large chamber contains a neutral essence dispenser on the far left end of the initial room. So, as you run out of Shadow Magic (which you inevitably will on multiple occasions), you don't have to backtrack all the way back to the first room of the puzzle to replenish your mana. You can now do so right here.



		Veros Woods	Wygol Village	Abbey Catacombs	Abbey Library	
		Part One	Part Two	Part Three	Part Four	

Okay, now it's time to get down to puzzle-solving. Start at the source of the light. There, you should find a statue that's on an L-shaped track. Use your Shadow Magic to punch the statue twice, once forward, and then once to the right. You can then spin the statue so that its mirror catches the photon beam from its source, shooting it leftward towards the location of another statue. Move over to the second statue now, and punch it to the left once with your Shadow Magic. Then, punch it a second time to move it along the rest of the track. Spin this statue so that its mirror catches the light beam, and sends it forward, away from the near wall, towards an ancillary chamber on the other side of the room. So far, so good.



Follow the beam of light now that it's been redirected to the other side of the room. The beam should now be shining on a wall that can clearly be broken with Shadow Magic. Do just that, breaking through the wall into a hidden chamber on the other side. Once you're through here, you'll find an Animated Armor that will spawn, and you'll have to do battle with him before you're able to move on safely. Though you'll be in a tight space here, you should still have no issues felling the creature rather quickly. Once he's killed, there are a few more things you have to do here. The first is to use Shadow Magic to shove the statue in the foreground forward along its track, so that the beam of light, now going through the wall, runs directly into it. Then, redirect the statue so that the mirror sends the photon beam along to the far end of the room. It'll run into a wooden door there, but you can use Shadow Magic to shoulder the door down, letting the beam into the adjacent corridor.



We're just about done here. Back out in the previous hallway, next to the wall you destroyed, you'll find another statue. Use Shadow Magic to kick it all the way down its rail, and then send it leftward down a perpendicular railway. Once in the right position, this statue should intercept the beam coming from the statue in the room where the Animated Armor was located (heading through the doorway where the wooden door once stood). Now, all you have to do is spin the last statue you just maneuvered so that the mirror redirects the light towards the last sealed door. With that door open, the game should prompt you that the puzzle has been successfully solved, and better yet, once you run through that now-opened door, you'll find that this stage has met its conclusion, as well.



■ Trial

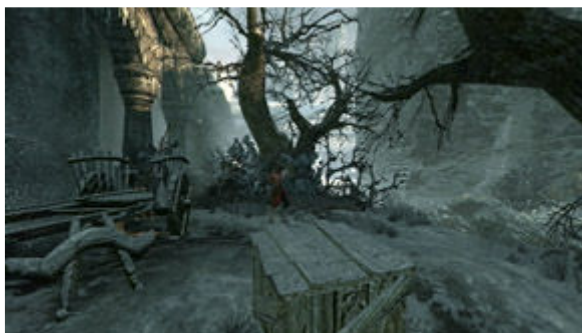
This stage's trial is time-based, and unfortunately, you're not going to have an easy time in manipulating checkpoints here, so you're going to have to do things right the first time, or you'll have to reattempt the challenge from the very beginning of the stage. Here's the rub. The game will give you two minutes and thirty seconds to solve the entire sunlight/mirror puzzle, from the first room (after making your escape with Zobek's help) to unsealing the final door. This isn't a lot of time with which to work, so you're going to have to be extremely efficient. Our walkthrough tells you how to beat the mirror puzzle, but your best bet is to be super familiar with it yourself. With the exception of the final chamber, the puzzle is extremely simple. Just remember that the real time-suck will come from replenishing your Shadow Magic, and fending off enemies like Gremlins, and especially the lone Animated Armor that spawns. You'll have little time to spare here, so mistakes aren't an option!

Things start out calmly enough as you begin this mission, but the quiet won't last for very long. Things get decidedly more complicated when you push forward past the outer façade of the nearby abbey, since you'll find yourself under assault from Gremlins and Ghouls alike. There are waves and waves of enemies Gabriel will have to kill here on his own (remember, of course, that Zobek was left behind), so sit tight and do your best to resist the hordes that strike you. Remember to explore the entirety of this beginning area if you need room to maneuver during the fight, and remember not to dilly-dally here, even after going for the item discussed in the paragraph below, since the enemies will respawn rather rapidly.



■ Scroll

When things calm down, there's something you can quickly acquire if your eyes are keen. The game will try to draw you rightward and forward along the wall of the structure there, but if you instead back up and go to the left, so that the camera angle changes, you'll see a wooden carriage along the wall. Behind it, you should see the glow of a dead body. Search this body to find the scroll in question before proceeding.



■ Life Gem

Ready for a little Life Gem action? Excellent. Once the fray is done, and once you've grabbed the aforementioned Scroll, go ahead and run to the building's overhang on your right. Then, run towards the screen, towards the foreground. Obscured by some barrels and other objects, you'll find another dead body. This one contains a Life Gem, so be sure to grab it before continuing onward.



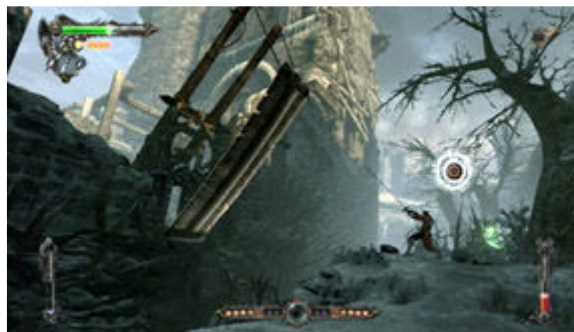
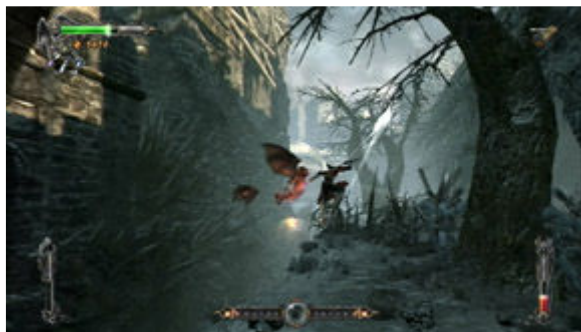
■ Scroll

From the location of the Life Gem, dash forward down the rest of the overhang. You'll eventually reach a dead end, at which point you'll be forced to head left and back outside to the open air. Walk along the ditch on your left, and move forward. Slouched along another wall there should be a glowing dead body. Go ahead and search the body for this scroll.

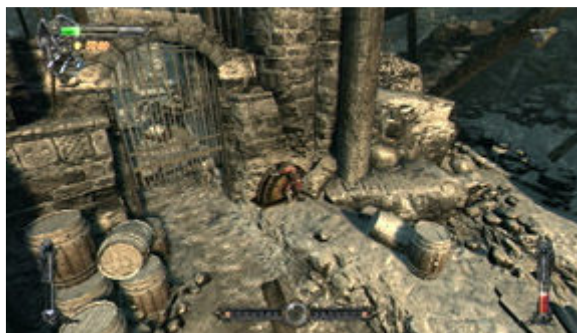


		Abbey Tower	Brauner	Castle Sewers	
		Part One	Part Two	Part Three	

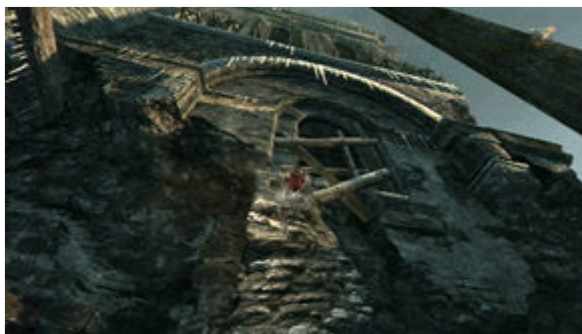
Now, it's time to continue along the path directly next to the spike-lined gap that surrounds the structure walls on your left. You'll need to jump over a peripheral gap en route. Once you make the jump, keep an eye on your left for a draw bridge in a vertical position. Its glow lets you know that you should use your whip to bring it down, but don't do that yet. First, deal with the minor contingent of Gremlins that will attack you once over the previous gap. After they're felled, you can then safely focus on bringing the bridge down, following the on-screen prompts to do so.



Now that you can cross the drawbridge, do just that. In this next rubble-ridden courtyard, you're going to be in for a bit of a rude awakening. A slew of Gremlins will attack you. As you should well-know by now, these guys are horrendously annoying in large groups, because they not only attack aggressively, but they are damage sponges as well (especially for airborne enemies). Their fire attacks are the worst, though. Keep mobile here as best as you can, using aerial combos for the best result possible. Once you've whittled down and eliminated the Gremlin numbers here, you're then free to use your Combat Cross as a handle to use the circular switch near the gate at the northern end of the small courtyard. Once you've opened the gate, you can then head forward, and then rightward up a crumbling staircase to continue.



At the top of the crumbling staircase, you'll locate a glowing hand-hold. And thus begins a series of platforming endeavors, as you work your way higher and higher up this half-destroyed tower. You've done this kind of stuff plenty of times now, so there's little to say. The one important thing you'll want to keep in mind, however, is that certain platforms you use will crumble due to small earthquakes that occur, so you really need to keep moving over and upward through this area to avoid falling with the rubble. Many of these hand-holds will be seen as crumbling before you reach them, but not all of them. So it's best to treat this entire upward climb as a sort of race, because you don't want to become an earthquake-induced casualty, now do you?





■ Life Gem

When you reach the top of this initial climb, you'll be able to walk forward towards another gap. This gap leads to another hand-hold section that you'll need to dash-jump towards (or you won't make the jump, and will fall to your death). You'll then find that you can either shimmy to your left or to your right. First, shimmy leftward, and work your way around the building's corner. You'll eventually see a small platform below you that you can fall onto. There, a dead body will hold this Life Gem, so claim it as your own before moving on.



Once you have the second Life Gem in hand, jump back up to the hand-hold and begin to work your way back around the corner of the building, in the direction that you initially came from. You can then begin to climb to your right. The camera angle will shift radically as you begin to climb further to the right, and you'll thereafter eventually be forced upward. Between more grappling and rappelling, you'll soon reach a window that Gabriel will be able to kick his way through (just be sure that you move quickly here, because as was the case earlier, the sides of the building will begin to crumble in minor earthquakes). Once Gabriel is able to kick through the window, things get really interesting. Gabriel and Zobek will confront the cowardly monk that's been hiding in his abbey with the secret weapon that's been keeping him safe all this time -- Holy Water.



Gabriel steals the Holy Water from the greedy monk, leaving him to die at the hands of Vampire Warriors that move in quickly to consume him. Meanwhile, you'll find Gabriel and Zobek back outside, walking away from the abbey with their new special weapon in hand. Suddenly, they find a boy stumbling towards them in the snow. He tells them that the nearby townsfolk request Gabriel to come to them, alone. Zobek echoes the obvious to Gabriel, that this is clearly a trap. Nonetheless, Gabriel has every intention of going to see what these townsfolk want from him. And just like that, this quick stage comes to its conclusion.



■ Trial

This stage's trial is easy in premise, but it's going to take quite a bit of know-how and hard work to get through it in one piece. You may have noticed as you moved through this brief stage that there are a lot of destructible items all around you, especially in the first half of the level. These destructible items include boxes, crates, barrels, carriages and the like. The idea during this trial is to destroy a hundred of these items while staying within the range of the on-screen clock. You'll begin with a twenty second clock that will be enhanced a single second with every item you destroy. So time will literally *always* be of the essence here until you've destroyed your hundredth item. You'll need to balance item destruction with fending off enemies, of course, which requires you to aggressively go through this stage. Stick with it, though -- you may have to try this a few times before you get it right.



Knowing full-well that a trap is being set for him, Gabriel decides to go to the nearby village anyway. When you gain control of Gabriel, you'll see a neutral essence dispenser directly next to you, as well as a health station ahead. This should be a good sign that you're about to get into a boss battle. Because, well, you are. Take full advantage of both perks here, and then use the whip hook ahead to propel yourself into the town square. The square is aflame, and before you know it, Vampire Warriors will begin to assault you here. They aren't interested in your new relic. They simply want you dead.



It's worth noting that this initial battle with the Vampire Warriors is *not* the actual boss fight. But it's also interesting to note that the fray with the Vampire Warriors at the beginning of this brief stage might actually be more difficult than the battle with the stage's boss a little later. But enough of that. Let's first focus on the Vampire Warriors. You began fighting these guys at the beginning of Chapter Five, so you should know full-well what to do here. Vampire Warriors are damage sponges, and they're also extremely aggressive attackers. Since you're going to be inundated with their numbers here, you'll want to utilize all of the space around you, dragging the foes to and fro, so that you don't get overwhelmed.



So, what about that Holy Water you now have in your possession? Well, it's tempting to say that you should use it here, but in fact, you shouldn't. It's true that Holy Water is extremely useful against undead enemies and Vampires alike, but there's really no reason to use it right off the bat. The Vampire Warriors aren't *that* difficult to slay, even in thick numbers, and as you'll find out soon enough, the four Holy Water vials you currently have on you will be much, much more useful in the upcoming boss fight. But should you decide to use one or two vials, keep in mind that doing so will basically obliterate any enemies on-screen, allowing you to go in directly for the kill. But again, if you want the easy boss fight to be even easier, well... hold onto those Holy Water vials for the time being.



Eventually, the Vampire Warriors will have had enough. After you've killed roughly a dozen of them, you'll bear witness to a cutscene. The Vampire Warriors usually have little regard for their own safety, but that seems to have changed. You'll find them crawling away, back into the darkness. It's not necessarily because you've beaten so many of them into submission, though. Rather, it's because their superior, Lieutenant Brauner, has shown up on the scene. Lieutenant Brauner is essentially a much larger, much stronger, and much quicker version of a Vampire Warrior. But as we mentioned before, Lieutenant Brauner is also a complete pushover. So, let's take him out now.



Lieutenant Brauner's main attacks can be predicted and dodged fairly easily, so you have little to worry about in that realm. He's equipped with a blade that he'll use to stab and swipe, and he'll also try to swipe with his claws. These attacks can be, for the most part, dodged in an identical fashion from one another. Where things get really interesting is when Brauner begins to use his special attacks, which are considerably more powerful. One special attack will always be preempted with Brauner vocally taunting you, so you should know to expect it. This attack is him chucking his blade at you. It's extremely easy to dodge, but keep in mind that Gabriel can grab the blade if you time things carefully, and then chuck it back at Brauner for decent damage (this is related to the stage's trial, too, so it's a good skill to learn). The other unique attack is when Brauner turns into a bunch of bats and begins to whirl around you. When this happens, simply run and dash to the opposite side of the screen to avoid the bats completely.



While this is all going on, you'll be able to return the favor to Brauner, striking him with conventional attacks. You know all of those Holy Water vials we told you to hold onto during the fight with the hordes of Vampire Warriors? Well, you can unleash those now, too. These do massive damage to Brauner, so if for some reason you're having difficulty taking him down conventionally, these vials will help you out in a major way. At two different points during the fight -- when Brauner has half of his health, and then about 5% of his health -- he'll glow, letting you know that you can grab him and complete some on-screen prompts to take him out. The second time this happens, Brauner will be no more. Now wasn't that easy? Yes. Yes, it was.



When the battle has run its course, and Lieutenant Brauner is no longer amongst the living, a stage-ending cutscene will take place. The remaining villagers of this quaint hamlet will be gathered around one of the buildings that's still intact. No words are exchanged between the villagers and Gabriel, and Gabriel eventually leaves them, hopefully a little safer than they were before. Showing their limited gratitude, the villagers wave to Gabriel as he takes off, letting him know that they appreciate his dealing with the dangerous Vampires that have been stalking them.

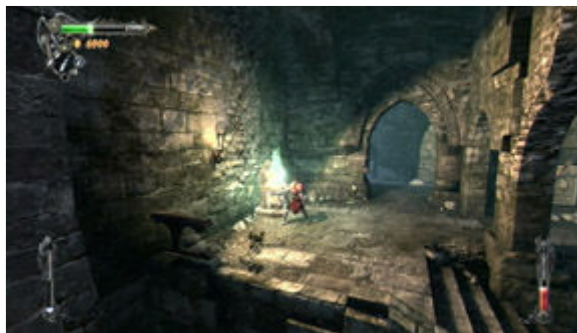


■ Trial

This trial can be a little convoluted, but it's actually rather easy once you have Lieutenant Brauner's cadence down. Get through the initial waves of Vampire Warriors during this stage until you've coerced Lieutenant Brauner out of hiding. At this point, a counter should appear on-screen. The key here is to use Brauner's blade against himself. When he chucks his blade at you, as mentioned earlier, you can actually time it so that you catch his blade and toss it back at him. If you can do this four times in a row without utilizing any other attacks on him, you'll be as right as rain, since that's the trial's prerequisite. To force him to draw the blade, simply stay away from him. He'll attempt to chase, but will eventually tire and use his blade in an aerial attack. Toss is back, and repeat the process as necessary until you've hit the number four. Once that's done, you can revert to conventional tactics, kill the Lieutenant, and end the stage's trial successfully.

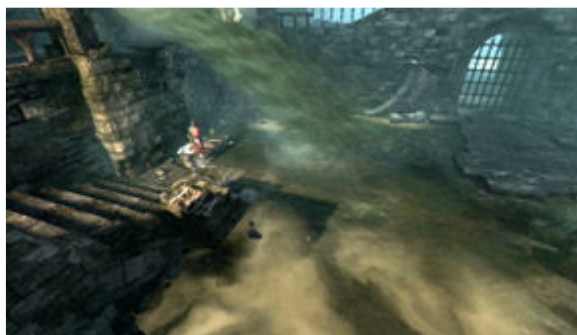


At the outset of this stage, the final stage of Chapter Five, you'll find Gabriel walking down a path in a cave with an unknown villager. This villager is his guide, a friendly face that will show him the way to a secret entrance into the nearby castle. To get into the castle silently and stealthily, the sewers underneath the gigantic structure are your best bet. When you gain control, move down the precipice to the entrance to the sewers. Then, run along the near wall towards a healing station, which you will no doubt need after your confrontation with Lieutenant Brauner during the last level. Once healed, you'll be able to more easily move on.



■ Scroll

The stage's first collectible can be found near the healing station. You'll see a heavy stream of water shooting into a primitive holding tank of sorts below. You can either try to jump over the stream of water, which will knock you into the area below, or you can simply use the staircase to get there in a more conventional manner. Either way, at the foot of said staircase, you'll find a dead body. Search this body to acquire the scroll in question.

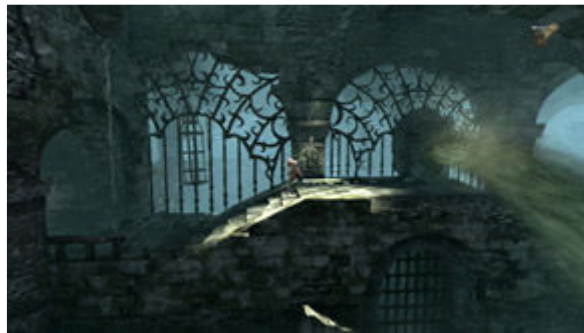


■ Shadow Gem

You'll need to head back up to the walkway surrounding the water depository to continue with your main task, but first, let's chase a Shadow Gem. Instead of going back up the stairs where you found the Scroll, work your way into the green, dirty-looking water that the streams of fluid are washing into. This should provide you with a bit of a flashback, because you'll have to deal with both Naiads (the enemies that grab you when you walk over liquid) and poisonous gas down here, much like a stage very early in the game. Stay out of the gas, and move forward slowly (you won't really have a choice with the latter). You should see a path strewn along for you in the water that you should follow to the far right end of the stage. You'll eventually reach a dry platform, where a dead body with a lance sticking out of it can be found. Scour this body, and you'll find the Shadow Gem in question. Then, backtrack all the way back to the left, and back up the stairs to continue.



Now, it's time to solve this puzzle. It's a pretty easy one, too. Once you're back on dry land, work your way back up the stairs, and head to the switch on the wall next to the first water stream coming from the wall (there should be two of them total). When you activate this switch, both water streams will end for a few brief, precious moments. Move past the first stream, and utilize the neutral essence dispenser in the corner of the path to replenish your Light and Shadow Magic. Then, work your way to the switch next to the second stream. Though the water is now flowing again, you can use the switch to open the gate below. Once that's done, let the water stream knock you back into the water below, and then walk back up the stairs to the first switch again. This time, activate the switch, and book it not only past the first stream, but past the second stream as well. If you're quick enough, you'll be able to access a chamber to the right of the second stream, where we can continue this process in earnest.



In this new chamber, we can continue with our task. There will be a circular switch on the left side of this room. Access the switch and begin to use your Combat Cross to move it along. This is when a cutscene will take place, introducing you to an all-new enemy here. These powerful foes are known as Skeleton Warriors. Skeleton Warriors are well-armed foes that have both a melee weapon and shield in hand. The idea is to attack them enough to make their shields crumble, and then continue to assault them until you've managed to make them crumble into a bag of bones. They'll eventually reform after crumbling, but upon attacking them some more, they'll crumble again, this time permanently. Do this to all three Skeleton Warriors that attack you here to make everything quiet again. Meanwhile, all you have to do is dodge their attacks, trying to focus your own attacks on one particular foe at a time. Doing so will make your life easier. This isn't the most elegant way to fight them, but it is the most straight-forward.

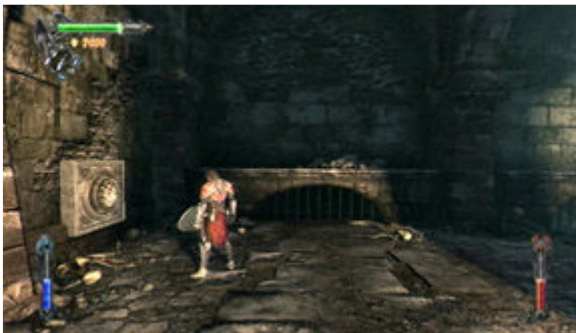


■ Scroll

Once the Skeleton Warriors are killed, make certain that you use the wheel switch on the left side of the room again to open another gate in another room. Then, backtrack so that you're in front of the second water stream (now disabled). You can drop down to the pool below, and then walk through the open gate into the next room. Here, the room is covered in poisonous gas, and you may be uncertain as to how to proceed safely. To do so without taking damage, simply dash and jump over the poisonous gas, so that you land in front of another now-open gate on the other side of the room (this is the gate you opened in the chamber with the Skeleton Warriors). Before running through that gate, however, be sure to look to your left. Not only will you find a bag that will replenish your stock of Holy Water on an adjacent platform, but you'll also find a dead body that contains another scroll. Claim it.



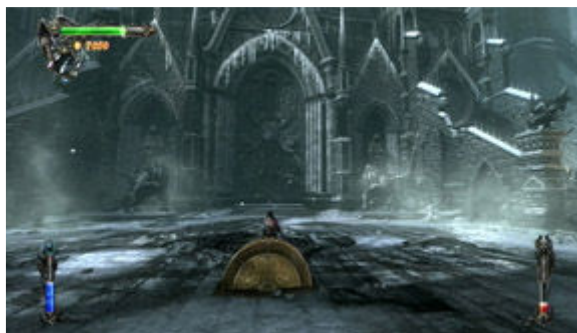
Now, here's where things get obnoxiously difficult. At least, if you don't have our walkthrough. You're almost to the end of the stage, but you might be incredibly confused as to how to proceed. There's a switch on the left wall, and a bag of daggers next to it. The bag of daggers is a really good hint at what you're supposed to do, at least partially so. To activate the switch, you'll need to punch it. So, do that. Then, the path to your right will begin to send spikes shooting up and down in a sort of predictable sequence. When the path is safe, dash quickly across the path to the end, dodging the spikes. This is when the gate that was once half-open will close. Now, here's the part that may confuse you. To open the gate again, so that you can proceed through it, turn around and shoot a dagger with Shadow Magic activated, so that an explosion causes the switch to activate again. Now, the spikes will go back up and down, but you can just walk right through the gate into a well, where whip hooks will assist you back to the surface. That should end the stage.



You'll begin the first stage of the game's sixth chapter in an identical position to how you ended the last stage of the fifth chapter. Gabriel will be hanging by his whip in a tall well that leads back up to the surface. Scratch your way up to the whip hook holding you initially, and then venture rightward across the well via a horizontal wooden plank. Once on the other side, you should be able to shimmy over into a position where another whip hook above will be illuminated. Use it to launch yourself back to the surface. As you take in the beautiful scenery around you, note that you can heal yourself with a healing station ahead and to the left, and you can also dash-jump your way across a gap to your right to scour a bag for some Holy Water, should you need it (and chances are, you will).

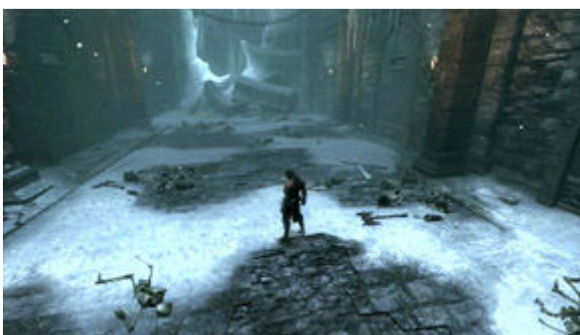


There's only a single way to continue onward. From where the healing station is located, you'll see some hand-holds along the left wall adjacent to a sealed gate. You'll need to use these hand-holds to hoist yourself up and to the right, over the locked gate, and towards the courtyard directly in front of the castle's entrance. From here, your eyes will be drawn to a circular switch in the ground. But once you start to activate it, two Animated Armor enemies will materialize. Abandon the switch for now and deal with these two enemies. As has been the case in the past, you'll want to try and isolate one or the other in combat, trying to deal damage to only one target at a time. This will force one to fall more quickly, making the overall battle a lot easier. Either way, with both Animated Armor foes downed, you can return to the switch. Open it to reveal a hole in the courtyard that you can fall down through, but do so quickly, as the gates will close after a few seconds of inactivity.



■ Scroll (1/2)

As soon as you fall into this area, ignore everything else, and run to the north. There will be plenty of rubble blocking your path from moving forward, but along the rubble on the left side, you'll find a dead body. Quickly scour it for a scroll -- you'll want to do so quickly, because enemies are spawning behind you, and getting access to this scroll once they do will be much more difficult.

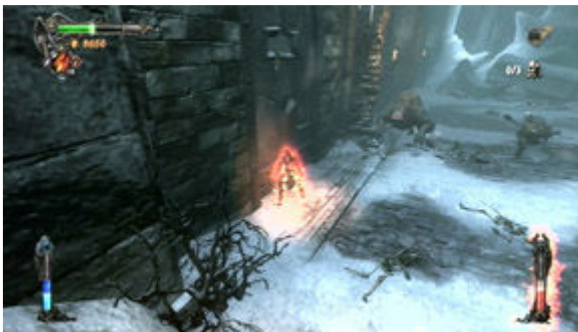


With the stage's first scroll in hand, it's time to turn around and face-off with the enemies that have materialized. Two pesky Skeleton Warriors are the initial foes you'll need to fight. As you should remember, Skeleton Warriors are pesky because they aren't only difficult enemies to fight directly, but they also crumble and must either be eliminated on the ground, or allowed to resuscitate themselves. Thus, they are a double-threat. Making matters worse is the fact that some Vampire Warriors above will release a Warg into the battle. This Warg is actually a necessary evil, though. By subduing it, you'll be able to ride it, and then use it to climb the glowing pillar on the right side of the screen to the area above. Before you do, though, make sure you replenish your Light and Shadow Magic meters via the neutral essence dispenser on the lower left corner of the screen.



■ Life Gem (1/1)

There's an easy-to-miss Life Gem in these parts that you'll want to grab before moving on. Unfortunately, you're going to be required to make your life a little difficult. That's because you're going to need to be on foot to get this, but it's only easy to get after you've killed the enemies here (meaning that the Vampire Warriors above will inevitably spawn another Warg for you to fight and eventually ride). You'll see a broken wall on the left side of the area where you fight the Skeleton Warriors and Wargs. Use Shadow Magic to shoulder your way through it, and scour the body on the other side for this Life Gem. Just note that if there are enemies around you, they're going to attack you in this little cove. And escaping from such an assault will be very, very difficult.



After jumping up to the next level above with your Warg, you'll have some options. You can either use the Warg to fend off the Vampire Warriors all around you, or you can lay waste to the Warg upon dismounting it, and fight on foot. We recommend the latter, simply because the Vampire Warriors just aren't that difficult to defeat with conventional methods. Either way, utilize what little space you have to maneuver around, and defeat all of the Vampire Warriors before proceeding. This should prove to be easy enough.



■ Scroll (2/2)

You'll no doubt notice a wooden beam that crosses over the area below, towards an isolated platform on the left side of the room. This is an optional area to explore, but we recommend that you do. Carefully cross the wooden beam, following the on-screen prompt to steady yourself whenever it appears (or you'll fall). Once you've crossed over, you'll be able to heal yourself at a curative station, claim a Dark Crystal (if you don't already have one), and scour a slumped, dead body for a scroll. Once you've done all of that, cross back over to the previous side to continue.



The only way to proceed is to drop through a hole in the floor to a dungeon-like chamber below. The camera angles get a little wonky here, but worry not, because you won't be fighting any enemies immediately. Work your way out of the chamber you've fallen into, and into an adjacent area. Then, drop down into an adjoining, well-lit hallway below. At the top end of this hall, you'll find a circular switch that you can use to open the nearby gate, but before you do, you'll need to deal with some always-annoying Skeleton Warriors. Three of them will spawn here. This is actually a pretty difficult fight, because you simply don't have that much room with which to work. Aggressive tactics will work best here. Keep in mind that you should spam both Light Magic (to heal yourself) and Shadow Magic (to cause extra damage), since you'll be able to replenish both soon enough. If you don't want the Skeleton Warriors to respawn, use some Holy Water when one crumbles into a pile of bones to make sure they are no more. Then, use the switch to open the gate, and proceed into the circular room ahead.



You're just about done with this brief stage. To complete your task, you should first replenish your Light and Shadow Magic at the neutral essence dispenser right next to the gate. As promised in the earlier fight, you'd be able to do this, even if you used all of your magic to survive (which would have been a wise move). Otherwise, there's nothing left to do here. Climb up the spiral staircase, up and up and up, and the stage will end before very long.

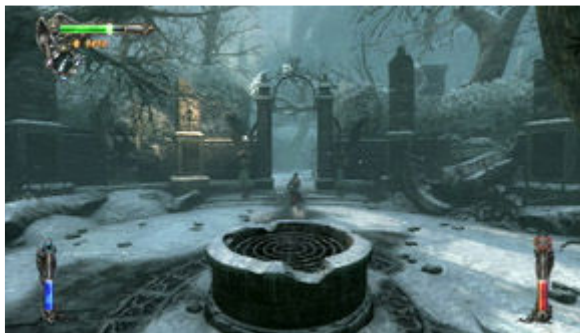


■ Trial

This stage's trial asks you to kill three Skeleton Warriors while on the back of a Warg. The location you should complete this trial in is pretty obvious. After defeating the Animated Armor and opening the hole in front of the castle's large front gate, you'll fall into an area below. Here, you'll be assaulted by Skeleton Warriors. Eventually, Vampire Warriors will unseal a nearby gate, letting a Warg into the mix. This Warg needs to be used to climb the pillar on the right side of the room, but it can also be used to attack the Skeleton Warriors that appear. Use the Warg to carefully kill the enemies that appear here before proceeding, and you should be right as rain.

		Castle Courtyard	Maze Gardens	Castle Hall	Refectory
		Part One	Part Two	Part Three	

The Maze Gardens can be quite confusing. After all, it's a maze. So if you're intending to follow our walkthrough for this stage to a tee, you should do just that. Don't skip over anything, even details you may deem mundane. That's because it's easy to get confused, turned around and otherwise annoyed. So, for starters, move forward down the hallway in which you begin. You'll come to a courtyard devoid of enemies. There's nothing left to do here but to press forward again. Now that you've entered the hedgerows of the castle maze, you'll start to find yourself under attack by new enemies here. These foes, known as Mandragoras, are tiny creatures that spawn from the earth. They are easy to kill in a mere one or two hits, and their only attack, which is a health-siphon assault, is easy to avoid, too. The danger with them comes in their seemingly-never-ending spawns, which usually results in you having to deal with many more of them at once than you'd like to.



■ Scroll (1/3)

After your initial confrontation with the Mandragora, you'll want to move forward and take the left fork (out of three possible pathways to explore). This will ultimately lead you, in a westerly direction, to a rectangular-shaped hedgerow, with a pathway working all the way around it. You'll encounter a gate at the northern end of the rectangle, but it's only for show, and can't be opened from this side. At the far left end of the rectangle, more Mandragora will materialize and assault you in great numbers. Sit tight and deal with them as best you can. When things then quiet down, you should be able to grab a scroll from a dead body on the left.



■ Light Gem (1/1)

Due north from the location of the dead body that contained the scroll, you'll see a decaying stone wall. The stone wall in question should be at the northwestern corner of the aforementioned rectangle (keep in mind that this rectangle is a bit loose, and isn't a perfect rectangular shape). Use Shadow Magic to shoulder-dash through the wall there. A small alcove should be exposed with -- you guessed it -- a dead body within. Search the body for a Light Gem.

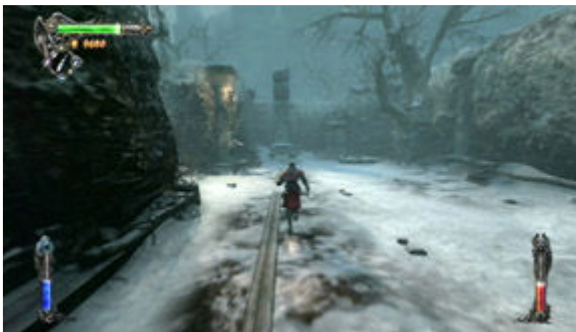


■ Life Gem (1/1)

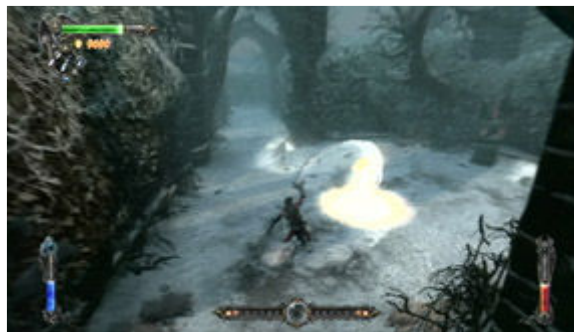
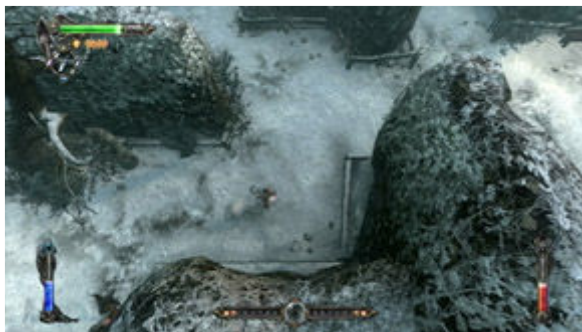
Return now to the fork where you started things out, where you first encountered the Mandragora. You'll now have two yet-unexplored prongs to deal with. Both are on your right. Take the one in the middle, in between the already-explored and yet-unexplored corridors of the maze. The camera will shift behind Gabriel as you do, so that an area that was once on your right is now directly ahead of you. Move into this next area, where more Mandragoras will attack. To your left, you should see a glowing statue. After fending off the Mandragora, grapple onto the glowing statue with your whip, slice it in half (following the on-screen instructions to do so), and raid the body hidden on the far side of the destroyed statue to locate a Life Gem.



Now, it's time to explore the right side of this area. Keep in mind that when we say "right side," we're referring wholly to the right side of the initial part of the maze from the perspective you have when you first enter. This is important for us to stress, since the never-ending camera angle changes will warp your sense of direction. While you'll be assaulted by droves of Mandragoras here, what you're really looking for is a sort of obelisk obscured by some of the hedgerow. Get on the near side of the obelisk when you find it, and give it a punch to send it careening northward along a rail. You can then climb up the obelisk and use it to launch yourself over a part of the hedgerow, effectively reaching the next section of the maze. In your exploration of the initial part of the maze, you'll also come to a huge gap in the ground. You'll need an animal to cross it, and unfortunately, you don't yet have what it takes to do so.



This second half of the maze is all about the order of operations. No -- this isn't a math class, but doing things in a very, very specific order here will make your life a lot less stressful, and make your trek through the rest of the maze a whole lot easier. Though you'll be assaulted by some Mandragoras once on the other side of the hedgerow, what's really of importance here is the Giant Spider that ultimately attacks you in the upper right corner of this half of the labyrinth. That Giant Spider is the key to everything here, but before you even engage it in battle, you can go about a couple of tasks that will allow you to maximize your riding of the spider, so that you don't have to ride more than one or two of them, thus keeping your engagements with new Giant Spiders to a minimum (as they will continuously respawn, so as to not trap you in this area of the stage).

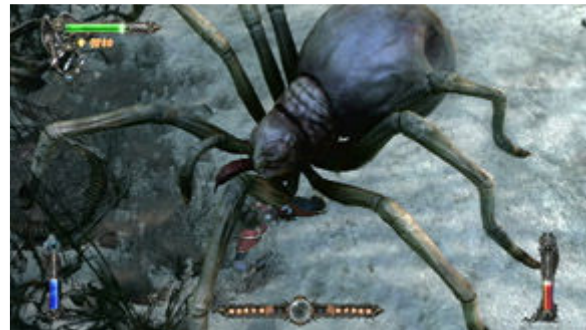


■ Scroll (2/3)

The first thing you're going to want to do here is walk towards the far end of this half of the maze. En route, as the camera angles shift endlessly, you'll come across a door leading into a new area. This door is glowing, and the key to downing it is a Giant Spider's webs. Ignore it for now and continue down the path in front of you. The linear path shifts left towards another glowing door, but it's at the turn in the pathway that you'll find what's important. A dead body there contains a scroll. Grab it.



Okay, now it's time to take on the Giant Spider. Head to the other end of the maze from where the most recent scroll was located. There, a Giant Spider should be waiting for you. You've fought these guys many times since very early in the game, so you'll know precisely what to do here. Keep on rolling and defending, and launch attacks at your foe when it's safe to do so. When the Giant Spider begins to glow, you should approach it and get on top of it. You're now riding the Giant Spider, which is exactly what you wanted to do. Now, it's time to take care of some business.

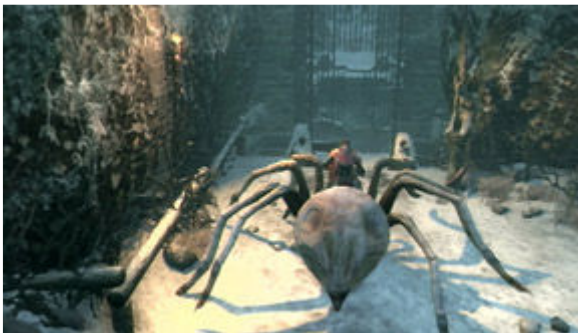


There are four separate tasks that you should complete with the Giant Spider. Two of these tasks are necessary to get through the rest of the stage, but the other two tasks will combine to net you an item you'd otherwise be unable to acquire. But first things first. Do you know the puzzle over the gap that was shown to you in a brief cutscene when you first crossed over the hedgerow into the second half of the maze? You can use your spider's silk skill there, which will create a makeshift bridge for Gabriel to cross. Make that bridge, but don't yet cross it. Next, begin to walk over to the far side of this half of the maze, as if you were going back to where the dead body with the scroll is located. En route, you'll encounter a door leading north. Use the Giant Spider's silk skill yet again to tear part of the door away. But again, don't get off of your spider yet. From there, proceed down the path until you reach the location of the body with the scroll you earlier scoured. Turn left to find another door, and use the Giant Spider to rip the door from its hinges. We're now on the trail of a secret item, but to get it, you won't yet want to abandon your Giant Spider.



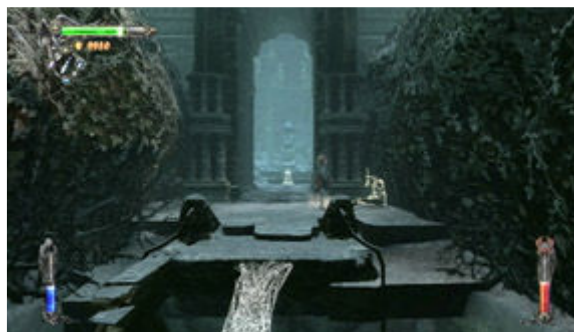
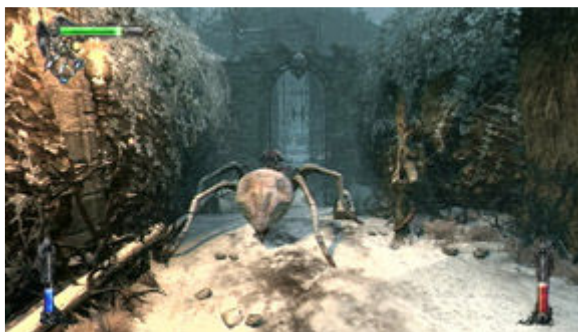
■ Shadow Gem (1/1)

Think back a little earlier. Before we moved the obelisk in the first half of the maze, you were alerted to a gap nearby that prompted you with important information, that you couldn't cross the gap there without a little help. Well, the Giant Spider is that "little help" you were seeking. Head through the second door you opened, which leads back to the first half of the maze. Then, backtrack to the obelisk's location, and look to the south and west. You should find the aforementioned gap. With the Giant Spider's help, you can set a silk bridge here. If you've been following our walkthrough to a tee (tearing down both doors and creating two silk bridges), the Giant Spider is no longer useful to you. Lay waste to it and cross the newest silk bridge you created. This will lead to an isolated little platform, where a dead body should contain the Shadow Gem you seek.



■ Scroll (3/3)

With the Shadow Gem in hand, you can backtrack to the second half of the maze, either through the open door, or by using the obelisk again. The obelisk is the better option, simply because it brings you very close to where you need to be, which is where the first silk bridge was laid down. Once you cross that bridge, you'll find a dead body on the other side. It contains a scroll. And as you'll find out, this scroll is a rather important one.



The scroll you just found should illuminate something rather important for you. There's a puzzle ahead (the one the game showed you earlier), and the scroll will be the only clue you have as to exactly what you're supposed to do. Basically, the puzzle goes like this. There are three statues on a circular platform, staggered at different angles away from the center. Depending on the statue you select, one or more statues will revolve ninety degrees, and then rotate ninety degrees as well. The ultimate idea is to get all three statues positioned in such a way that they're all facing the center of the circle. This sounds difficult, and it is. You could simply play endlessly with the statues and eventually run right into the solution. You could also accept the experience loss and have the game solve the puzzle for you. But ultimately, to solve it, all you actually need to do is rotate the middle statue twice in a clockwise direction. This will solve the puzzle quickly and easily, giving you the experience from the puzzle, and more importantly, a key you need to continue. This is the Vampire Key, and you'll be using it shortly.



With the Vampire Key in hand, backtrack back over the silk bridge, and proceed through the maze towards the first door you encountered and ripped down with the Giant Spider. This isn't the door that leads back to the first half of the maze (one you've already used). Rather, it's one that leads to an all-new area, devoid of enemies. Proceed forward through the hole in the gate, and up some stairs. Then, turn leftward. You'll see a sealed gate, with a glowing keyhole next to it. Insert the Vampire Key into the keyhole, and the gate will open, allowing you to proceed.



We're just about done now. You may not immediately notice it, but the locked gate leads back to the area where you actually began the previous stage from. The familiar bag of Holy Water should be next to you, as well as a gap that will require you to dash-jump. Jump over the gap and then use the hand-holds on the nearby pillar to cross over the metal fence, just as you did at the beginning of the chapter's first stage. Now that you have the Vampire Key, you can open the gigantic front gate in the castle, which will finally lead into the gothic structure's interior, thus ending this stage, and beginning the next.

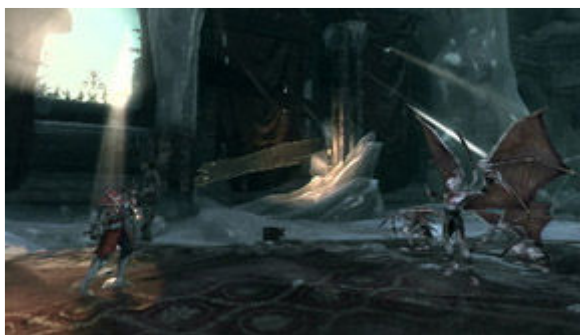


■ Trial

This stage's trial is fairly difficult, simply because it's a little bit random. The idea here is to not complete the stage until you kill fifteen Mandragoras in fifteen seconds or less. Though these enemies seem to spawn and materialize endlessly during the stage, it's not actually true. Their numbers, while great, are finite. Killing fifteen of them in fifteen seconds will force you to be clever, passively baiting great numbers of them together, and then unleashing on them in one huge furious attack. Keep in mind that the Mandragora will appear and disappear and then appear again, so you have to take that into account, too. You may have to try a few times on this one. You won't be challenged physically here; you'll just be challenged by what the game decides to give you and not give you as you attempt to complete the trial, and doing your best with what you have.

		Castle Courtyard	Maze Gardens	Castle Hall	Refectory
		Part One	Part Two	Part Three	

Almost immediately upon beginning this stage, you'll be thrust into solving a huge puzzle. The puzzle itself isn't that difficult to solve. Like some other puzzles you've already worked your way through in the game, this one involves using statues to manipulate photon beams towards an ultimate destination that will allow you to continue. However, there are two snags immediately thrown into the fray here that will make your life somewhat difficult. The first is the seemingly never-ending respawning enemies. The second thing is the source of the light. Where will you get light from, and how will you go about manipulating the light so it gets where it needs to be? Well, let's get to it.



The first thing you're going to have to do here is deal with some Vampire Warriors. Vampire Warriors will respawn in this first room endlessly in groups of three, until you figure out a way to stop them from spawning in the first place. The key to the latter is to use the windows on the left side of the room, but before you do, nullify the threat posed by the initial wave of Vampire Warriors. You've fought these guys enough times by now that you should know what to do. Once the first wave is defeated, you should then quickly scramble to the left side of the room. There are multiple windows there, covered with huge curtains. You can use your whip to grab and pull down the curtains on the far side of the room, but to get the curtain down in the middle of the room, the one over the Vampire Warriors' spawn point, you'll need to pull the wooden planks off of the wall first.



Doing the latter takes time, unfortunately. So while you can get the two other curtains down easily, the third will require some effort. Expect another wave or two of Vampire Warriors to spawn as you're dealing with this problem. The good news is that once you've managed to get all of the curtains down on the left side of the room, the room should be bathed in sunlight. Naturally, Vampires detest sunlight. Not only will sun contact greatly weaken (and eventually kill) the Vampire Warriors, but getting the sun to shine directly on their spawn point will ensure that no future waves of enemies spawn... at least from this location, and only for the time being. Once that's done, there are two other things to do in this room. The first is to go to the statue at the lower right side of the room. Punch it over to the right side of the rail it's on, and then rotate the statue so that it catches the light from the window on the left, and sends it forward towards the room to the north. Then, head to the north end of this room and use your whip as a handle to open the gate, so that you can access the next area, and continue on with this puzzle.



In this next room, you'll have to do much the same thing you did earlier. However, complicating the issue is the fact that not only will three Vampire Warriors again spawn here (over and over again, until you deal with them), but a lone piece of Animated Armor will show up here as well. If you want to head to the left side of the room and quickly pull down a couple of the curtains, you should do so. After all, Vampire Warriors will be greatly weakened by being struck by the sunlight. As was the case last time, though, the curtain directly over their spawn point is blocked not only by a curtain, but by wooden planks as well. Getting rid of those planks will take time, so expect the Vampire Warriors to respawn once or twice as you deal with getting rid of them. The Animated Armor, on the other hand, should only appear once. So you won't have much to worry about in that regard.



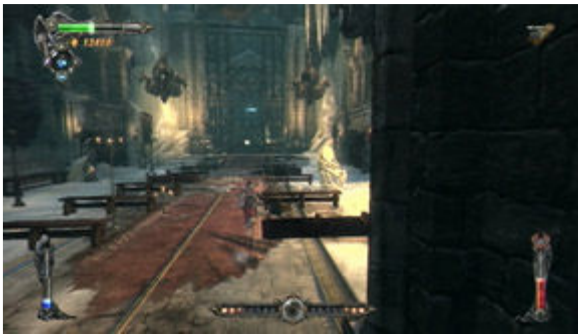
■ Scroll (1/2)

Once all is quiet in the second room of the Castle's hall, and once sunlight is basking the entire room, you should have no more enemies to deal with here for the time being. Take this lull in the action to grab a scroll off of the body lying on the floor in this room, on the left side of the room, completely out in the open. Once you've scoured the body for the scroll, you're then free to open the gate on the right side of the room, granting you access into yet another room. As you did earlier, use your whip as a handle to easily open the door in question.



■ Scroll (2/2)

Once in this next room, no enemies should attack you (unless you haven't dealt with any residuals from the previous two rooms, which is unlikely). So you should now have complete access to this room, and its somewhat complicated puzzle. To illuminate just what's expected from the puzzle you're about to solve (a puzzle within a puzzle, if you will), grab the scroll from the body sitting rather clearly on the ground here. This scroll will explain the upcoming puzzle's rules. But first, you must solve the first puzzle to gain access to the second puzzle. Let's do that now.



In this third room, you should find another statue. This statue is at the far end of another rail. You know what to do; punch the statue several times, until it reaches the second room, and is directly in the path of the sunlight being beamed in from the first room. Then, rotate the statue so that it redirects the photon beam coming from the first room towards the third room. If done correctly, the beam should find itself redirected directly into a white orb on a gate in the third room, opening said gate and granting you access to the second puzzle, the one nebulously discussed on the second scroll you just found.

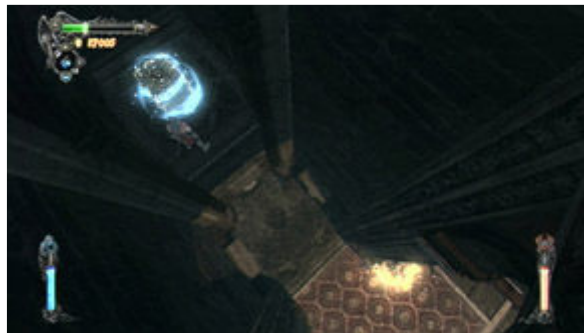


So here's what you have to do. There are five runes on the wall. The scroll discusses that there are two blue runes (and thus three red runes), and then discusses things in a sort of circular fashion until you figure out what to do. The thing is, clues are fairly useless here, because the puzzle resets if you activate a rune with the wrong magic enabled. This means that, through trial and error, there are no excuses to not solve this puzzle. If you want to cut to the chase, though, imagine that the five runes are organized in a sort of clockwise fashion. Starting with the one outside of the once-locked gate on the left, and working your way around all five in a clockwise manner so that you end up, at the end, activating the one on the right side of the once-locked gate, the colors should be: red, red, blue, blue, red. Remember -- simply activate the magic in question, and then examine the corresponding color rune to activate them correctly. Easy.



■ Brotherhood Ark (+5 Dagger Upgrade)

You'll no doubt have noticed that there's a Brotherhood Ark sitting on a high platform directly in front of the puzzle you just solved. Once you've killed the Vampire Dark Lord and earned the Seraph Shoulders, you can return to this stage to retrieve the contents of the Ark. Simply open the gate with the photon-redirecting statues, and then double-jump up to the platform to easily retrieve its contents. You should be given a +5 inventory upgrade for your Daggers.



■ Life Gem (1/1)

Okay, so on the left wall of the third chamber you enter into (the one with the rune puzzle you have to solve), you can find a series of hand-holds that will lead up to an isolated platform with a dead body onto it. Keep in mind that to access the hand-holds in the first place, you have to destroy some furniture on the left side of the room, which will expose the hand-holds you seek. Then, simply hoist your way up to the isolated platform, scour the dead body up there, and grab the Life Gem you seek.



Once the puzzle is solved successfully, the metal gate at the north end of the second room will begin to draw itself upward slowly. Unfortunately, the sun is setting outside, and the light that once pierced through the open windows has withdrawn for the night. This means that the Vampire Warriors in the previous two rooms will begin to spawn again. Making matters worse is the fact that the gate is drawing upward slowly. So you'll need to at least deal with a single wave of six Vampire Warriors before you can finally make a break for it. Remember that you should replenish your Light and Shadow magic and the neutral essence dispenser near the second puzzle you solved before proceeding out of here and into the next area of the castle. As for that Brotherhood Ark sitting above the rune puzzle, you can't access it during your first playthrough. Patience, my friends!



		Castle Courtyard	Maze Gardens	Castle Hall	Refectory
		Part One	Part Two	Part Three	

Unfortunately, just leaving this room won't spur the next stage to begin. This third stage of the sixth chapter is still very much proceeding forward. Once through the door, a cutscene will take place. Gabriel will walk into the next hall, and will be encountered by a female Vampire who refers to a "her" when asked about the Dark Lord. This female is willing to show Gabriel the way forward, but first, he must play a game with her. This game is akin to chess, but with different rules. While you can solve this puzzle right off the bat, you can also play the game the traditional way. Doing so nets you 1,500 experience points -- nothing to scoff at -- so we recommend that you learn how to play the game, and then play it properly in order to proceed. Of course, if you can't solve the puzzle straight-away, then you might as well skip it. But doing so is weak!



The rules of the Vampire Wargame can be read in the accompanying scroll that opens when you first gain access to the game. There are essentially four different pieces -- Lycanthropes, Vampires, Necromancers, and Zombies -- that you must manipulate in such a way as to take all of the other player's pieces before losing your own. Each has their own statistical perks (in health, armor or attack), and can all do special moves as well. We won the game our very first time through, and doing so isn't exceptionally difficult. It's both a game of skill and luck, so try to rely on the latter if you're having trouble. And remember -- the scroll that accompanies the outset of the game is your best tool to learn what's what.



■ Light Gem (1/1)

Whether you complete the chess-like game the proper way, or simply opt to skip it completely, you'll be able to proceed forward towards the end of the stage. The mysterious female you played against took her loss, but disappeared, opening a door that leads further into the castle in the process. Before following her through the door at the northwestern edge of the room, instead search the northeastern end of the room. You should find a body slumped against the far wall. Search this body for a Light Gem. Once you have the Light Gem in hand, you're then free to proceed.



■ Trial

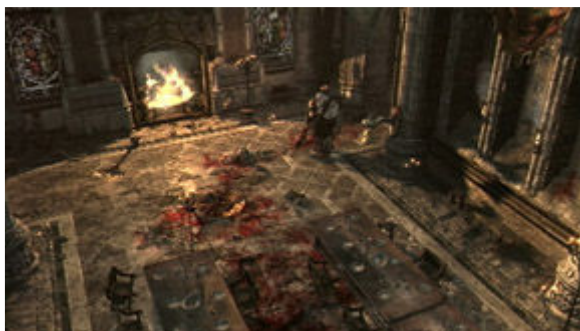
This stage's trial all depends on how good you are at the Vampire Wargame. If you're not good at it, or not willing to try and get better, then the sad news is that you're going to never complete this stage's trial. The idea is to simply beat the Vampire Wargame without losing more than three of the pieces that you start with. Believe it or not, this isn't entirely difficult. Simply play the game over and over again until you manage to complete the trial, and remember -- the Vampire Wargame is part luck, part skill. Develop the latter, and the former will eventually come into play precisely when you need it to.

		Castle Courtyard	Maze Gardens	Castle Hall	Refectory	
		Part One	Part Two	Part Three	Part Four	

Upon gaining control in the Refectory, you can immediately run forward down the well-lit path strewn before you. There's little way to deviate off of this path as you approach the neutral essence dispenser ahead, and for good reason. While you can fruitlessly explore a pathway to your right next to the dispenser, you'll find that the action is instead down in the large chamber below. And as you approach it and catalyze a cutscene therein, you'll realize exactly why that is.



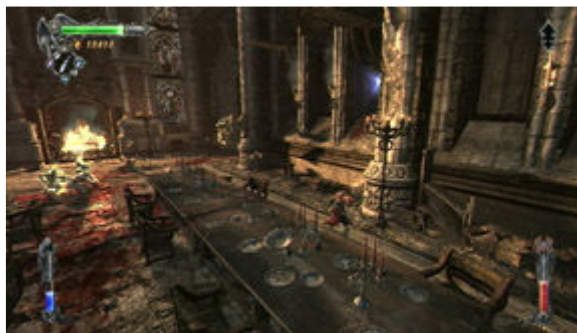
As you approach the aforementioned chamber, a cutscene will take place that will set the scene for what's going on here rather well. A gigantic Ogre-like creature will emerge from a door on the right side of the room. In-hand, he has a bunch of body parts that he drops on a large metal dish sitting on the ground in the middle of the room. After dropping the body parts off, he slowly walks back through the door, ringing a bell en route. This bell draws out a slew of Ghouls, who then feast on the body parts. Just what's going on here is anybody's guess, but as you may have garnered, you're going to have to deal with these Ghouls shortly.



The Ghouls have incredible senses, so as soon as you approach the upper tier of the room they're in, they're going to come at you like heat-sinking missiles. Chances are you're going to be assailed by them on the stairs leading down from the walkway surrounding the dining room, which will limit your mobility during the battle. Then again, you've fought these guys plenty of times in the past, and you know what to expect. They're fairly robust creatures, and then can both pack a lot of damage and withstand a great deal of it as well. The key is to avoid being poisoned by them (activate and deactivate Light Magic quickly to get rid of poison). Otherwise, continue to damage them until this particular wave of Ghouls is no more.

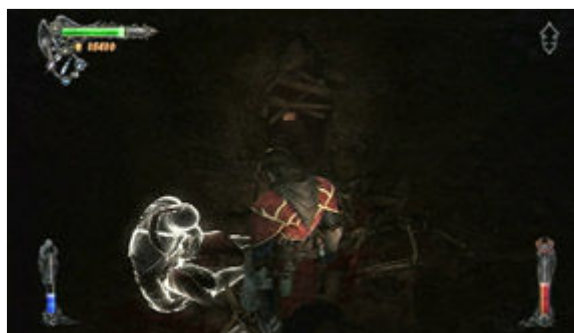


As you explore the bloodied room the Ghouls previously occupied, you'll come to realize that there's a method to the madness here, at least in terms of how you're to proceed. There are three important items to find here, and once you combine the three together, you'll be able to get out of this room and continue exploring. First, explore the small chamber to the left of the bloodied room. You'll find a pot of random body parts within. Grab a body part from the pot, and then walk back into the previous room, where you can drop the body part on the second of three important items here, the dish. Once the body parts are on the dish, hit the bell (the third important item) to draw out the Ghouls from their hiding spot. Now, this is where you need to spring into action. Once the Ghouls have been set loose, quickly run to the rightmost door they emerged from, and use your whip to latch on to the whip hook on the inside of one of the doors.

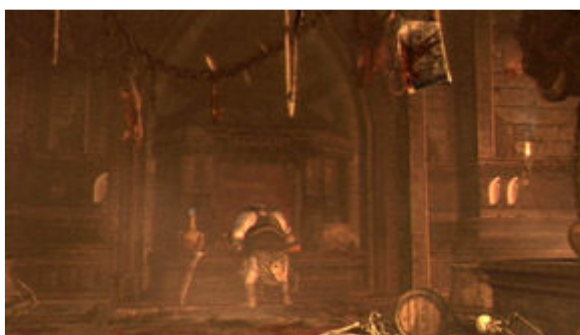


■ Shadow Gem (1/1)

Once you're within the tight little corridors the Ghouls apparently run through the castle via, you'll be able to access a Shadow Gem. To do so, simply follow the linear corridor rightward. That rightward path will eventually end, giving you the chance to go right or left (via Gabriel's own perspective). Opt to head right. While you'll run into a dead end before long, you'll notice that there's a dead body at that dead end. Examine the body to find this Shadow Gem.



After grabbing the Shadow Gem, venture down the other end of the tight corridor. You'll eventually emerge in the castle's kitchen. Here, you'll find a familiar creature. The Ogre-like monster who earlier fed the Ghouls in the castle's dining room is now hammering away at a new culinary creation on a bloodied counter. It won't take him long to locate Gabriel after he enters the kitchen, however, and you'll then be thrust into a boss battle with him. This guy's name is the Evil Butcher. But the good news is that this fight is laughably easy.



The Evil Butcher's primary attacks come in the form of melee strikes that you've come to expect from many enemies at this point in the game. When he uses these conventional attacks, simply dodge them as best you can and return the favor when it's safe to do so. Keep in mind that the Evil Butcher can toss his various blades at you, giving him a ranged attack that can do quite a bit of damage. Thankfully, it'll be rather obvious when he's winding up to toss one, so you should be able to easily dodge it, and then move in for a few quick strikes, delivering some much-needed damage to his health meter.



Perhaps the most notable thing that the Evil Butcher does is in terms of how he heals himself. From time to time, he'll run along parts of the kitchen's walls, grab a piece of chicken from the wall, and begin eating it. As he eats, his health increases. So when this happens, make sure to ruthlessly attack him until he stops, because if you let him eat as often as he'd like to, this battle may never end in your favor. After this simplistic foe has been damaged about 95% of the way through his health meter, it's time for the end game. He'll drink some blue stew cooking on a nearby stove, and then use the pot the stew was in as a helmet. Jump up and strike at the helmet with your whip until it turns around, blinding him. At this point, you can then latch onto him for a fight-ending sequence of prompts that will ultimately result in the Evil Butcher's blade being affixed to his own head. Ruthless, but necessary.



Once the fight with the Evil Butcher has run its course (that was easy, wasn't it?), the creature will drop a key. This key is going to be... well... the key to proceeding through the rest of this mission. You can begin by using the key on the door leading out of the kitchen (in lieu of backtracking the way you initially breached this location). This will lead back out to the dining room you saw earlier. When you arrive, expect that you'll come under attack from more pesky Ghouls. But as is usually the case, you should be able to slaughter this wave of the undead rather easily. They're nothing but fodder for your Combat Cross at this point in your adventure.



■ Scroll (1/3)

During this fray with the Ghouls in the dining room, an item will likely come to light that you didn't see earlier. It's true that you fought a wave of Ghouls earlier in the stage, but if you experienced it like we did, the Ghouls came to you, and the fight actually happened in the stairwell leading to the dining room, as opposed to in the dining room itself. But now that you're fighting in the dining room proper, you'll no doubt be destroying all sorts of tables and chairs all around you. Upon destroying the long table on the right side of the room, a dead body should be revealed. Once you've killed all of the Ghouls here, you can loot this body for a scroll, which you may or may not want to read.

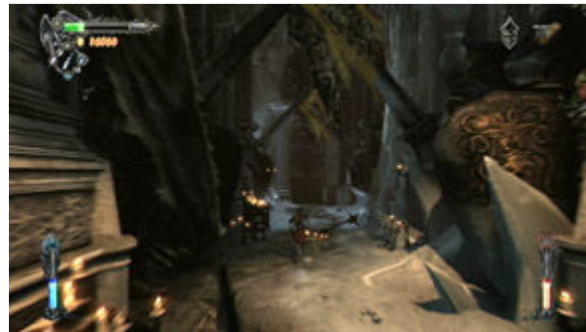


■ Life Gem (1/1)

That new handy-dandy key you acquired after slaughtering the Evil Butcher can be used in more ways than just linearly progressing through the rest of the stage. Indeed, there's a small room off of the dining room that you'll want to explore. This is the same room where you earlier found the body parts in a pot that were necessary to draw the Ghouls out of their hiding spot. You'll see a locked door in that room. By using the key you grabbed after the Evil Butcher fight, you should be able to open this door. On the other side, you'll find a dead body. This dead body contains the Life Gem you seek.



Okay, so now we're ready to progress with the main task, which is to get this stage over with. Leave the dining room and head back up the stairs, as if you were running back to the stage's starting point. After climbing up the stairs and running down the corridor, you should be able to swing rightward, which will lead you to a large, sealed door. You may or may not have seen this door earlier in the stage, depending on if you thoroughly explored or not. Either way, with your new key, you can open this door and proceed into the large chamber on the other side of it.



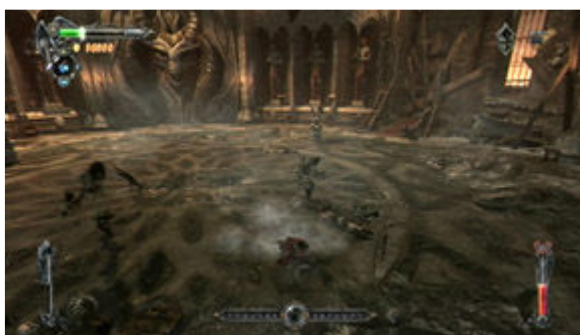
		Castle Courtyard	Maze Gardens	Castle Hall	Refectory	
		Part One	Part Two	Part Three	Part Four	

Once you're on the other side of the door, the camera will pan around, showing you what will ultimately prove to be yet another puzzle that you'll have to solve shortly. But first, you're going to need to deal with the more present, imminent threat, which are the enemies that appear in the room. In addition to having to fight Animated Armor here, you'll also have to deal with more obnoxious Skeleton Warriors. While the Animated Armor certainly has the potential to deliver more damage to you, the Skeleton Warriors are faster and more annoying, so you may want to actually focus on them first. Either way, you've had myriad conflicts with these creature-types before, so you should be able to sort this fight out using your own battle preferences. Just make sure that you survive the fray!



■ Scroll (2/3)

Before proceeding to the stage's end game, go ahead and grab the scroll that's on the dead body in the corner of the room nearest to the door. The scroll isn't exactly of the useful variety, but it's still one you want to grab. Then, you can proceed with completing this stage once and for all.



■ Scroll (3/3)

When the enemies are slain, you can go about acquiring a scroll that will explain the stage-ending puzzle before you. You won't need an explanation necessarily, especially if you're using our walkthrough (and obviously you are), but nonetheless, you should still go for it, simply because the scroll is located en route to the location of a hard-to-find Shadow Gem. Work your way to the wooden scaffolding on the right side of the room when the enemies are defeated. The camera angle should shift, revealing a whip hook. Hook your way up, and then shimmy over to the right, working rightward and upward until you can finally pull yourself up. Instead of finding this scroll on a body, you'll find it instead on a little altar. Grab it and give it a read.

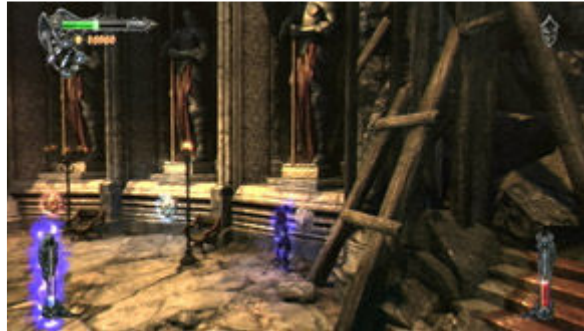


■ Shadow Gem (2/2)

From the location of the scroll, don't backtrack back to ground level. At least, not yet. Instead, work your way rightward. You'll run into a neutral essence dispenser, which you should use, but in addition, you'll be able to work your way southward across the room by using a series of horizontal wooden support beams. Work your way across these beams carefully, following the on-screen prompt that steadies Gabriel from falling as it appears (and it should appear often). On the other side of the beams, you'll find a staircase leading down to an isolated chamber. In that chamber, you'll see a dead body. Scour the dead body for a Shadow Gem, and then backtrack all the way back to the ground floor so that you can solve the puzzle.



To complete the stage, you're going to need to solve a bit of a puzzle ahead of you. Thankfully, this puzzle is all about trial-and-error, so even without our assistance, you'd eventually inevitably solve it on your own. Here's the rub. The gigantic door ahead is flanked by six runes, three on either side of it. The runes must be activated with certain magic enabled, so that the sequence will eventually open the door. From left to right, you should use the following magic to enable each rune: Light Magic, Light Magic, Shadow Magic, Shadow Magic, Light Magic, Shadow Magic. If done correctly, the large door will creak open, and you'll be able to proceed to the next chapter.



■ Trial

The final stage of Chapter Six has a fairly straight-forward trial for you to undertake. The trial itself revolves around the boss battle with the Evil Butcher. While fighting the Evil Butcher, as you know, he'll use items around the room, including knives and other blades to throw at you, and chicken for him to eat. If you allow him to utilize fifteen such items around the room before laying waste to him, the trial's prerequisite will be met. The fight is very easy on its own, so running around and giving him the upper hand while he uses various items will make the battle more difficult. But either way, this is still a very easy trial, considering many of the other ones in the game.

		Balcony	Electric Laboratory	Chromatic Observatory
		Part One	Part Two	Part Three

As the stage begins on the castle's balcony, you'll be shown a pretty view of the castle before you gain control of Gabriel. When you do, begin to run forward towards the open-air ahead. As you do, a trio of Vampire Warriors will assault Gabriel. You've fought scores and scores of these guys by now, so you should know what to do. Quickly slay these beasts, and then run outside so that Gabriel is now under the night sky.



■ Shadow Gem (1/2)

We're already within striking distance of the stage's very first collectible. This one comes in the form of a Shadow Gem. To acquire it, you'll need to be patient. Once outside, look to the left. You'll be forced to drop down off of the balcony and hang on to the side of it. You can then work your way downward, where you'll need to carefully cross some wooden beams. En route across the beams, you'll spot a dead body on a nearby platform, but you can't just wantonly jump towards it. How do you get it? Well, walk to the far end of the wooden beams, and immediately turn to Gabriel's right. You should be able to drop off of this snowy platform. Hold on to the side of it and then shimmy back in the direction you came from. Pull yourself up when you're able to, and you should now be on the far side of the same platform you saw earlier, the one with the dead body on it. Search this body for the Shadow Gem you seek.



Once you have this Shadow Gem in your possession, backtrack to the previous platform, and then work your way around the pillar, where you can drop down to another platform below. Here, you'll need to progress up a wall to your left, but before you do, you'll have to fight a trio of Swordmasters here. You haven't fought these cloaked, blade-wielding enemies in some time, but you should remember that they are quite obnoxious. One will show up, and then the next after a few moments, and then the next a few moments after that. Since you have such limited room with which to work, try to use these lulls between spawns to do as much damage to a single target as you can before the next shows up. With all three ganging up on you, you'll find yourself challenged here. Remember that they are weak to virtually all of your special weapons, too, so should you choose to launch some daggers, holy water or whatever else, it will certainly help you here.



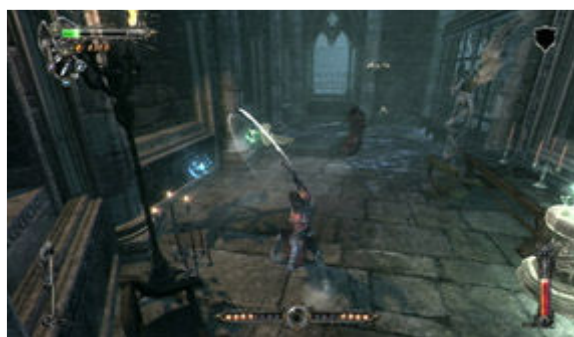
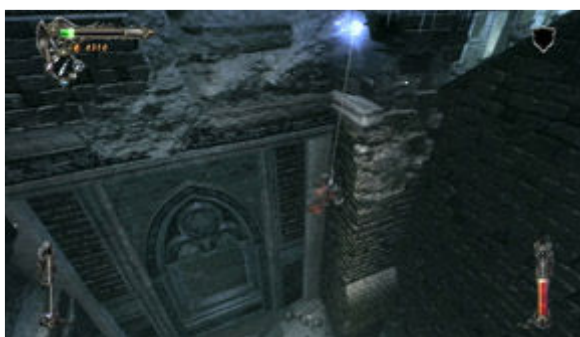
■ Scroll (1/3)

With the Swordmasters dead, you're free to begin climbing up the wall to your left (just look for the glowing handhold to give you an idea of where you begin your climb). Once you've managed to navigate your way to the rooftop above, work your way around the shingled rooftop in the center of the platform in a rightward direction. This will ultimately swing you around towards a dead body that contains a scroll.



■ Scroll (2/3)

To the left of the body with the scroll, you'll find a locked gate. To unlock it, you'll need to find the Balcony Key. We'll do that shortly. To do so, work your way to the left side of the rooftop, where you'll find a gap in the railing around the balcony. This will allow you to drop down and hold on to the side of the platform. You can then use the whip hook next to you to descend all the way down to the crumbling ground below. Thrust through the open window thereafter. You'll be confronted by a lone Swordmaster here. Kill the Swordmaster, and use the nearby healing station to heal Gabriel, as he'll no doubt need some health here. Then, before going back through the window, scour the dead body on the ground to find another scroll.



■ Light Gem (1/1)

Once back outside of the window, use your whip hook to hook back onto the same hook you just used to descend to this area. Once hanging, bounce off of the nearby wall so that you're heading leftward. You can then jump over to the left to grab on to another hand-hold. Once you're holding on, scurry to the left, and drop back down to enter through another window. This room is adjacent to the one where you fought the Swordmaster. Here, however, you'll fight two Skeleton Warriors. With limited room to work with, this battle can be frustrating. As always, try to focus your attacks wholly on one target, and then the other. Nonetheless, once all is done, the Skeleton Warriors should leave behind a Balcony Key. There's also a dead body in this room which holds a Light Gem, so be sure to grab that before heading onward.



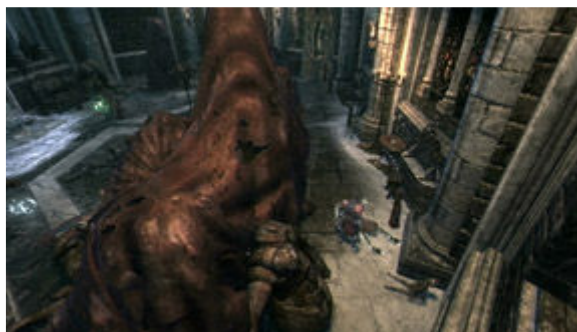
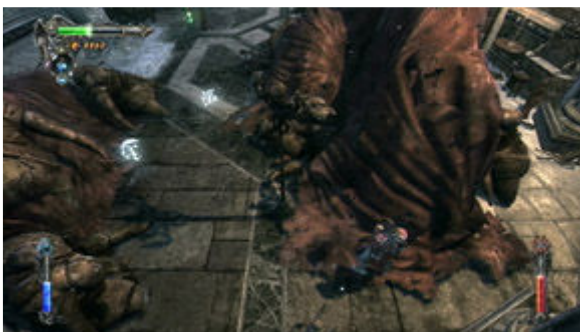
With the Balcony Key in hand, we're just about done with this stage. We just need to work our way back up to the rooftop above in order to continue. Backtrack back out of the second window, shuffle your way back to the right, and use the whip hook to hoist yourself back up to the rooftop. Then, approach the locked gate adjacent to the body that contained the scroll we acquired earlier. Use the Balcony Key on the lock, and then run through where the gate was, lifting yourself through the large open window there, and into the next building.



[Balcony](#)[Electric Laboratory](#)[Chromatic Observatory](#)[Part One](#)[Part Two](#)[Part Three](#)

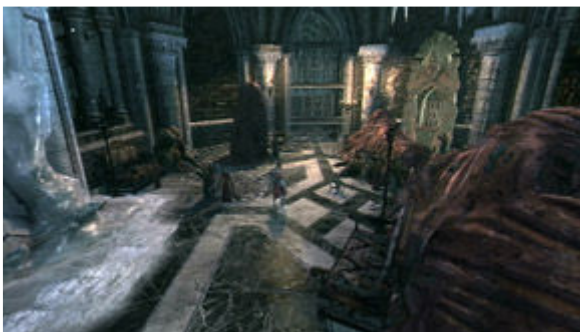
■ Shadow Gem (2/2)

Once you're inside, you'll find yourself occupying a room full of a bunch of crap. This must be where the castle's owner leaves her unwanted goods, with covered furniture, statues, and the like all around you. If you work your way to Gabriel's right, around the large area of covered crap in the center of the room, you'll encounter a dead body on the far side of it. Search this body to obtain a Shadow Gem, the second one you find on this brief stage.



■ Scroll (3/3)

The stage's final scroll is an important one, and is found in the same crap-ridden room you found the second Shadow Gem in. Simply walk towards the top end of the room, where there's a locked gate ahead, as well as some sort of glowing device to the right of it. Nearby, you should see a dead body sitting in the middle of the ground. Search it to find this scroll, which illuminates some important information about the puzzle you're about to solve.



To the right of the locked gate, you'll be forced to solve a puzzle (alternately, as always, you could simply opt to skip the puzzle, losing out on the experience points you'd earn from solving it). The scroll you just found tells you a bit about the game you're going to have to play, but it doesn't have much in the way of concrete information. The puzzle is as follows. You have to drop balls from one of three locations. Below those locations are wooden switches that, once hit, will turn from red to green. Hit them again, and it turns from green back to red. The idea is to get all of the switches to turn green. Once that happens, the gate to the left opens up, and you can run through, finishing the stage in the process. Need more information on just how to solve the puzzle? Read the trial details below.

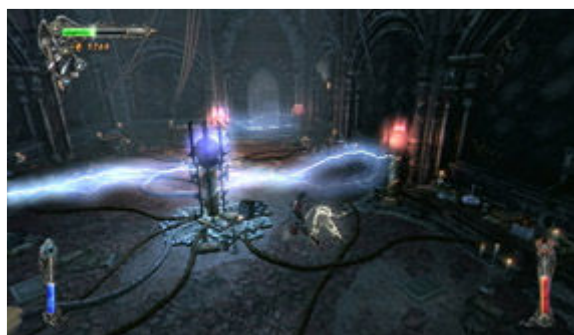
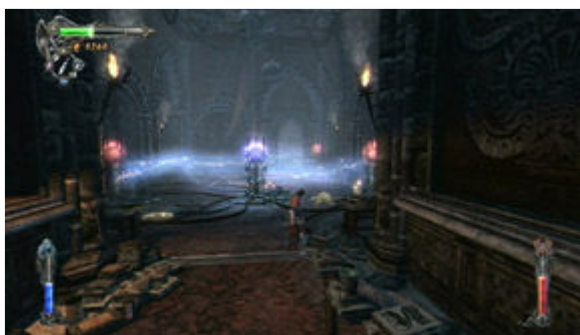


■ Trial

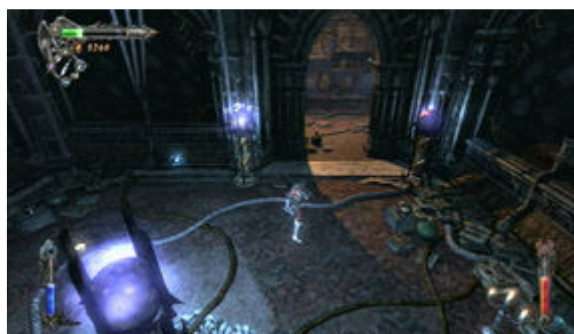
This short stage's trial involves solving the puzzle at the end of the stage in the minimum amount of turns possible, which is seven. The anomaly here is that, as with other puzzle-based trials, the scroll related to the puzzle will give away the answer once the puzzle has been solved. So you don't really even need our help. Nonetheless, the answer is as follows. Drop the ball in the following order to make all switches green in seven turns, thus fulfilling the trial's prerequisite: left, center, center, center, center, center, right. Voila!

■ Scroll (1/1)

Right off the bat in Dr. Frankenstein's Electric Laboratory, you're going to be struck with a puzzle to solve. This puzzle spans the duration of the stage, and as always, a scroll accompanies it, to explain the premise. To find the scroll, simply scour the body ahead and to the right of your starting location. Just be careful not to collide with the electric beam nearby, or you'll be in for a world of pain. (And as always, you can skip this puzzle completely, though doing so will rob you of some experience you'd otherwise earn. Your choice.)



To solve the first leg of the puzzle, you need only manipulate the three switches on the ground in the room you're in so that you can proceed. However, you may be unsure as to how to do so. After all, the game simply tells you to punch the switches to activate and deactivate them. But normal, standard punches won't do the trick here. Instead, you'll need to know the Relic Power called Landslide Punch. Look in your Skills menu to see if you know this one, and if you don't already, purchase it. Then, read how to use it, and use this skill to hit the first glowing switch on the ground. This will disable the electrical currents in front of you, granting you access to both the second and third switches. Don't skip directly to the third switch, though. First, hit the second switch, and *then* hit the third switch. This will ultimately grant you access to the bookshelf-lined hallway ahead.



■ Light Gem (1/1)

Work your way leftward through the small, stuffy hallway on the other end of the first part of the puzzle. The camera will pan through this next room, which has a far more elaborate part of the puzzle to solve. We'll get you through it, though, so no worries. For starters, work your way into this room. You'll see a lone switch accessible to you right now on the floor, so use your Landslide Punch to slam the switch. This will grant you access to the area on your left. Tucked along the wall to your left from there is a dead body, which contains this Light Gem. Grab that before continuing onward.

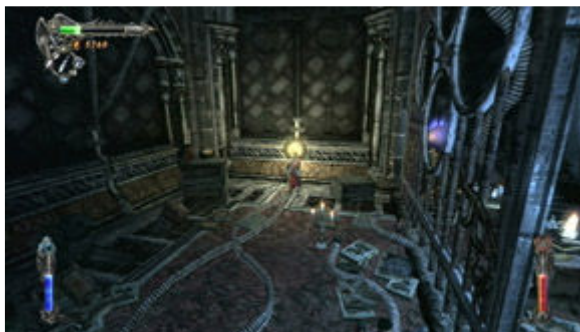


The next leg of the puzzle is easy enough to get through. If you explored the little golden device on the right side of the room, you would have found out that a battery is required to power said device. Thankfully, there's a battery on the left side of the room, and it's on a track. You know what that means. Punch the battery down the track towards the other end of the room. After a punch downward and over, it'll cross an electric beam, meaning you'll have to Landslide Punch the switch on the ground again, granting you access to the right side of the room once more. You can then punch the battery a couple of more times into place. This will activate another machine that will force the beams at the northeastern edge of the room to fall. You can then move on.

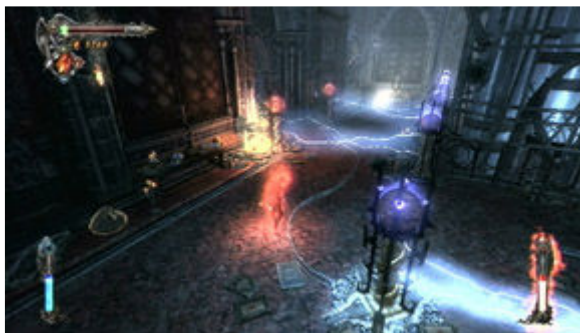


		Balcony	Electric Laboratory	Chromatic Observatory
		Part One	Part Two	Part Three

Okay, so now, you may be a little confused. But that's okay. That's why we're here. The switch at the northeastern edge of the room is the key. This switch isn't on the floor, but instead on the wall. This means that you can punch it at ground-level. But do you want to punch it? Well, you do if it will open up the northwestern edge of the room. Because it's there that you will find a bag of daggers and a neutral essence dispenser. And as always, those two items being together gives you a pretty healthy hint as to what's expected of you here.



Punch the switch until you're given access to the northwestern edge of the room. Then circle counterclockwise around the room, punching the floor switch to move the mobile electric conduit back to the right. Sneak up towards the bag of daggers, utilizing it to replenish your stash. Then, fill up both your Light and Shadow Magic meters. When you're ready to continue, activate your Shadow Magic and toss a dagger at the switch on the wall to the right. This will activate it. Move rightward from there, and strike at the wall switch with a Shadow Magic-enveloped dagger once more. This will ultimately get you out of this room, to another small, stuffy hallway, and to an even bigger, more convoluted and complicated part of the puzzle for you to solve.



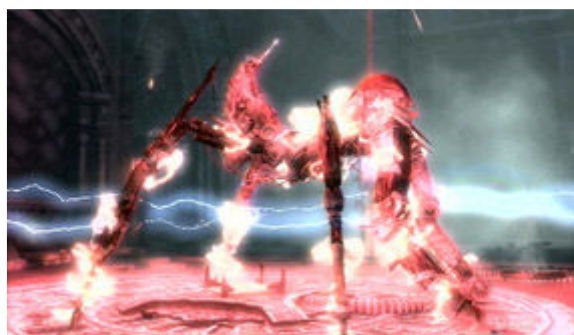
Don't get overwhelmed here. After all, the puzzle before you seems complicated to solve, and it is... but for now, let's just focus on what we can do. We need to get our hands on an item called the Red Lens first and foremost. Run forward and to the left. You'll see a crumbling wall. Use your Shadow Magic to smash through the wall, which will reveal a switch on the ground. With the switch revealed, use a Landslide Punch to activate it. This will reveal a new location at the room's northwestern edge. Explore this area to find another switch. Upon smashing the switch with another Landslide Punch, the switch will break. The broken switch should reveal the area of the room where a Red Lens sits on the ground, which you should pick up and add to your inventory. You'll need it later on.



However, acquiring the Red Lens will draw out a huge mechanical spider-like foe called the Mechanical Monstrosity. This is one of Dr. Frankenstein's legacies, and this out-of-control monster has been stalking the castle ever since it was created long ago. This fight can be extremely frustrating if you don't know what you're doing. Once you have an idea of how to defeat this foe, however, things will be extremely easy for you. As you fight it at the outset of the battle, the fray will come off as a normal melee boss battle. Unfortunately, it's anything but. While you're dodging the creature's melee attacks, as well as its devastating electrical attack (which should be avoided at all costs -- simply roll out of the way of it, keeping in mind that it has a wide striking area), you'll return attacks when it's safe. After taking about a fourth damage, the creature will retreat towards a healing station at the center of the room. It's when the creature is healing that you must strike.



The key to this entire fight is the switch at the bottom end of the battle arena. Using a Landslide Punch, you can send a surge through the spider's healing device. Surely, you've put two and two together by now. Fight your enemy normally, and when it retreats to heal, quickly scurry over to the switch on the ground. Use a Landslide Punch to activate the switch while the foe is still underneath its healing device. If timed properly, the spider will get scorched, damaging it for about a third damage. All you have to do hereafter is repeat that process two more times to take down the Mechanical Monstrosity all together. Just remember that the aforementioned electrical attack can take you out in no time at all, so it should be avoided at all costs. Otherwise, rely on Light Magic to heal yourself when necessary, and make sure you're accurate with that Landslide Punch when the time comes to activate the floor switch, since it's all-to-easy to let the mechanical spider through your grasp. And if you let him go without damaging him when he heals, you'll have to start from square one.

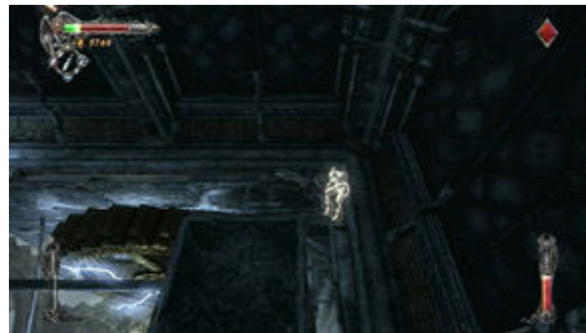


With the boss fought and killed, you're just about done here. But first, you have to take the time to solve the rest of this puzzle, which isn't that hard to do, believe it or not. You can basically ignore all of the switches you've already used, as they serve no purpose here (for instance, the switch that activated the healing coil above the spider, and the one in the crevasse you exposed earlier). Instead, work your way directly to the center, circular platform. You should be able to manipulate this platform in such a way that you'll gain access to the eastern pathway, perpendicular to the door you'll need to open to get out of here. But it's not just as cut-and-dry as that. Unfortunately, there's more to the puzzle than this.



■ Life Gem (1/1)

First, let's focus on getting a Life Gem. Thankfully, this Life Gem is essentially impossible to miss, but we'll still point it out to you. Gain access to the southeastern edge of the room, where a new switch on the floor can be found. Slam this switch to expose access to the roving platform at the northeastern edge of the room. You can then run at this platform and jump on it. After moving forward, the platform will attempt to shift southward. It's at this juncture that you should get off of the moving platform and gain access to the dead body lying there. Scour this dead body for a Life Gem, which likely came in the nick of time. After all, the Mechanical Monstrosity likely gave you quite the beating in the last boss battle.



Depending on the switches you've already manipulated, you may be able to go about finishing your mission from here. But chances are, you won't be able to. At least, not yet. You must make sure that a couple of pieces are in place before you attempt to finish things off. The switch in the southeastern part of the room is the key, since striking it will lower the electrical barrier blocking the door at the north. However, it also creates another barrier that stops you from heading westward and then northward. The idea is to circle the center platform around in such a way that when the switch is activated, you have a conduit back to the west. You can then simply run northward through the now-open door, since the puzzle should now be effectively solved. And just like that, this stage concludes... but the Mechanical Monstrosity still stirs. Something tells us you'll be meeting this guy again soon.



■ Trial

This stage's trial is easy in premise, and involves the battle with the Mechanical Monstrosity. The idea here is to fight the Mechanical Monstrosity without having to unnecessarily attack it with your Combat Cross, or any of your peripheral weapons. Keep in mind that this only goes into affect *after* you've initially damaged it enough that it's forced to access its healing station. Once that happens, you'll have to rely wholly on the ground switch that surges the healing device, without striking the foe at all. This isn't as hard as it may sound, but it will require you to be able to damage attacks effectively, since you won't be able to rely on Light Magic here to heal yourself. As usual, you can manipulate checkpoints here, meaning that you can simply opt to start from the last checkpoint if you accidentally strike the Mechanical Monstrosity. Doing so will bring you back to the beginning of the fight, where you can reattempt the battle. Thus, entering the battle with a full bar of health in the first place is integral.

		Balcony	Electric Laboratory	Chromatic Observatory	
		Part One	Part Two	Part Three	Part Four

As you begin this chapter, you'll see a puzzle you have to solve almost right off the bat, directly in front of you. Indeed, this puzzle transcends the entire stage itself. When you gain control here, you'll find that you're flanked by both a healing station and a neutral essence dispenser. Go ahead and heal yourself if needed, and also fill up those Light and Shadow Magic meters. Then, proceed ahead to the device at the center of the room. This device is flanked by several doors all around it. The idea is to use lenses to create beams of light that will open these doors. For the time being, all you have is a Red Lens, which you acquired near the end of the previous stage. With that in hand, use the lever in front of the device, and then activate it by pushing the Red Lens forward. This will create a red beam of light that will unseal the door to your left.



■ Scroll (1/3)

Now that you have access to this room, go ahead and run on inside. You'll clearly see a body lying on the ground in the center of this room, as a sort of new puzzle is introduced to you. Scour this body for a scroll before moving on, as reading it will illuminate what you have to do here to complete this puzzle (alternately, you could always just continue to read our walkthrough).



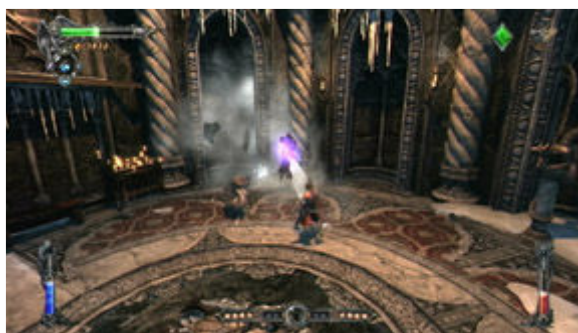
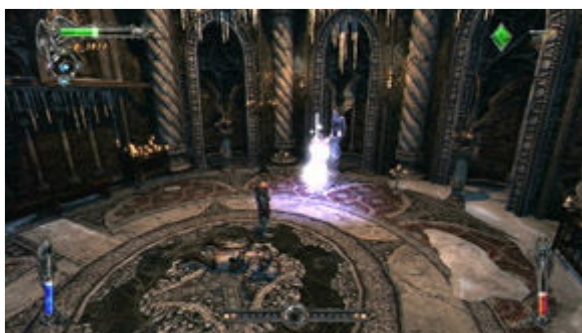
Once inside this new chamber, you'll almost immediately be assailed by a couple of waves of Vampire Warriors, which is why you'll want to make haste towards the body at the center of the room, and claim the scroll mentioned earlier. You've fought Vampire Warriors countless times by now, and while you were no doubt once intimidated by them, you probably have realized by now that these guys are pushovers. If you want to get the fight over with quickly, go ahead and use some Holy Water. Otherwise, we recommend running up one of the staircases flanking the room, drawing the Vampire Warriors towards you. Those areas give you more room with which to work. Also, keep in mind that there are two waves of foes that will attack here, so there's no time to rest after the first wave is defeated.



With the Vampire Warrior threat quelled, you can now concentrate on solving the puzzle within this room. The scroll you just found alluded to what you have to do, but you'll no doubt have to use your noggin a bit to get down to the bottom of things here. You'll notice that the square at the center of the room is covered with tiles. The tiles in the corners react to you when you're over them, and you'll also notice that there are arrows that point around the square in a clockwise direction. The idea is simple. With Shadow Magic enabled, start in the southwestern part of the square, and dash forward. Then, quickly dash around the rest of the square, so that all squares are alight with red flames. If done properly, the gate at the top end of this room will open, and you'll earn a hefty amount of experience points for successfully completing the puzzle.



Now all you have to do is run up the stairs towards the unsealed room, where you can claim your prize. Of course, doing so isn't nearly as easy as it initially sounds. As soon as you enter the room, you can scour the body at the center of the chamber for a new lens. This lens is the Green Lens, and you can eventually use it back at the Chromatic Observatory to open new doors. But when you attempt to leave, the gate will seal behind you. You'll have to fight a lone Swordmaster in order to emerge successfully. Do remember, though, that you have limited room with which to work here, so even a lone enemy such as this can give you a pretty hard time.

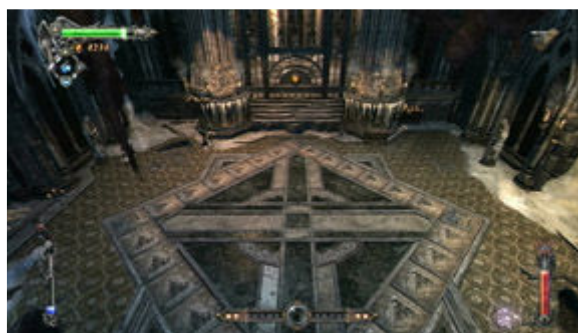


Now that you have two lenses, a Red Lens and a Green Lens, you can actually manipulate the lens machine in the center room in two ways. Lenses don't only work as singular colors. Rather, if you combine lens together, you can make colors you'd otherwise be unable to make. For the time being, we recommend doing that. Activate both the Red Lens and Green Lens together, and you'll create a yellow beam of light that will open up another door off of the main chamber. You're then free to head through this door to continue.



■ Scroll (2/3)

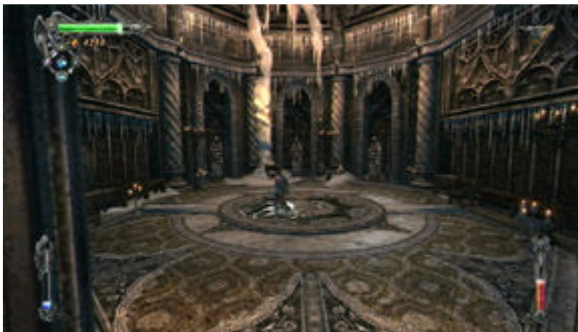
As soon as you enter this room, you will, not surprisingly, find yourself under assault by a number of Vampire Warriors. As you did in the last room, you should take them out rapidly. Doing so shouldn't be too difficult for you, especially because it appears that, unlike in the previous room, only a single wave of Vampire Warriors will attack you, not two. Once all is quiet, take a careful look at the room around you. Because of the awkward camera angle here, a dead body will be barely visible along the left wall. Examine that body to find the scroll that explains this room's puzzle.



As you'll no doubt figure out on your own, this room's puzzle is virtually identical to the last room's puzzle. The only difference herein is that you'll be working around a square that's tipped on its side, more like a diamond, than a standard square. This makes navigating the designated pathway in a clockwise direction a little more difficult, since you'll have to dash with Shadow Magic enabled on a diagonal instead of on a straight line. Nonetheless, you know what to do. Dash across all four sides of the diamond with Shadow Magic enabled, and the gate at the top end of the room will open. Remember that if you're running low on Shadow Magic (or Light Magic, for that matter), you can always revisit the neutral essence dispenser in the main room to replenish your stock.



In the unsealed chamber, you'll find yet another dead body holding yet another lens. The lens you now have in your possession is a Blue Lens. But as with the last room, as soon as you have the Blue Lens in-hand, the gate will seal behind you. Two Swordmasters will materialize at this point (as opposed to the single Swordmaster you had to slay in the previous room), so get ready for a bit of a fight. Room is limited, but remember that you can spam magic pretty wantonly here, as you can always refill it back in the main chamber. So if you need to heal, go ahead and use Light Magic, and if you want to deal extra damage, use some Shadow Magic instead.

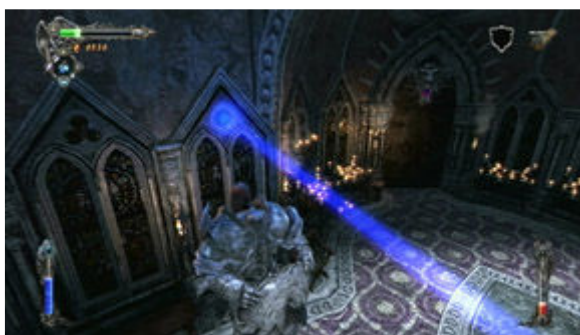


■ Light Gem (1/1)

With the Blue Lens in hand, return to the center room. With three lenses at your disposal, you can now make all sorts of interesting color combinations in order to proceed. For instance, by combining the Green Lens with the Blue Lens, you'll make a sort of sky blue/turquoise colored laser. This laser will beam not at a door, but rather at one of the statues of Animated Armor in the main room. This Animated Armor will now be awakened. Fight and kill the Animated Armor, as you've fought and killed so many of its kind up to this point in the game. Once all is quiet, you'll notice that the Animated Armor was hiding a dead body. Scour the dead body once it's safe to do so, and you'll find a Light Gem.



There's no real reason to do this, but then again, there's no real reason to dodge free experience points either. To awaken another piece of Animated Armor from its slumber for no other reason than to fight it for the experience points it will give you, go ahead and use only the Blue Lens, by itself. This will awaken the Animated Armor on the left side of the room. Kill it for some free experience (and little else).



■ Scroll (3/3)

If you combine all three lenses you currently have with one another on the central mechanism, so that the light beam has to travel through the Red Lens, Blue Lens and Green Lens, what you'll come out with is a white photon beam that will open a door on the right side of the room. Unfortunately, you can't do much of anything in this room right now, because you're missing an item that you can't acquire yet. When you return later on (after acquiring the wings that will allow you to double jump), there's more to do. In the meantime, enter this room and turn right at the huge chasm. You'll find a dead body with a scroll on it. Otherwise, you needn't explore the rest of the room. It'll prove to be a waste of time during your first play through the stage.



Should you choose to use only the Green Lens, the second door on the right side will open, granting you access to yet another room. Just like the previous room we gained access to, however, what you can do here is extremely limited, basically because you don't have the ability to double-jump yet. Nonetheless, explore what part of the room you can, stopping short of using the whip hook to cross the chasm in the middle (as you won't make the jump no matter how hard you try). There are three Swordmasters to fight and kill in here. As usual, experience points are never something you should pass up, so fight before heading back to the machine, so that we can finally finish this stage up.



■ Life Gem (1/1)

Instead of just working your way into this room to fight the Swordmasters, you can return here when you get your Seraph Shoulders (by defeating the Vampire Dark Lord at the end of the eighth chapter) to finish with the rest of the room. Fight the Swordmasters as you did earlier, and then launch your way across the gap with the whip hook, double jumping with the Seraph Wings to successfully reach the other side. You'll find a pattern of tiles on the floor here that you must zoom across with Shadow Magic to activate. This will give you the White Key, which you'll need a little later. But that's not all. You can barely see it, but on the side of this area, along one of the walls, is a dead body which has a Life Gem on it. Be sure to grab this before working your way back over the gap.



■ Shadow Gem (1/1)

Instead of just grabbing scroll #3 a little earlier, there's more to do later in that same room. Once you've killed the Vampire Dark Lord and earned the Seraph Shoulders at the end of the game's eighth chapter, you can grab the Life Gem and White Key from the room with the huge gap in it (just backtrack through the walkthrough to find what we're talking about if you're confused). With the White Key in hand, head into this room with the scroll and whip-hook your way up to the scaffolding above. Begin to cross the scaffolding towards the locked gate on the other side of the room. Use the White Key on the keyhole you find next to the locked gate, and then enter the previously sealed-off room. A dead body is in the center of this room. Search it for a Shadow Gem.



		Balcony	Electric Laboratory	Chromatic Observatory	
		Part One	Part Two	Part Three	Part Four

When you approach the machine, this will be for the last time (until you have to return to grab the collectibles you couldn't yet acquire here, that is). What you have to do now is use only the Red Lens and Blue Lens. This will create a purple beam that will shoot straight ahead, allowing you to access the previously-locked room at the north end of the chamber. Once through this door, expect to catalyze a cutscene. Once again, you'll meet up with the demon Laura, who wants to stop you in your tracks. To do so, she summons forth three of the same type of monsters. These interesting creatures are entirely new to you, but thankfully, they are easy enough to kill. They're called Deadly Toys, so buckle in and get ready to battle.



Because of the fact that you're working in a really tight space here, your melee with the Deadly Toys will no doubt prove to be arduous. Deadly Toys are bulbous creatures with a plethora of powerful attacks. They also happen to be quite aggressive. Don't enter into this battle without having first revisited the healing station and neutral essence dispenser back in the main room, since full magic meters and a full health meter will go a long way here. If you happen to enter the battle without doing so, the bad news is that a checkpoint will bring you only back to the beginning of the fight, so you'll have to make due with what you came in with. The key to these kinds of fights is always to try to isolate a single target and concentrate only on that target, moving onto the next once it's dead. But in this fight, doing so is admittedly difficult.



In addition to physical attacks, the Deadly Toys can pull off a number of other obnoxious maneuvers. They can use the needles on the end of their stray stitches to attack you at moderate range, meaning that you'll never really be safe from them in such a small room. In addition, they can aggressively jump at you and damage you with earthquakes that are hard to avoid. And do you remember that black goop from an earlier boss battle? This is the substance that, if Gabriel gets caught, will mire him down temporarily, leaving him open to attack. The latter only happens near the end of the fight, so you should be safe from it for the most part, but otherwise, expect the Deadly Toys to come at you with everything they have. Liberal use of Light Magic (to heal) and Shadow Magic (to deal extra damage) will go a long, long way towards successfully ending this battle.



After you've successfully killed the three Deadly Toys Laura throws at you (or more -- they will keep respawning if you don't kill them via quicktime events), the stage will effectively be over. Suddenly, though, Laura goes all Emperor Palpatine on Gabriel and scorches him with electric charges from her hands. But then out of nowhere, Gabriel's beloved shows up, giving him the power, confidence and encouragement to keep moving forward. And move forward he does, for you'll now have access to the game's eighth chapter.



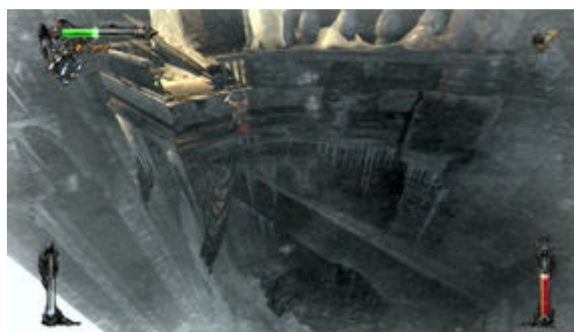
■ Trial

This trial is admittedly difficult. You know how we told you just a bit earlier that the Deadly Toys you fight at the end of the stage can only be permanently killed with quicktime events? Well, if you kill them manually after they start glowing, Laura will simply insert more enemies into the field. The idea here is to kill *ten* Deadly Toys with conventional attacks before finally killing them with quicktime events, ensuring they don't respawn. This will no doubt prove to be a challenge. Only attempt this when you're stacked with plenty of health and magic, and don't hesitate to use what special weapons you have at your disposal, including Dark Crystals.

		Outer Wall	The Clockwork Tower	Olrox	The Throne Room
		Part One	Part Two	Part Three	

■ Scroll (1/2)

As soon as you gain control of Gabriel outside of the castle's walls, in the deep winter blizzard happening all around you, you can immediately acquire a scroll. To do so, simply walk to the left end of the balcony you begin on, and examine the dead body there. Once the scroll is in hand, you can then drop off of the right side of the balcony, hang on, and begin to platform your way up the castle's wall.



As usual, as you work your way up this wall, you can let Gabriel do most of the work for you. The game is very, very forgiving, as always, in letting you platform without too much worry. You can shimmy over to the right, jump over some areas that require it, and then begin to scale the wall upward using various whip hooks. Remember -- Gabriel will begin to feign in the direction he needs to jump towards when he seemingly has nowhere else to go. Since visibility isn't great here, it's a nice way to help you progress if you're having any issues. Once you work your way to the top of the wall, you can then pull yourself back on your feet, and use the healing station nearby, if needed.



■ Shadow Gem (1/1)

Nearby, you'll be able to claim a Shadow Gem for Gabriel's extensive, ever-growing collection of magical items. After healing yourself (optionally) at the healing station, move forward. The idea here is to head to the left side, along the building, so that the camera angle shifts. When it does, a body should be in the foreground of the camera angle, sitting in what appears to be an open window. You can claim the Shadow Gem in question from the body before moving on.



■ Scroll (2/2)

Once you have the aforementioned Shadow Gem in hand, run forward towards the other end of the large platform you're traversing. You'll see a puzzle to your left, with some runes you'll inevitably need to activate with your magic. To get some hints on how to do so, you can grab a scroll from the dead body near the door. Once you have it, read the scroll to gain those hints... or simply read the next couple of paragraphs to learn how to complete the puzzle simply and easily.

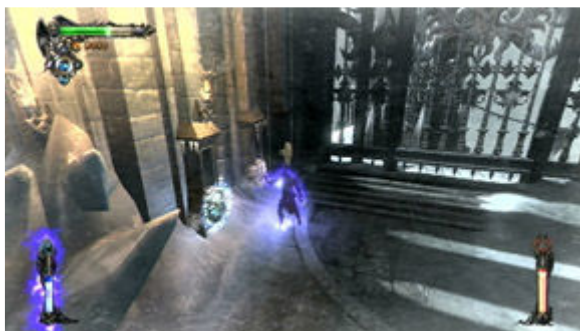


		Outer Wall	The Clockwork Tower	Olrox	The Throne Room
		Part One	Part Two	Part Three	

As you approach the puzzle to begin trying to figure out how to solve it, though, expect a wrench to be thrown in the wheels of your plan. A slew of Vampire Warriors will attack you, and quick on their heels will be a trio of Skeleton Warriors, as well. You're going to have your hands full here. Since the first wave of Vampire Warriors preempts all others, you may want to try to clear the entire wave quickly with some Holy Water. Then, sit tight as Vampire Warrior reinforcements accompany the only crew of Skeleton Warriors. Remember that when Skeleton Warriors fall to the ground, they aren't yet dead. You'll need to slaughter them while they're in pieces on the ground to do away with them once and for all. As is pretty obvious, you should also freely spam magic, since the neutral essence dispenser that usually accompanies puzzles such as this will replenish anything you've already used.



Once the enemy threat has been fully nullified, it's time to go about solving this puzzle. If you read the scroll that you grabbed from the nearby body, you'll actually get some pretty decent clues, but you're reading a walkthrough to get the answers straight-away, are you not? If you look at the sealed gate, you'll see three runes on either side of the door, for six total. From left to right (away from the door, then towards the door), on the left side, use blue, blue, and red. As for the other side, use blue, red and red. The right screenshot below shows you exactly how the puzzle is to be solved, if you need more information (or are otherwise confused).



Through the now-open gate, you'll be able to run down a chain-like pathway that straddles parts of the castle. While you run forward to the next platform, you'll want to take in the beautiful view all around you. If Castlevania: Lords of Shadow has something, it's plenty of great views like this. Eventually, this chain pathway will run directly into a small, circular platform. In the center of the platform is a lever, and you'll notice that this lever manipulates the circular iron fence that surrounds the entire platform. There's more to this, of course, but leave the lever alone for now. For you're soon to be under attack by a slew of Gremlins.

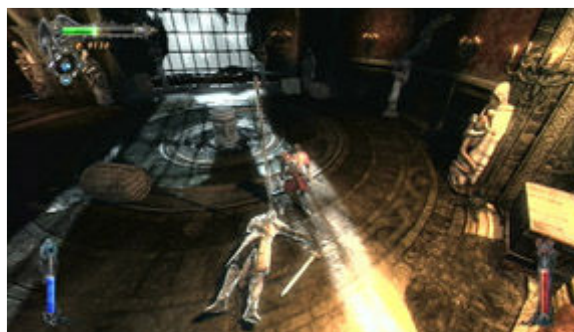


Gremlins always have the potential to be annoying, but usually, they're at their worst when you're in an enclosed space with no room to maneuver. That's not really the case out here, thankfully, so you should be able to deal with them rather easily. The idea is to try to kill them as they appear on the periphery of the platform. If you're quick enough, you should never find yourself inundated by multiple Gremlins attacking you from close range. But again, this requires acute attention to where the enemies are spawning from and flying at you from. Once the Gremlin threat has been nullified, you can then deal with the switch at the center of the platform.

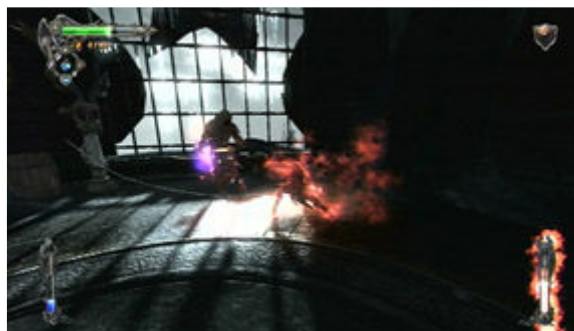


		Outer Wall	The Clockwork Tower	Olrox	The Throne Room
			Part One	Part Two	Part Three

Now, this switch may confuse you. As you rotate it, the circular iron fence around the platform will rotate 180 degrees, so that the opening you used earlier now instead appears on the other side, leading to another chain pathway towards the next part of the castle. But that's what can be so confusing, because when you let go of the switch, even when fully engaged, the fence will begin to circle back around quickly. You'll never make it to the opening in time. The idea is to instead rotate the switch all the way, with your back facing the right side of the platform. After letting go, rapidly dash to the right side of the pathway and squeeze through the moving hole in the fence so that you instead access a spiral staircase there. This staircase leads down into a secret room of this tower, where a dead body can be combed for a Tower Key. You'll need this key before very long.



But after scouring the body for the key, you'll be greeted by an unwelcome surprise. The gate leading into the tower's lone room will seal behind you, and two Swordmasters will materialize out of the ether to take you on. Swordmasters are pesky foes, as you fully know by now, but you can make your life a lot easier by trying to focus singly on one target and then the other, which will maximize damage dealt. Once the Swordmasters are slain, you can then run back up the stairs to the surface. Once back outside, you'll find that the top of the stairs leads to the aforementioned chain pathway that you couldn't access earlier. You can now begin running towards the next section of the castle.



■ Light Gem (1/1)

This stage is just about done, but don't finish things off without first grabbing the Light Gem that's available. Follow the new chain pathway towards the next section of the castle. Once inside, you'll be greeted by a gigantic gate that can be opened with your new Tower Key. Before using it, however, there are two things you'll want to do. On the right side of the room, a healing station can be used to heal yourself. And then, on the left side of the room, obscured by the awkward camera angle, is a half-visible body tucked along the wall. Scour this body for the Light Gem in question, and then use the Tower Key on the keyhole next to the gate to raise it. You can then proceed forward to end the stage completely.

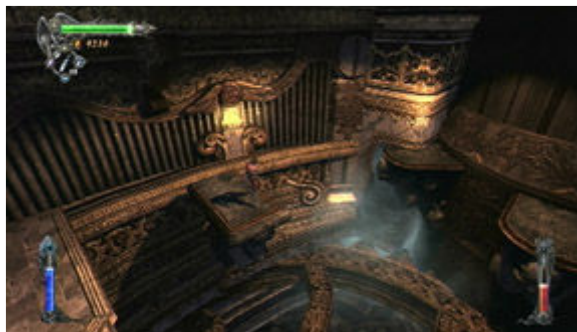
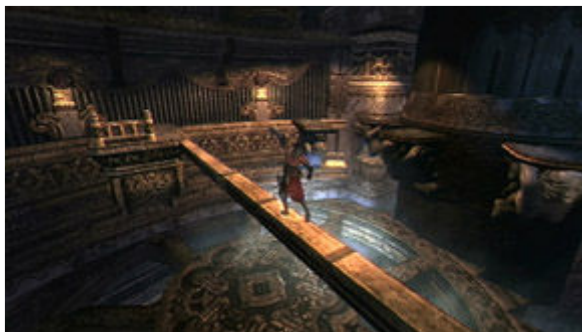


■ Trial

The trial here is a simple one, but you're going to need to do a little balancing act to get things done. As you know, you're assaulted by Gremlins near the end of the stage, when you have to twist the circular iron fence. It's these Gremlins that are the key. You have to kill ten Gremlins with your daggers before beating the end of the stage. Since this is the only location where you're attacked by Gremlins, it should go without saying that this is where you'll need to get the job done. Gremlins appear in finite numbers, though, so you need to be smart. Damage the Gremlins carefully, being certain not to kill them with your Combat Cross. Then, let the daggers fly. Rinse and repeat as necessary until you hit your mark, and remember not to be wasteful. Gremlins won't respawn forever, after all.

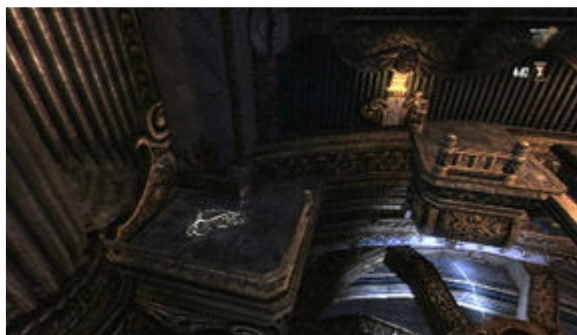
[Outer Wall](#)[The Clockwork Tower](#)[Olrox](#)[The Throne Room](#)[Part One](#)[Part Two](#)

What Castlevania game would be complete without a clock tower level? Well, maybe the first two NES Castlevania games, but beyond that, these types of stages are staples in the series. The Clockwork Tower is perhaps the most platforming-heavy stage up to this point in the game (and perhaps the entire game as a whole), and can be a bit frustrating. After all, while Lords of Shadow is a great game, the platforming does indeed leave a little bit to be desired. Nonetheless, upon gaining control, you'll be able to work your way forward to the edge of the starting platform. A thin brown pathway will extend towards Gabriel. Carefully walk over it (keeping an eye on your screen all the while for quick prompts that will let him keep his balance). Proceed across another thin brown pathway after reaching a circular platform, and you'll eventually reach the far side of the tower, where things start to get interesting.



■ Light Gem (1/1)

After crossing over the gap, don't bear rightward to the first moving platform... at least not yet, if you want to grab a Light Gem first. Instead of jumping rightward towards the moving platform, instead jump leftward, since there's an opening in the railing there. You should land on a hidden platform with a dead body sprawled across it. Examine this body to obtain a Light Gem. Then, jump back to the previous platform and continue to go about your business, as described in the rest of this walkthrough.



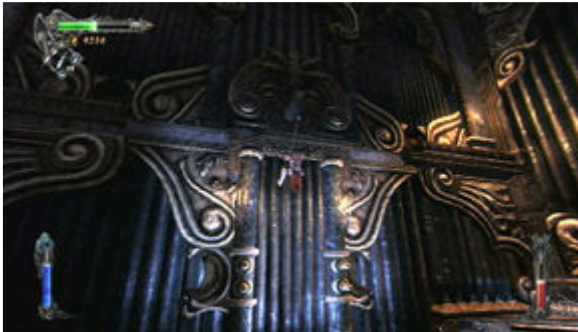
From here, you'll have to manipulate a series of moving platforms that work their way around the periphery of the tower. Start by jumping on one to your right, and ride it over to a series of platforms perpendicular to your position. This second moving platform will bring you directly to some hand-holds to utilize. Grab on to those and begin to shimmy to your right. A vertically-sitting cog in the clock tower will attempt to stop you. However, when the cog freezes every few seconds, use that opportunity to quickly jump through it, hanging onto hand-holds on the other side. Then, work your way down to another moving platform that will deliver you to an elevator that leads up to the next section of the tower.



When you land on the next section of the tower, you'll find a switch directly in front of you. For now, your task is easy. All you have to do is twist this switch so that the circular platform below, the one you used to initially cross the huge chasm in the tower, will be brought up to your level. Once it is, its thin brown pathways will extend towards you again. Cross them forward and then to the left, which will lead to a wall full of strange electrical pulses. Study the wall, and you'll realize that the lowest pulse never disappears. Just how are you supposed to get passed it?



Here's the rub. To get over the lowest pulse, you need to use the whip hook above. Launch yourself backwards as far as you can, using the momentum of a few jumps. Then, at the apex of your jump, begin to shimmy up your whip so that you avoid the first pulse when coming back towards the wall. Just be careful that the pulses that appear and disappear above it don't show up when you're successfully completing this jump. It's all about timing! Once you get over the pulses, climb up towards the whip hook, and then begin to shimmy to your right. Drop down on a moving platform below, take that platform to another moving platform (in which a static platform is in between), and then hold onto the hand-holds above the rotors in the wall to continue.



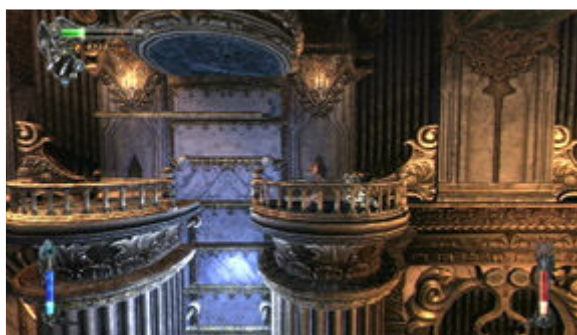
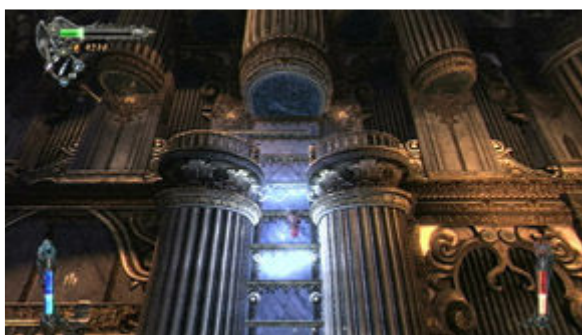
From here, begin to shimmy rightward. You'll reach a platform in short order, and can then jump from that platform rightward to the next platform. On the second platform, you'll need to dash-jump to make it over to the hand-hold over the rotor below. This can be a tough jump, so stick with it. Once you're hanging over the rotor, shimmy rightward and downward, and launch yourself back over to a static platform. Then, take a breather. You've earned it.



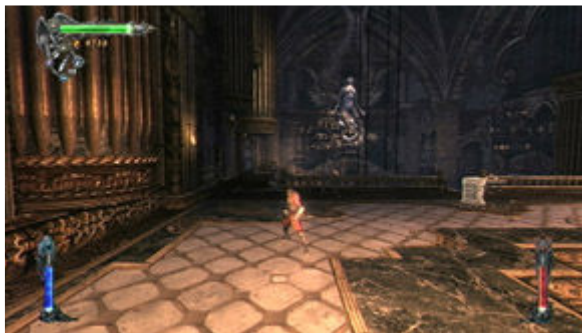
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■ Life Gem (1/1)

You're in range of a Life Gem, but first, you have to figure out how to scale this second electrical pulse-laden wall. This one is a little harder to do. While it doesn't involve a whip hook and some fancy jumping, it does require a more precise attention to timing. That's because the pulses work on a longer time schedule. Hang from the bottommost, safe rung (after using the nearby neutral essence dispenser to fill up your magic meters), and study the pulses above. Then, begin to jump upward when it's safe. This may take a few tries, so stick with it. At the top of this area, you'll be forced to shimmy to the left. Before proceeding leftward, however, jump back over the pulses below to your right. You'll land on an isolated platform with a dead body on it. Search the body to find a Life Gem.



You'll find this Life Gem at an opportune time, because it'll heal any damage you took while platforming. While it's true that you didn't fight any enemies yet on this entire stage, losing health is easy in a place like this because you'll be falling constantly when trying to platform (not to mention those obnoxious pulses that keep knocking you down). Nonetheless, all that you have to do now is head back to the left platform and use the whip hook to cross the chasm to the other side. Once on the other side, your eye will be instantly drawn to another switch that, when turned, will begin to bring the circular platform at the center of the chasm up to your level. But just as you're using the switch, an old friend of yours shows up. Remember that brief cutscene when you saw the Mechanical Monstrosity recovering from the massive amount of damage you dealt to it several stages ago? Well, it's returned, and this time, it's pissed.



There's good news, though. The Mechanical Monstrosity isn't nearly as difficult to kill this time around as he was back in the laboratory when you first met him. He no longer has the ability to heal himself, and while he has a bunch of new attacks to add to his old repertoire, you'll find that he falls rather easily here. Go for broke on him. Use Shadow Magic to damage him as much as you can, and supplement your own health loss by switching to Light Magic when necessary. Otherwise, dodge the foe's melee attacks. When it has its green barrier up, you can't damage it, but those times will be brief. He'll also be able to toss nuts, bolts and other stray parts of the clock tower at you, which he suspends above him and launches at opportune times. Just dodge them when he shoots them.



When the foe has lost about 80% of his damage meter, he'll begin to glow. Now is your cue to grapple him and take him out once and for all. This series of quicktime events is actually rather involved, so pay close attention, as you'll need to hit buttons multiple times before the Mechanical Monstrosity is no more. Once he's slain, you're then free to use the switch to call up the circular platform to your level. Then, cross the beams extended to you. When you reach the center platform, it will then be dragged up to the area above. The stage will then end, leading you onward to the next.



■ Trial

This stage's trial isn't necessarily easy, but it's not exactly difficult, either. To complete this stage's trial, you'll need to get all the way to the Mechanical Monstrosity's platform in under five minutes. This is actually plenty of time to get through the platforming the tower requires, but it's also important to note that there's no room for error here. If you fall more than a couple of times, or aren't quick on the pulse walls, you may as well start over, and save yourself the frustration of getting to the topmost platform too late. This is all about speed, accuracy, and know-how. If you're having problems, simply practice. There's no need to rush things if you aren't ready.

		Outer Wall	The Clockwork Tower	Olrox	The Throne Room
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As soon as you arrive at the stage named Olrox, you'll run into a character named Commander Olrox. True Castlevania nerds will recognize the name Olrox immediately, since he's a boss character in one of the most famous Castlevania titles of all-time -- Castlevania: Symphony of the Night. However, here, he's a little bit different than he was in his earlier iteration. Associated with Lieutenant Brauner, who you fought and killed some time ago, Olrox is much stronger, much faster, and much more annoying than his simplistic, lesser friend. The thing about Olrox is that he regularly heals himself, and the point of this battle isn't only to damage and ultimately kill him, but to first destroy his four sources of health. Only then will Olrox finally succumb to the Combat Cross once and for all. So let's get to it.



Commander Olrox attacks in such a way that you can almost always predict what's coming at you. While he can disappear and then reappear in a puff of smoke, attacking thereafter, you'll find that it's that attack that's the only one somewhat difficult to dodge. Otherwise, Olrox sticks to four specific attacks. He'll take one huge swipe forward at you with his blade, which can be predicted by him first stepping back to gain momentum. He can also take two quick Wolverine-like swipes at you with his claws, and do the same thing with his blades. These two attacks are easy to dodge, but remember to dodge not once, but twice, or the second swipe of either his claw or blade will hit you every time. And finally, Commander Olrox will step back and throw his blades at you. This attack is easy to dodge, too, although the real danger here is dodging too soon. So be careful of that.



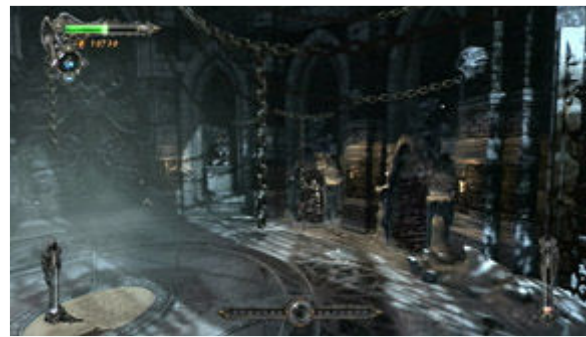
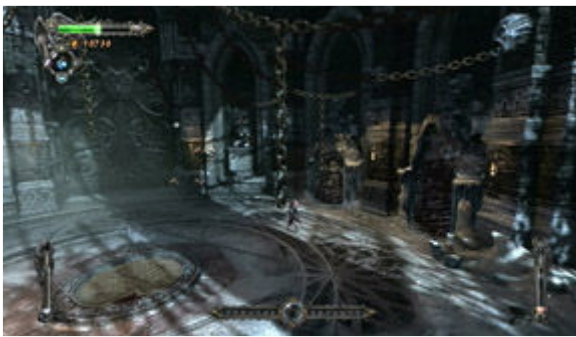
All the while, you can go at Commander Olrox and take him out however you choose. If you have Shadow Magic, feel free to use it to buffer your own attacks, and as always, use Light Magic to heal yourself when necessary. At the first point that you whittle the Commander's health down almost entirely, you'll see him dash to one of the four vertical sarcophagi around the room, and use the Lycanthrope's body inside to heal himself. Then, he'll rejoin the fight. Hereafter, things don't really change, save one important thing. Each time you whittle down his health from here, he'll return to one of the Lycanthropes around the room to heal himself. At that point, attack him, and when he flees, be absolutely certain you destroy the Lycanthrope he was feeding on. You'll need to do this to all four Lycanthropes to end the battle. If you don't destroy his sources of health, he'll simply gain some of his health back over and over again, endlessly. You *must* destroy all four Lycanthropes in the sarcophagi in order to finally bring on the fight's end sequence.



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■ Shadow Gem (1/1)

During the fight, you'll eventually destroy all four Lycanthropes in the sarcophagi that Commander Olrox feeds on in order to heal himself mid-battle. When you destroy the fourth and final Lycanthrope, you'll notice that it was hiding a dead, glowing body. However, during the fight, you won't be able to access it. After destroying all of Olrox's feeding points and whittling down his health a final time, he'll begin to glow. You know the drill from here - grapple onto him at this point and follow the on-screen prompts to kill him once and for all. Then, after watching him perish in a brief cutscene, you can return to that dead body you saw earlier. Examine it, and you'll acquire the stage's only important collectible, which is the Shadow Gem in question.



It just so happens that Gabriel lays waste to Commander Olrox over the central circle on the floor in this room. As Olrox's blood pours onto the circle, it'll quickly become apparent that you must solve a puzzle using this blood. Thankfully, the puzzle isn't only rather obvious, but it's rather easy to complete as well. All you have to do is guide Olrox's blood from one circular chamber to the next, using the various conduits that lead between circular chambers. You must get the blood from chamber to chamber before the lights around the circle completely extinguish, forcing you to try again. Not including the starting chamber, there are five other circular chambers you must run into. We recommend working your way up to the lowest one on the right, then the one directly to the left of it, then the one north of that one, then the one on the right side, and finally the one on top. This is easy, so you should have no issues whatsoever. Completing the puzzle successfully will open a huge door out of this room, which will then end the stage.

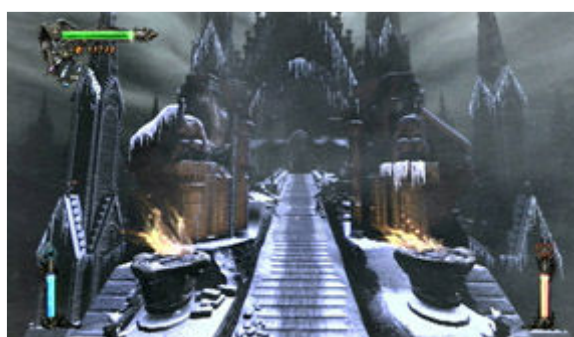
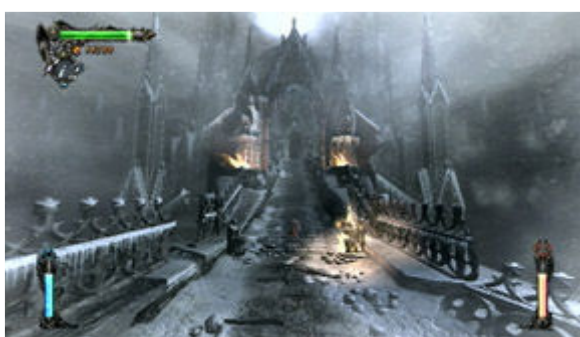


■ Trial

This stage's trial is actually a pretty unique one. What's required of you here is to build up your focus meter and keep it all the way full for sixty seconds. The timer will start as soon as your focus meter is full, and the sixty seconds must be consecutive. This means that you must attack Commander Olrox rather ruthlessly while avoiding being damaged at all costs. After all, it's being damaged that will reset the focus meter, forcing you to try again. The good news is that this battle can loop constantly if you let it. Simply get to the point where Commander Olrox feeds off of the fourth and final Lycanthrope. Let him keep feeding off of it to ensure he doesn't die until you get your trial prerequisite finished, and then you'll be good to go. Kill him to end the fight, and thereafter, complete the puzzle to get through the rest of the stage.

■ Light Gem (1/1)

As soon as you gain control here, you'll find Gabriel at the foot of a huge staircase working its way up to the castle's throne room. This is the culmination of your time in the castle, but first, there's a couple of things to do. Obviously, there's both a healing station and a neutral essence dispenser at the foot of the stairs. Utilize both, as you'll need full magic meters and all of your health in the upcoming boss fight. Then, as you work your way up the stairs towards the throne room, keep a keen eye on the right side of the stairs. You should see a glowing dead body as you work your way upward. Examine it for this Light Gem, and then move up the rest of the stairs and into the throne room.



When you walk into the throne room, you'll be greeted by Carmilla, who is the keeper of this castle. A fairly lengthy cutscene will ensue, as Carmilla and Gabriel go back and forth. This will no doubt prove to be a tense cutscene for you, simply because you know a huge boss battle is about to erupt upon the cutscene's end. There's some interesting story development here, though, so be sure that you pay close attention. Finally, near the end of the cutscene, Carmilla will grow weary of talking, and the battle will begin in earnest.



The beginning of the battle with Carmilla (and soon enough, the Vampire Dark Lord herself) will begin innocuously enough. Carmilla will float in a protective orb at the center of the room, completely safe from any attacks you may hurl at her. So for the time being, ignore her entirely. Instead, you're going to have your hands full dealing with the couple dozen Vampire Warriors she ends up spawning here in the first part of the fray. You've fought Vampire Warriors so, so, so many times at this point in the game that you should know full-well how to kill them by now. If you want to deal with hordes of them at one time, feel free to use some Holy Water to stun a bunch of them at once. But since they'll come in such great numbers, and in so many waves, you may feel it best to stick to conventional methods.

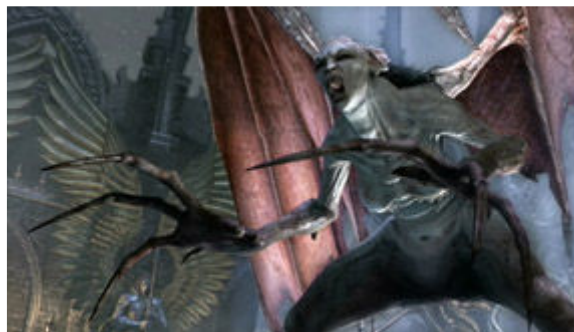


Unfortunately, the fight with the Vampire Warriors won't be as straight-forward as it would have been if you were only fighting Vampire Warriors in a sort of vacuum. Rather, Carmilla will make her presence felt every so often. In an Emperor Palpatine-like move, she'll float at the center of the room and shoot lightning at Gabriel, which will track him around the room. When struck, he will be damaged and stunned, making it easier for the Vampire Warriors to gang up on you. What's important when this move is used is to keep moving. You can either roll or simply run out of the way of the bolts, but keep moving opposite the bolts to ensure that they don't strike you. When the lightning finally falls, you can then continue the battle as you otherwise would have. Remember that she'll use this attack multiple times, but always preempts the strike with a vocal taunt, which will let you know that it's coming.



		Outer Wall	The Clockwork Tower	Olrox	The Throne Room	
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Once the battle with the Vampire Warriors finally ends (which will happen once you kill all of the Vampire Warriors Carmilla throws at you while dodging her spontaneous lightning attacks), you'll bear witness to a brief cutscene. Carmilla has had enough of these games, and before very long, turns into what you've been fearing all of this time. Carmilla is no more. Now, you'll be fighting her overtly evil side. This is the Vampire Dark Lord. But believe it or not, this fight is fairly easy, so you have very little to actually concern yourself with.



The Vampire Dark Lord looks a lot like Lieutenant Brauner, but she's bigger and badder. What's frustrating about this fight, if anything, is the fact that the Vampire Dark Lord looks a lot like the Vampire Warriors she'll continue to summon and spawn during this battle. While you'll no doubt need to kill the Vampire Warriors as they appear in order to clear the field, you'll still want to focus as many of your attacks on the Vampire Dark Lord herself. This is especially true when using your Light Magic (to heal yourself) or Shadow Magic (to deal more damage), since you'll only have finite amounts of both. Hopefully you saved as much magic as possible for this fight, however. There really should have been no reason to use magic in the fight against the slew of Vampire Warriors, unless you were using some Light Magic to heal yourself.

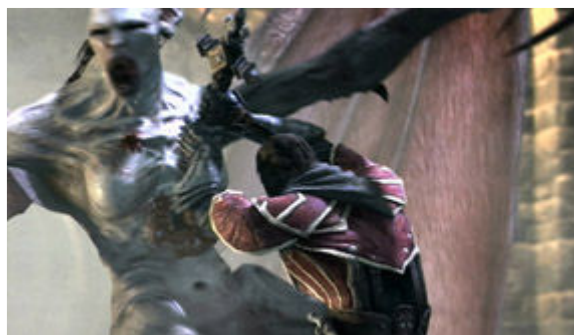


Otherwise, this fight is surprisingly straight-forward, and you really don't have anything to worry about. The Vampire Dark Lord has shattered much of the floor in this room, limiting where you can go at any given time. But even with a smaller room to work with, and even with a pair of Vampire Warriors almost always stalking you during this fight, you should be able to deliver heavy punishment onto the Vampire Dark Lord all the while. Her attacks, while brutally damaging, are easy to dodge. If you supplement your attacks with Shadow Magic, you'll do even more damage to her, and can assimilate some of her health with Light Magic when needed. You may even want to break out a Dark Crystal in this fight, which will eliminate all of the Vampire Warriors on-screen in the blink of an eye, and heavily damage the Vampire Dark Lord, too.



		Outer Wall	The Clockwork Tower	Olrox	The Throne Room	
		Part One	Part Two	Part Three		

When she's finally taken enough damage, a cutscene will ensue. You're almost done with this battle, but this is when things really get interesting. The Vampire Dark Lord will crouch on the ground, surrounded by a blue orb of light similar to the one you can draw up when you're using Holy Water with Light Magic enabled. Your gauntlet has received an extra dose of power from the Vampire Lord, so go ahead and smash her with it (just hold the left trigger and punch, without any magic enabled). This will be the blow to end all blows. The Vampire Dark Lord won't be killed yet, but she'll certainly be well on her way to death by the time you deliver this punch.



Now, a fast and furious cutscene takes place. It's extremely important that you pay close attention to the cutscene, since it's littered with quicktime events for you to react to. You can't miss any of these. They're all important in working your way to finally killing the Vampire Dark Lord once and for all. What will ultimately happen is that the Vampire Dark Lord will be impaled first by Gabriel's Combat Cross, and then by the weathervane atop her own tower. Finally, when brought back down to Earth, she seems to reenergize, but Gabriel won't have any of it. Stabbing her again with the Combat Cross, the Vampire Dark Lord is finally defeated. Gabriel is given a new power here, the all-important Seraph Shoulders, which will allow him to double-jump. With those in hand (or should we say on shoulder), you're now free to backtrack to various stages to get the many collectibles you couldn't earlier access.



But wait, there's more! Following Gabriel's acquisition of the Seraph Shoulders, Pan will show up. You remember Pan, of course. He's the ram-like creature that walks on two feet, the one you met very early in the game. Gabriel has a lot of questions for him, but he has few answers. Instead, Pan suggests Gabriel looks inward for answers. Believe it or not, you're only through the first eight of the game's twelve chapters now. There's still a lot of game left to play through. So let's get to it. (Keep in mind, as we mentioned earlier, that now is the time to backtrack for items you're missing. There aren't any items on any previous stage that you can't now access.)



■ Trial

This trial is a bit difficult, because to complete it, you'll be required to prolong the fight with the Vampire Dark Lord for a fairly long time. At the very least, you'll be prolonging the fight to a time period far longer than you'd otherwise be comfortable with. The idea during this trial is to let the Vampire Dark Lord kill ten of her own spawned Vampire Warriors with her own attacks. That doesn't mean that you can't damage them yourself, because you can. It just means that you have to let the killing blow be delivered not by your Combat Cross or special weapons, but by an attack instigated by the Vampire Dark Lord. Keep in mind that Carmilla doesn't necessarily count as the Dark Lord, so this must be completed in the second, more hectic leg of the fight.



■ Shadow Gem (1/2)

You'll be in good shape to grab the stage's very first collectible, a Shadow Gem, right from the outset of the action. Once Gabriel works his way through the portal in the introductory cutscene, look to *your* left (which with the camera angle is Gabriel's right). If you keep walking straight to the left (or right, depending on how you look at it), you'll eventually come across a slumped-over dead body. Search it for this Shadow Gem.

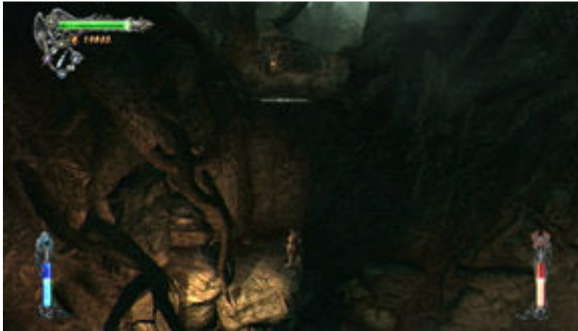


■ Light Gem (1/1)

Another collectible can also be found nearby, this time in the form of a Light Gem. From the portal entrance, this time head rightward (to Gabriel's left). You'll find a neutral essence dispenser tucked in the corner along the periphery of the forest. Use it to replenish your magic meters if needed, and then work your way back towards the central portal, but to the side nearest to the healing station. If you jump over some low-lying debris, you'll find a dead body hidden. Grab a Light Gem from that dead body.



Once you've acquired both the Shadow Gem and the Light Gem at the outset of your adventure here in the Bones Forest, you'll be free to continue on with your main task. If you head back to the neutral essence dispenser and continue along the rockface towards the wall ahead, you'll see a healing station you can use to heal yourself. Then, you should begin to scale up the wall itself. Keep in mind that you'll need the Seraph Shoulders to make the jump to the initial handhold. You can't get to this stage without the Seraph Shoulders, thankfully, so simply double jump upward to grab the ledge, and then work your way leftward and upward towards the platform above.



■ Scroll (1/3)

As soon as you've pulled yourself up to your feet, the game will prompt you about using your Seraph Shoulders (which is strange, since you couldn't have gotten this far without already having used them). It'll tell you that the Seraph Shoulders will help you cross huge gaps and make high jumps. Simply drop into the pit below, slaying the Small Trolls down there that want a piece of you. Once you've killed about a half-dozen of them or so, you'll be free to pull yourself up on the far end of the pit, but be sure to examine the body down in the hole first. When you do, you'll find a scroll.

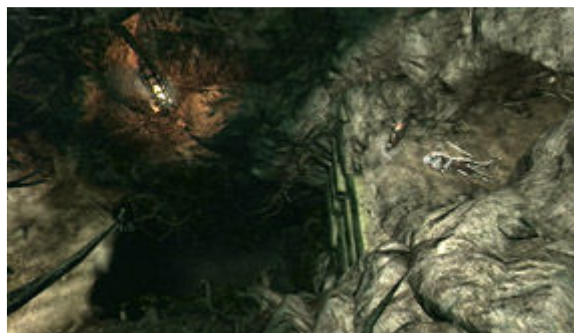
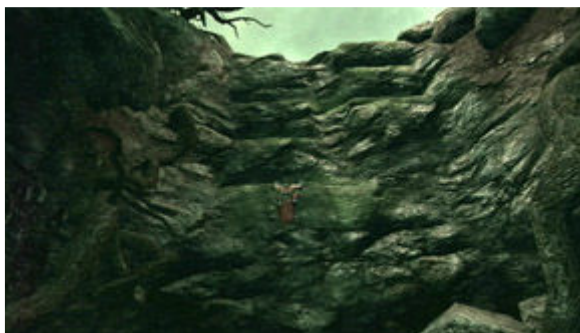


As you work your way into the next location after the gap, you'll witness a brief cutscene, where a new breed of enemy is introduced to you. These foes are known as Headless Burrowers, and they're actually really, really annoying. Each Burrower has a head that glows green. When he emerges from the ground, he launches his head out towards Gabriel, and then retracts the rest of its body back underground. While left fending off the heads (which can be done with easy whip strikes), a red glow will appear under Gabriel's feet every few second. This is your cue to roll away, or you will be grabbed and attacked (when grabbed, follow the on-screen prompt to get rid of the Headless Burrower). What you'll eventually come to understand is that you must attack the bodies themselves when they're exposed. A few rapid strikes will cause an enemy to glow. That's Gabriel's cue to use quicktime events to rip them from the ground and send them into oblivion.



■ Scroll (2/3)

Once you've dealt with that initial wave of Headless Burrowers, you're free to continue in one of two directions. You can either storm an area straight ahead, or you can venture down a path to your left. First, move straight ahead. You'll need to use your Seraph Shoulders to launch yourself across the chasm, grabbing on to the handholds on the other side. Once you've done this, climb up the rockface to the small cave above. You'll immediately run into a dead body which contains the scroll you seek. If you choose to explore the rest of the cave, however, be aware you'll reach a couple of dead ends and won't be able to advance. There are some Small Trolls within that can be killed for experience, however.



■ Shadow Gem (2/2)

After grabbing the aforementioned scroll, you're free to jettison back out of the cave, again using Seraph Shoulders to safely reach the arena where you fought the Headless Burrowers a little earlier. Once you're back there, you can take the new path on your left, which will lead to another chasm. Now, here's the rub. You can easily make the jump with Seraph Shoulders to a cave entrance sitting on the other side of the gap. But if you get a running start and time things properly, you should be able to jump across the gap with Seraph Shoulders, landing on the territory *above* the cave entrance. This will lead to an isolated area that contains a body with a Shadow Gem on it. Keep in mind that when you arrive here, you'll be trapped fighting Headless Burrowers in order to gain access to said Shadow Gem, but it shouldn't prove to be too difficult for you nonetheless.



■ Life Gem (1/1)

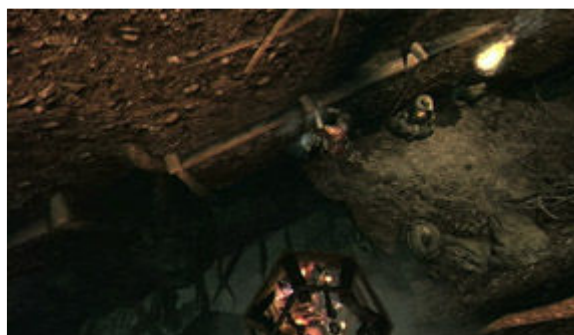
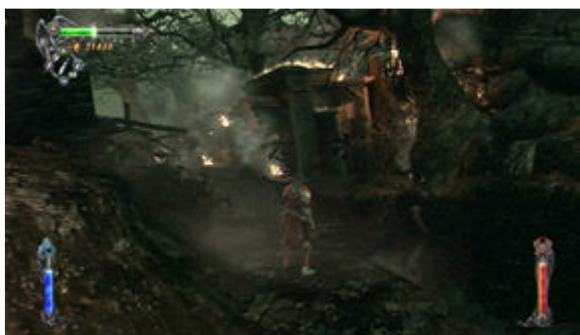
With the Shadow Gem in hand, backtrack out of the isolated area, jump over the chasm, and then work your way back around and jump over the chasm again, this time heading into the cave below the platform you landed on earlier. After making a few more consecutive whip hook jumps, you'll find yourself deeper in the woods. It's at this point that you'll be assailed by a pesky Chupacabra, who will, as always, strip you of your gear. And now, it's time for you to chase him. Without your Seraph Shoulders (et cetera), you won't be able to proceed forward, so your only option is to head up the rockface on your right. En route, you should run straight into a dead body, which will contain a Life Gem for you to grab.



After grabbing the Life Gem, continue to work your way up the rockface, where you'll run directly into a cave. Once you're inside the cave, a Cave Troll will attack you. Without your special abilities and relics, this battle will prove to be a lot harder for you to deal with than it otherwise would be. What's important to keep in mind is to keep on moving, to avoid being hit, since you won't have Light Magic at your disposal to heal yourself. Once you've subdued the Cave Troll, don't slay it. Instead, get on its back, and use its strength to bash down the rock barrier at the top end of the cave. This will lead back to the previous cave you were in, the one where you grabbed the scroll from earlier. Kill the Small Trolls that attack you here as you bash through another rock barrier to your right. When you do, the Chupacabra's location will be revealed. Assail him to get your gear back, and then simply backtrack back to ground level, back towards where you just found the Life Gem.



With your relics back in hand, you can now make the epic jump to the platform ahead with ease, as the forest burns all around you. Make sure to get a running jump, and then use those Seraph Shoulders for the double jump boost. Once you land on the first platform on your left, immediately make your way over to the platform on your right, next to the crumbling home, as the platform will eventually give way. Unfortunately, that second platform too will give way. When you fall off of the second platform, use the whip hook ahead mid-fall to save yourself. Once hoisted on the next sturdy platform, you can jump ahead to another hand-hold, and then shimmy your way over to the left and down the rest of the chasm to a cave. For now, you're safe.



■ Scroll (3/3)

You're in the realm of another scroll you can acquire, but before you do so, you'll want to make sure you first navigate the next area carefully. At the end of the cave you're in, you'll encounter another chasm. This time, a whip hook clearly glows above the chasm. Jump way out towards it, latch on, and swing towards the hand-holds on the other side. Then, simply climb your way upward (using your Seraph Shoulders to give you an appropriate lift when needed), and then shimmy rightward. You can eventually work your way back upward and hoist yourself up to flat land again. As you walk towards the pathway ahead, be sure to loot the body on your right en route. It should have a scroll on it. You can then continue up the path ahead to end this stage at once.



■ Trial

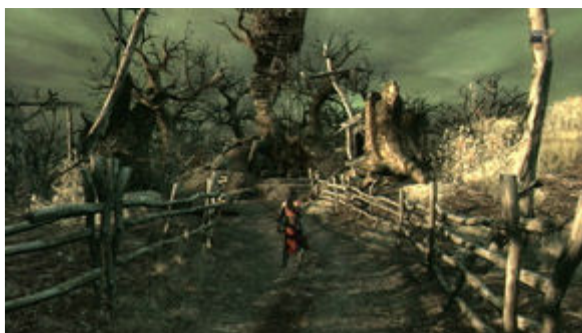
This stage's trial is actually pretty straight-forward and easy to complete, so long as you're dedicated to defeating the Headless Burrowers you encounter with skill. The Headless Burrowers can be extremely, extremely annoying if you aren't careful. They have a pesky habit of sticking around longer than they're welcome to, while maddeningly grabbing you from underground. It's this grab move that's at the heart of completing this task successfully. You'll have to defeat ten Headless Burrowers during your time here without being grabbed by them even once. Because you only encounter these foes in finite numbers, and only in two separate places throughout the stage, you'll need to get through flawlessly in order to satiate this trial's prerequisites. Keep rolling out of the way, never standing still, and you shouldn't have too many issues. Feel free to pepper your foes with Holy Water and other items when they appear, too, to make them fall more quickly.

Your time at the Woes Moor starts quite interestingly. Gabriel will automatically walk forward along the path you ended the last mission via. He'll find a makeshift pulley system that lifts him up to a rickety old house above, where he runs into a witch-like creature named Baba. Baba is a weird character who promises to help Gabriel solve his conundrum. But first, she requires three keys that were stolen from here. Apparently, once you procure these keys for her, you'll then be able to enter a music box (yes, seriously) that will allow you to continue on your way. So now, about those keys...



■ Shadow Gem (1/1)

When you gain control back outside of the house and back on ground level, don't advance forward yet. Instead, backtrack down the path, running towards the screen, towards the foreground. Eventually, you won't be able to advance the way you came any longer. Instead, you'll run into a dead end, but at that dead end, a body will be slumped along a fence. Examine it, and you'll find a Shadow Gem.



■ Scroll (1/3)

After you grab the aforementioned Shadow Gem, proceed back up towards the house, and this time, venture leftward down the only other pathway strewn before you. This will linearly lead along towards another dead body found right on the main path. Examine this dead body to find yet another scroll, your first of this stage. It's that easy.



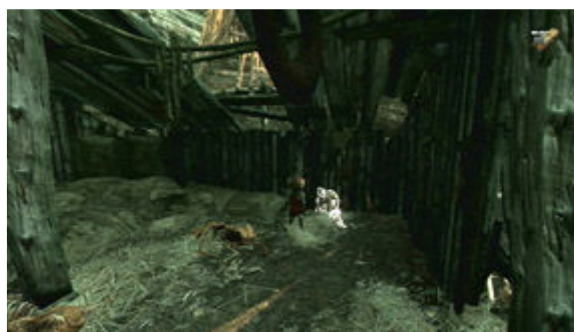
■ Scroll (2/3)

Move forward down the path. You'll eventually be shown a bunch of crows sitting atop some sort of wooden device with a wooden wheel below it. Approach that device, and grab onto the wheel when prompted to do so. Gabriel will violently shake the device, which forces the birds to fly to another one of these devices further ahead. So far, so good. Run forward towards that device now, but for the time being, leave it alone. Let's explore a bit first. If you head rightward down another path just to the right of the second device, you'll see a body sitting against some debris. Search it to grab a scroll.



■ Life Gem (1/1)

Let's continue to explore for collectibles. If you proceed rightward passed where the aforementioned scroll was found, you'll find more old, rickety wooden buildings to explore. Simply proceed rightward into the far corner, into an open-air barn-like structure. When you do, you should find another body leaning against the wooden structure. Examine that body to find an all-important, always-useful Life Gem for your enjoyment.



■ Scroll (3/3)

If you were astute when grabbing the last Life Gem, then you may have seen another glowing body through a hole in the wooden structure in the foreground. We'll go after the contents of that body now, which is a scroll. Work your way along the wooden structure until you can run around to the side and back end of it. Then, proceed up the back end and keep an eye on your left. A body can be found there with a scroll on it, but be sure to approach it closely in order to make the camera shift onto it. Otherwise, it may be obscured by one of the many wooden devices all over this area.



■ Light Gem (1/2)

But wait, there's more! Let's grab yet another collectible before moving on with our main task. The collectible you now seek is a Light Gem, and it's actually rather easy to find. The pathway you worked rightward along earlier has a perpendicular pathway attached to it, so that the entire system is shaped sort of like a T. Run down the second pathway towards the foreground. You'll eventually spot a glowing piece of fence on your left, next to a neutral essence dispenser. Latch onto it with your whip and pull it down, following the on-screen prompt. On the other side, you'll run into a bunch of Mandragora (which you've already been doing battle with during this mission), but you'll also find a dead body. Search the dead body, and you'll have a Light Gem in-hand.



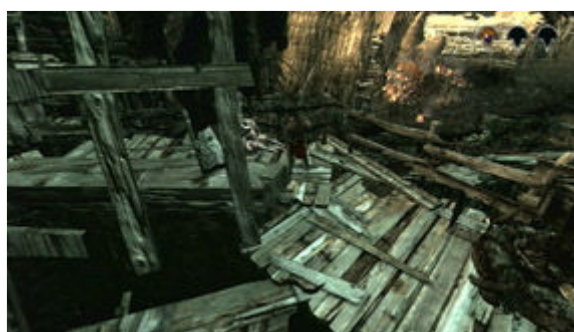
		Bones Forest	Woes Moor	The Music Box
	Part One	Part Two	Part Three	Part Four

With all of those collectibles found, backtrack to the previous location, where you'll find another wooden device with more crows atop it. This time, when you use the wheel affixed to the device to shake the crows loose, they'll fly to another device with an enemy attached to it. This foe, aptly named Scarecrow, is technically a boss enemy. Still, it isn't really a difficult for to defeat, so it's *barely* a boss fight... and shouldn't really be considered such. This fight is of the purely melee variety. The Scarecrow's two long scythes are its primary source of damage, and he'll swing them wildly in an attempt to do just that. Remember that because there's a neutral essence dispenser back near where the Light Gem was located, that you can spam magic all you want in this battle. You could always just head back to the dispenser following the fight to replenish your lost magic (and indeed, we recommend that you do just that).



■ Light Gem (2/2)

Following the fight, the Scarecrow will give up the first of three keys you need to find. Grab the first Music Box Key, and then scurry over to the new group of crows that show up. You'll find them atop a wooden platform above, one you've yet to access. To get to it, work your way around to the back end of the village, and search for a glowing wooden fence. Grapple onto it with your whip and follow the on-screen prompts to pull the fence down. This will grant you access to the path that leads up to the new batch of scarecrows. Before dealing with them, however, go ahead and grab the Light Gem off of the body to the left of the scarecrows.



This new batch of scarecrows can be manipulated in much the same way the previous group can. When they land atop a wooden device, like the one directly to the right of the Light Gem-bearing dead body, you can shake the device to force them over to the next one. So, do this, and track their movements back down to the little homestead below. Head down there and continue to shake the posts that they appear on, fighting the Mandragora that continue to appear all the while. Eventually, you'll force the crows towards the second of three Scarecrows at this location, waking it from its slumber, and forcing you into another battle.



Since you fought the Scarecrow earlier, you should know precisely what to expect here. This Scarecrow fights in an identical fashion to the last one. Hopefully, you replenished your magic meters with the neutral essence dispenser deep in the homestead before this fight, so that you can again unleash magical attacks to make this battle a lot easier. Indeed, you'll no doubt notice the inordinate amount of damage Shadow Magic attacks do to this creature, even more so than many other foes you've fought. With Shadow Magic enabled, this fight will last mere moments, but expect a great challenge using conventional attacks. And of course, Light Magic should be used if you need to heal yourself (since there isn't a healing station anywhere around you).



		Bones Forest	Woes Moor	The Music Box	
		Part One	Part Two	Part Three	Part Four

Just as with the previous fight, the second Scarecrow will leave behind a Music Box Key once killed. You should now have two of the three you'll need. The idea here is to now wake up the third and final Scarecrow towards the center of the homestead. Doing so isn't that difficult, though you're going to need to manipulate not only the two groups of crows you currently have flying around, but coerce a third group out of hiding as well. The general idea is to work the two groups of crows you're already dealing with towards the two posts nearest to the third Scarecrow. Once that's done, the third crew should show up back in the same area where you found a Light Gem earlier on. Manipulate that group of crows a couple of times, and voila! The Scarecrow should awaken.



Although this third and final fight with the Scarecrow is identical in nature to the first battle, things are a little different here in that this Scarecrow seems to be considerably stronger and more aggressive than his two friends. So be absolutely certain that you again go back to the neutral essence dispenser and replenish your magic meters before entering this fray. The Scarecrow here used a couple of attacks his two friends didn't (although they may have for you), including an attack that forces spikes up through the ground, and another attack where he grabs Gabriel by the neck with his scythes. Either way, you should basically be in the clear here, especially since you've already fought and killed two of these guys. Just remember to grab the third and final Music Box Key from here once the battle is over.



With the three Scarecrows killed and the three Music Box Keys acquired, there's nothing left to do but to return to Baba at her strange hut. Use the pulley elevator to get there, just like you did earlier. Once you've arrived at your destination, a stage-ending cutscene will ensue. Now that Baba has three keys in her possession, she casts a spell on Gabriel that will place him into the music box on her table, just like she promised him. And just like that, the stage ends at once.



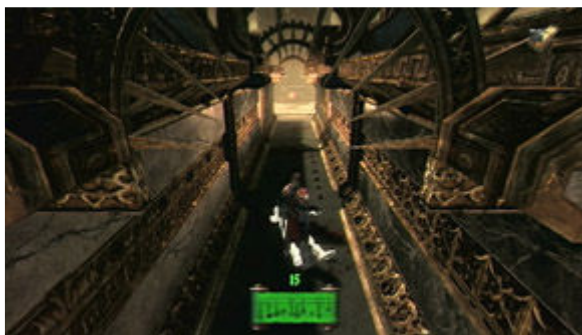


This is no doubt one of the game's stranger stages. At the end of the previous stage, Baba the witch cast a spell on Gabriel that made him a fraction of his previous size. Apparently (well, hopefully), the effects of the spell are limited, but in the meantime, Baba has dropped Gabriel into the music box on her table, where he can find something for Baba that she requires. She promises to help him in return. For the time being, start by grabbing the Green Cylinder next to you. With this in hand, you can then work your way towards the cylinder receptacle ahead and to your right. By placing your new Green Cylinder into the receptacle, a new route through the music box will be temporarily opened.



■ Light Gem (1/1)

The Green Cylinder will open up the path on your left. This path was previously blocked by metal spikes. A timer will appear on-screen, as well as a short sheet of music. As the music plays, the spikes will remain open for a time, and then violently close, and then open again. It's important that you time your movements accordingly. In the path once covered with spikes, you'll find a dead body that contains a Light Gem. Chances are, you'll have to sacrifice yourself to grab it, however (which will result in health loss and not outright death, unless your health is extraordinarily low). Then, make your way to the room at the far end of the spike-lined hallway. You'll find a Red Cylinder here. Grab it, and then use the nearby portal to return to the main chamber within the music box.



Once back in the main chamber, you can examine the contraption to add your Red Cylinder to the mix. Utilizing the Red Cylinder and Green Cylinder, you should be able to reactivate the receptacle so that both the unexplored corridors ahead and to your right are now activated (use red first, then green). Ignore the pathway ahead for the time being, since you can't do anything there yet. Instead, you'll want to venture rightward towards the path there. You'll see the various gears working, letting you know things are in motion. Slowly-but-surely, platforms will appear over the gap. Jump from one to the next to the next, being careful to make it to the other side in one piece. Once you arrive, swing down an adjacent spike-lined pathway, being careful not to get skewered en route. At the end of this passage, you'll find a Magenta Cylinder. With that in hand, use the teleportation device to return to the primary chamber once more.



Let's keep it going with the Magenta Cylinder. Insert the Magenta Cylinder into the receptacle. Then, order them from left to right so that they appear as red, magenta, and green. Venture down the same path to the right that you just utilized. Again cross the chasm, carefully going from platform to platform. Once on the other side, you can't veer left. Instead, voyage to the right. The magenta should open up a gear-laden pathway, but to get through it, you'll need to have Gabriel tuck and roll underneath the low-lying gears, or he'll be cut up and damaged. Once on the other side, you can then venture forward towards the location of the Yellow Cylinder. Grab it, and then teleport back to the main chamber yet again.





Now, you have four colors with which to work. Insert the Yellow Cylinder into the receptacle, and then order them, from left to right, in this order: red, yellow, magenta, green. Activate the device hereafter, and this time, take the northern path (the one to the left of the receptacle). Just like with the path to your right, you'll need to cross the gap there using the three platforms that appear. Once on the other side, venture to the left, where you'll find some flame barriers. The idea here is to use Shadow Magic to quickly dash through these obstacles when the opportunity appears. Remember that time is of the essence here, and also remember that you'll need Shadow Magic to complete this. The neutral essence dispenser nearby will help, but you may not have enough time to replenish your magic and make the voyage leftward. So be prepared to make two trips in that case. Otherwise, once past the flames, you'll find the room containing the final cylinder, the Blue Cylinder. Grab it, and once again teleport back to the main chamber. We're almost done!



■ Life Gem (1/1)

The location of this Life Gem seems to have confounded many a gamer, and might be one of the more obscurely-hidden collectibles in the game. In fact, you're basically going to have to take the same route through this area two times. At the very end of the path, you'll have to deviate in one direction or the other, with one direction bringing you towards the Blue Rose, and the other towards the Life Gem. First and foremost, arrange the cylinders in this order, from left to right: red, blue, magenta, green and yellow. Then, venture forward once more, across the gap towards the neutral essence dispenser. Once you arrive there, and the blue batch of music kicks in, you should be able to head through the electrical barrier. Use Shadow Magic to get through quickly and easily. Then, head forward again, tucking and rolling under the low-lying gears when it's safe. From there, you'll be able to go left or right. First, head left, working your way through a fire corridor with Shadow Magic, identically to how you crossed the one you encountered earlier. On the other side, you'll find a dead body. Search it for a well-earned Life Gem.



With the Life Gem in hand, take a breather, and then return back to the music box's main chamber. Now, activate the device yet again, with the same exact order you used to grab the Life Gem: red, blue, magenta, green and yellow. Then, go through the motions one more time, following the identical route you just took to grab the Life Gem. The only difference this time is that you're going to head rightward at the end towards a spike-lined corridor, as opposed to left down a fiery corridor. Going down the spike-lined corridor will ultimately bring you to the chamber where the Blue Rose sits. Grab it, and the stage (and chapter) will end with a brief cutscene featuring Gabriel and Baba.

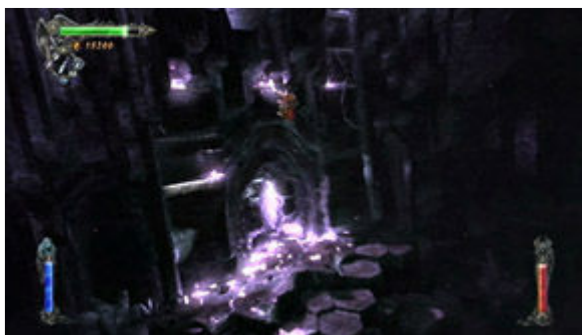


■ Trial

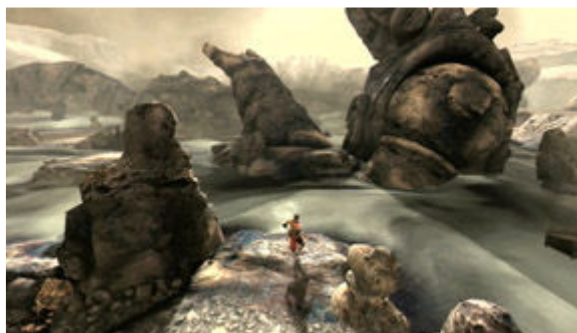
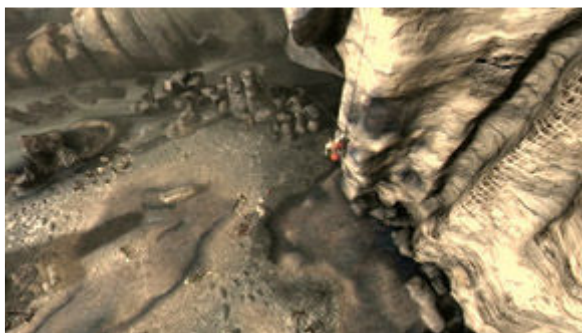
This trial is straight-forward in theory, but executing it successfully is going to be another story entirely. The idea here is to get through the entire stage without succumbing to any of the music box's obstacles. What that means is that you can't fall into any pits, run into any flames, electricity, spikes and whatever else that's lying around, and to do this all in sequence, getting from the beginning of the stage to the end flawlessly. This is no easy feat, there's no doubt about that. What this will require is patience. Patience is absolutely, positively the key here. Skill and know-how goes a long way here too. The good news is that you should be able to abuse the checkpoint system here, so if you fail, try going back to the previous checkpoint and see if you can continue onward from there.

		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
		Part One	Part Two	Part Three	Part Four

You'll begin in the bowels of a graveyard (of sorts) that you'll ultimately need to work your way out of. By the way, your game/console isn't broken. The blurry nature of the Titan Graveyard's introductory location is completely intentional, so you don't have anything to worry about. Move forward along your starting platform, and jump across the gap to another purple-hued platform ahead. Then, begin your epic climb up the side of the wall, using the hand-holds and whip hooks that you encounter en route to help you up higher and higher. Eventually, after quite a bit of climbing, hooking and swinging, you'll find yourself back outside in the light of day. So far, so good.

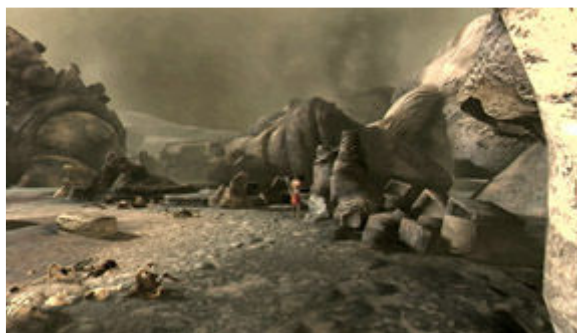
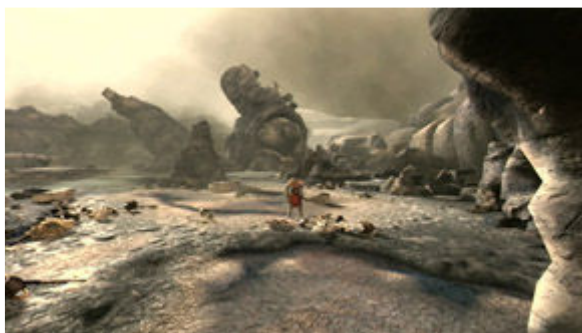


Once you're outside, venture forward, and you'll bear witness to a brief cutscene. The Titan Graveyard is a fairly vast area that seems completely devoid of any living creatures... but you'll find out soon enough that that's not exactly true. For the time being, begin to climb down from your perch, again using a combination of hand-holds and whip hooks to reach the ground floor. Then, walk along the sand towards the poisonous water ahead. You'll need to dash-jump, using a boost from your Seraph Shoulders to make this jump. It's extremely important that you don't fall into the poison here, because it will quickly deplete your health if you do. Jump carefully!



■ Scroll (1/3)

The stage's very first scroll can be found as soon as you land after climbing away from the cave entrance. Simply go to the right side of the initial area once you're on ground level. You should find a dead body slumped against a spike-shaped rock. Search the body for this scroll before moving on.



Once you've successfully made it to the next island platform, you'll come under attack from a new type of enemy. These quick-moving, low-lying creatures are known as Creeping Corpses. And they earned their name, because they rapidly creep about the platform in an attempt to damage you. These guys can actually take quite a substantial amount of damage (considering their relative size), and you may actually find it easier to extinguish an entire group of them at once with a quick Holy Water toss. Otherwise, things will be complicated even further by the Skeleton Warriors that attack you at the same time. Holy Water will quickly nullify the initial threat, though, leaving you free to kill the Skeleton Warriors thereafter at your leisure.



■ Light Gem (1/2)

Would you like a Light Gem? Of course you would. Once the Skeleton Warriors and Creeping Corpses are no more, head to the left side of the island the fight took place on. You should be able to climb up onto a ridge to your left, and eventually drop right in to a hidden little nook. There's a dead body in this nook. Examine it to find a Light Gem. Once that's in your inventory, hoist yourself back up and voyage back to where you fought the Skeleton Warriors and Creeping Corpses.



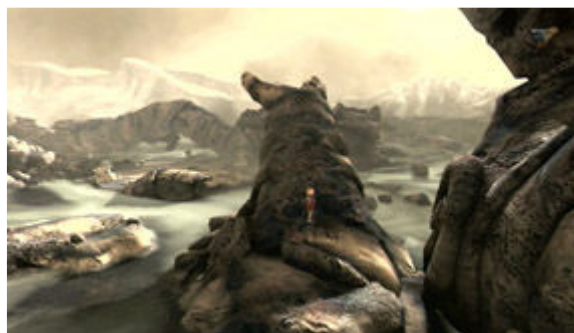
		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
		Part One	Part Two	Part Three	Part Four

■ Scroll (2/3)

The scroll in question is surprisingly easy to miss. On the left shore of the island where you fought the Skeleton Warriors and Creeping Corpses, a dead body is lying on the ground. It's slightly obscured by the poisonous water and other debris lying around, but you should be able to safely approach it and examine it to retrieve this scroll. Once that's in hand, you can then continue onward.



You will no doubt be confused as to how to proceed from here. But doing so is easy. The key is the arc-shaped stone on the southern end of the island where you fought the Skeleton Warriors and Creeping Corpses. Jump atop the arc, and then use the leverage there to jump back to the previous platform in the middle of the poisonous water. From there, you should be able to jump rightward towards the arm (so it appears) of a long-lost titan. By climbing up the arm to its extended hand, you can use the fingers as a platform to successfully dash-jump and double-jump to another out-of-reach platform, where your adventure will continue in earnest.



As soon as you land on this next platform, you'll be assailed by more Creeping Corpses, but you'll also come under attack by an all-new enemy as well. When a Creeping Corpse gains access to a coffin big enough to accommodate it, it turns into a Creeping Coffin. Creeping Coffins are able to take much more damage than their wily cousins, but they are also not aggressive attackers. What this means is that you should be able to lay into them pretty rapidly. Any extraneous Creeping Corpses can be quickly killed with Holy Water, allowing you to wholly concentrate on killing the Creeping Coffin rapidly. Once all enemies are dead on this platform, things will be quiet for the time being.



■ Life Gem (1/1)

Once all is quiet on the platform, go ahead and grab the Rune Fragment that the defeated Creeping Coffin should leave behind. With that in hand, you'll be able to proceed with your main task, but before you do that, opt to instead run leftward over a cylindrical pathway. This will ultimately lead to an isolated location with a dead body on it. Go ahead and scour the dead body for a Life Gem, and then backtrack to the previous platform to continue as you were.



		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
		Part One	Part Two	Part Three	Part Four

So with the Rune Fragment the Creeping Coffin dropped, you're now free to proceed. Insert the fragment into the glowing shield-like circular object at the top end of the platform where you slayed the Creeping Coffin. This will force new platforms to be revealed in the poisonous bog ahead, which you can then traverse with ease. Just keep in mind that many of the jumps you're making as you move through this area won't only require the use of Seraph Shoulders (so you can double-jump), but also dashing as well. Since these jumps are extraordinarily long, only by combining both will you avoid being destroyed by the poisonous waters. You've been warned!



■ Shadow Gem (1/1)

As you jump forward from isolated island to isolated island around the poisonous bog, you'll eventually be greeted with a choice. You can either continue to jump forward towards a more meaty area ahead, or you can move rightward along the central platform, which will swing the camera to point rightward towards yet another location. First, move forward. You'll need to take some big jumps to reach the island ahead, but when you do, you'll be rewarded for your effort. There are no enemies to speak of here, but there is a dead body to find. Search it for this Shadow Gem, and then backtrack back across the water to the aforementioned island where you can force the camera to shift rightward.



■ Scroll (3/3)

So now you're back on the previous platform where you can run to the right side and shift the camera to point rightward. Again, use your Seraph Shoulders combined with a dash-jump to make it over to the new area on the right, where you'll quickly run into yet another body. Approach the body by making another jump from your landing spot further to your right, where the body can be found in an isolated little nook. This time, you'll find nothing more than a scroll on the body, but grab it anyway, adding it to your inventory before you continue on with the main task at hand. Also utilize the bag nearby to replenish your stock of Holy Water.



From where the scroll was found, circle back around where you initially landed from the long rightward jump. This time, proceed forward up the sloping pathway ahead towards a cave. While it initially appears that you can't continue through this cave, if you blindly walk rightward once you're inside the cave, you can find a new location to explore. Here, you'll encounter a bunch of Creeping Corpses. As usual, you can contain most of them by quickly launching a Holy Water vial at the center of the room. But you should still expect a couple of them to make their way towards nearby coffins regardless of the pressure you put on them during this fight, where you'll then have to deal with Creeping Coffins. As we told you earlier, these guys are damage sponges, but you still shouldn't have too many issues ultimately bringing them down. When both are killed, they'll leave behind another Rune Fragment. We'll need that shortly, so be sure to grab it before backtracking.

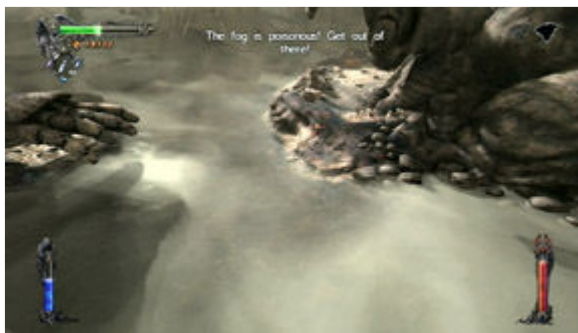


With the second (of three) Rune Fragments in hand, what you now need to do is backtrack all the way back to where you found the Shadow Gem earlier. But instead of heading to where the Shadow Gem actually was, which is on the right side of that half-exposed titan, you'll want to head to the left side instead. There, you'll find two glowing shields similar to the one you used the first Rune Fragment on. These shields are affixed directly to the back of the dormant titan. Use the Rune Fragment, and the titan will come to life... well... sort of, anyway. Its arm will lift up and then freeze in place. Thankfully, that's all you're going to really need it to do for the time being.



■ **Light Gem (2/2)**

Jump up to the now-extended arm. As you work your way to the end of the arm, the camera will pan and you'll find that you should be able to make the jump to a yet-unexplored island ahead. However, even if you make your dash-jump/double-jump combo with as much skill as possible, you'll still only barely land on a specific part of the island. Thankfully, you'll be rewarded for landing here. Directly in front of you, you'll find a dead body slumped against the rockface. Examine it for a Light Gem before exploring the rest of the island around you.



Here, you'll encounter the most difficult fight of the entire stage. Now, that's a relative statement, because it's really not actually saying that much. In addition to a plethora of Creeping Corpses here, you'll also end up doing battle with Creeping Coffins. Three of them, in fact. Use some Holy Water to clear the Creeping Corpses initially, and then begin to deal with the Creeping Coffins as they spring to life. If you're able to, try concentrating wholly on damaging a single target at a time. With three of these guys breathing down your neck, the going's tough here. But if you can whittle down their numbers, the fight will become progressively easier. Eventually, when you're able to down all three of them, the third and final Rune Fragment you were seeking should be left behind. If you're having trouble, keep in mind that you can use both Light Magic and Shadow Magic to your heart's content here. There are no other enemies to fight for the rest of the stage (save a brief encounter described below), so do what you must in order to survive.



The extended arm on the island you just cleared of enemies will allow you to easily dash-jump and double-jump back over to the previous extended arm. You can then make your way back to the back end of the half-exposed titan, using your new Rune Fragment to fully bring the titan back to life. As it groans, moans and moves around, a new conduit through the rest of the stage will be revealed. You can now move to finally finish this annoying mission immediately.



You'll now have to work your way back around to the right side of this main island, where you earlier found the Shadow Gem. When you arrive here, you'll have to fend off a few fresh Creeping Corpses, as well as a lone Skeleton Warrior. But once that's done, you're then free to begin climbing up the new hand-holds along the nearby rockface. These weren't there earlier, but now that the Titan has shifted, they can be used. Climb all the way up to the top, and use the next extension of the Titan to reach some sort of circular site ahead. As you approach it, the stage will then suddenly end.

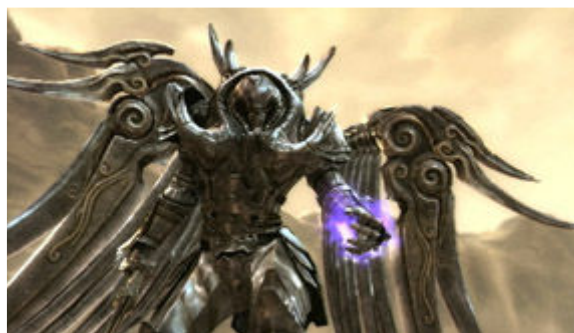


■ Trial

This stage's trial is tough. It's going to require you to realistically come back to the stage when you've acquired both a full Light Magic meter, as well as a full standard health meter. That's because to complete this stage's trial, you'll be forced to ruthlessly damage yourself. You'll need to take what the game categorizes as "100 Points" of damage from the poisonous waters all around the various islands you traverse here. Since that's far more damage than you'll be able to take without healing yourself, Light Magic is the key here. Through various fights that occur around the stage, you should be able to replenish your health by using Light Magic, and then continue the intentional damage granted to you by walking into the poisonous water all the while. Balance your intentionally-received damage with replenishing health during real fights via Light Magic, and you should be just fine.

		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
			Part One	Part Two	

This stage, as you may have guessed, is actually one huge boss fight. As the stage begins, Gabriel will encounter his old ram-like friend named Pan. But Gabriel has no more patience for Pan's platitudes and riddles. What he wants is straight-talk and answers. But Pan isn't willing to give Gabriel what he wants... at least not yet. While not necessarily turning on Gabriel, Pan still wants to do battle with him. But you won't be fighting Pan as he is now. Rapidly, he uses his power to turn into an armored foe known as the Silver Warrior. And making matters worse, he uses his powerful abilities to remove Gabriel's magical abilities. So both Light Magic and Shadow Magic won't be available to you for this battle, at least initially. Prepare yourself.



Fear not, for all is not lost. You'll only have to go through the first third of the battle without some sort of magic, so for the time being anyway, you'll want to be very careful. You could end the first third of the battle with a quick flick of the wrist, if you'd like, by unleashing a Dark Crystal on the Silver Warrior. Or, you can fight him in a more conventional way. Just remember that, for the time being, you have access to none of your magic. That includes Light Magic, meaning that there's absolutely no realistic way of you healing yourself. So take evasive actions. Should you choose not to use a Dark Crystal, and want to fight him conventionally, don't push it. The more damage you take here, the more unlikely it is you'll make it to the second leg of the battle.



After taking a third of his health, you'll be able to engage the Silver Warrior in a brief quicktime event. With that won, the Silver Warrior is impressed, and gives you back your ability to use Light Magic. The thing is, you're not the only one who will be using Light Magic here. For the very first time in the game, you're fighting a character who can use the same magical abilities you can. So keep an eye out on the Silver Warrior as you battle. As he comes at you with various melee attacks (just as he does in the first leg of the fight), dodge out of the way of them. But be especially sure to dodge when he's glowing blue, meaning his Light Magic is activated. Just like you, when he strikes a foe with Light Magic, he heals himself. So as you can see, this is truly a double-edged sword. Also, Light Magic attacks on someone who has Light Magic activated are automatically nullified, so switch over to standard attacks with no magic active when the Silver Warrior has Light Magic activated so keep the damage train running.



		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
		Part One	Part Two		

Once he's taken two-thirds damage, you'll have to engage him in a slightly more difficult quicktime event. Regardless, once you've survived that, you'll be given your Shadow Magic back, too. You're now fighting at full strength, but unfortunately, so too is the Silver Warrior. This is where the true fight begins. While the Silver Warrior can now use a few projectile attacks, the game always zooms in on him when he does, so you can easily roll out of the way of those. Otherwise, his melee attacks remain the same, and can be dodged with ease as well. The real crux of the issue is to counter his magic with your own. To maximize your damage, use Shadow Magic when he's using Light Magic, and vice-versa. Doing so will damage him greatly. Just stay away from using the same kind of magic on him that he currently has activated, since you won't do any damage if you do. Standard attacks still do damage, however, so stick with those if you're running out of magic energy, which is entirely possible before the fight finally reaches its conclusion.



Once you've subdued the Silver Warrior for a third time, it's time to put him out of his misery. Unfortunately, to do so, you're going to need to pay very careful attention. After you successfully work your way through a third quicktime event, the Silver Warrior will attempt to harm you once more by chucking his blade at you. The quicktime event here is *fast*, so don't blink! If you miss is, you'll have to navigate the last third of the fight again, but if you repel the blade, the Silver Warrior will be slain. Gabriel is upset by this turn of events, having not wanted to fight Pan. But Pan realizes that this was destiny. His blood needed to be spilled to open the way for Gabriel. And just like that, Gabriel continues down this new path, leaving Pan's corpse behind.



■ Trial

This stage's trial is no doubt one of the hardest ones in the entire game. After the first third of battle, in which you aren't allowed to use any magic, the Silver Warrior will grant you your Light Magic back. He'll also have this ability. When he strikes you with Light Magic while you have Shadow Magic or no magic enabled, he'll be able to heal himself, just as you're able to when you use Light Magic on other foes. The trial's lone prerequisite is to get through the entire fight without ever allowing the Silver Warrior (Pan) to heal himself. That means that you can never, ever be struck with Light Magic during the entire fight (unless your Light Magic is enabled at the time, nullifying the effect). This isn't easy, and will require some practice. Keeping Light Magic enabled when he has his enabled, even if you're not going to strike him, will go a long way in allowing you to complete the task at hand.

		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
		Part One	Part Two	Part Three	Part Four

This mission will begin with a little bit of tricky platforming. Nonetheless, you'll have to work your way through it in order to finally get into the meat of the stage itself. For starters, go ahead and dash forward until you reach a huge chasm ahead. You'll see a glowing hand-hold on the other side of the chasm, but to reach it, you'll need to dash and then double jump with your Seraph Shoulders. As soon as you're holding on, quickly shimmy leftward, and jump left across the chasm. Do so before the hand-holds you're hanging onto collapse in a mild earthquake that occurs. Then, proceed forward, using more hand-holds to work your way up and ultimately towards a location where a new breed of enemy appears.



Once you're back on your feet, you'll encounter a new enemy, as promised. These foes are known quite simply as Zombies. Now what's cool about Zombies in Lords of Shadow is that you're meeting them close to the end of the game. Typically, in Castlevania games, Zombies are amongst the first and weakest enemies you ever meet. While the former isn't true here, the latter certainly is, so don't fret. Zombies can be destroyed easily and ruthlessly. If you're overwhelmed by them moving forward, you could always launch some Holy Water at a group to kill them en masse. This may be extra useful to you in the gap you encounter as you continue to your north (and will certainly prove to be useful to you later on in the stage, too).



■ Light Gem (1/1)

What you'll quickly realize is that the route forward is indeed a dead end. But that's fine, because there's something for us to grab here. After killing the initial wave of Zombies and falling into a hole ahead, kill the rest of the Zombies that appear there. Then, use some ledges to climb upward towards an isolated little platform at the dead end. You won't be able to progress from here, but you will find a dead body containing a Light Gem. Be sure to scour this body for your prize before continuing onward.

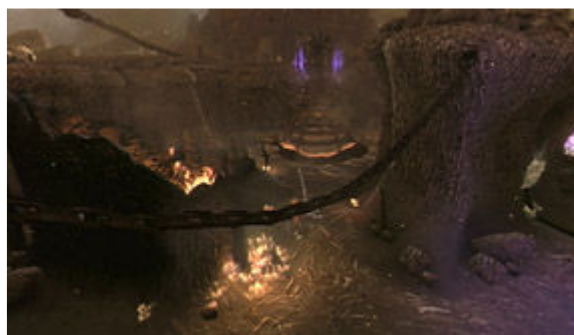
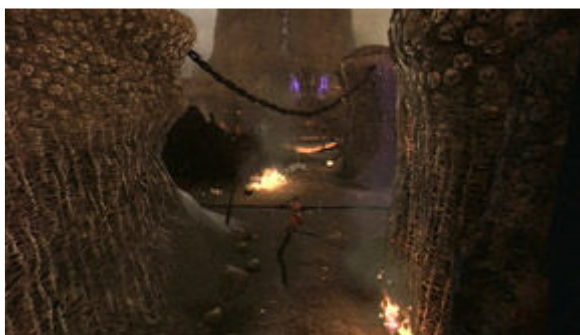


After grabbing the Light Gem, go ahead and leave the ravine you're in, and work your way back to where you first encountered the Zombies here. On the left side of that platform, you should find a railing that you can hang off of. You can then shimmy leftward, jumping from hand-hold to hand-hold as you go. Keep in mind that you must do this quickly. Almost immediately upon holding on to the railing, more mild earthquakes will occur, and the railings will begin to crumble behind you. If you aren't quick, they'll crumble when you're still using them, forcing you to plummet to your death. Once on the other side of the railings, you'll encounter a healing station, so use it to replenish any lost health. Then, look across the huge chasm ahead. Far on the other end, you'll see the faint glimmer of a whip hook. Believe it or not, with a dash and double-jump, you can make this leap with ease. Just be sure to time things so that you can use the whip hook as you fall down, which will then allow you to pull yourself back up to safety.



■ **Scroll (1/3)**

When you pull yourself up to firm ground again, you'll be encountered by an unwelcome sight -- a Chupacabra. As usual, the Chupacabra will make off with all of your relics, leaving you without magic and all of your strong powers. But that's irrelevant for the time being. While your ultimate goal to close this stage out will be to find the Chupacabra by completing a sort of puzzle here, you'll first want to start to collect the five collectibles strewn around this area. Start by moving forward and scouring the body directly in front of you. When you do, you'll find a scroll which will illuminate the puzzle you're expected to complete shortly.



■ Scroll (2/3)

From the location of the first scroll, head to the right. Continue rightward until you encounter a couple of strange stone-like devices emitting a purple glow. It's behind a couple of those devices, on the southeastern edge of the rocky platform you're currently on, that you'll end up finding another dead body. Scour this body as you did the last, and you'll acquire another scroll as a result.



■ Life Gem (1/2)

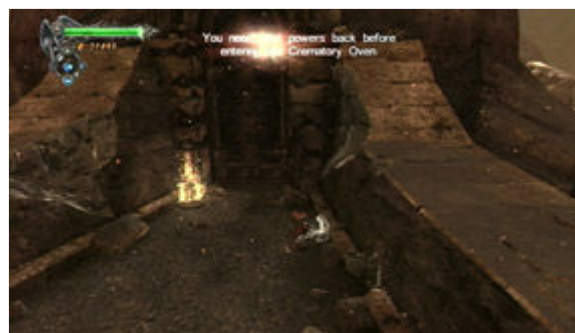
Scrolls are all well and good, but they're not as good as gems. There are two Life Gems found in your vicinity here, so let's track down the first one. From the previous location of the second scroll, work your way northward. Follow the fault-line leading in a northerly direction from there, and it will eventually wind you towards another dead body slumped against the rock wall to your left (in a nook). Go ahead and search the body, and you'll grab a Life Gem as a result.



		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
		Part One	Part Two	Part Three	Part Four

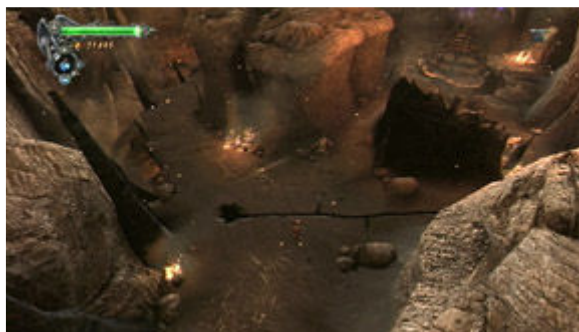
■ Scroll (3/3)

Let's continue on with our mad search for more collectibles. From the aforementioned location of the first Life Gem, continue to the north. You'll eventually reach the entrance to the crematory ovens, but obviously, without having found the Chupacabra who is holding your gear, there's little recourse for you to continue northward. But that's irrelevant for the time being. On the pathway leading up to the door, just to the right of the door itself, you'll find yet another dead body. On this dead body, you'll find a scroll.



■ Life Gem (2/2)

Now, there's only one more collectible to find until we can finally get down to solving the puzzle here and retrieving your gear from the Chupacabra, which will round out this stage. Continue back down far to the south. In fact, you can head all the way back to where you initially met the Chupacabra here, and lost your relics. From that location, swing leftward along the southern edge of the area. Keep an eye out to the south for a dead body along the precipice, which will contain a second Life Gem for you to acquire.



Okay, now for this puzzle. Here's the rub. The fault lines you see running all over the place are the key to solving the puzzle. At the center of this area are three stone heads hanging above. Ultimately, you'll need to use a Dark Crystal to activate the power that courses through each of the faults, and then move statues along those fault lines, manipulating the lasers they emit to destroy those three stone faces. Only then will you find the Chupacabra, retrieve your stolen relics and gear, and be able to continue with the end of this stage.



So for starters, let's keep things really simple. If you don't already have a Dark Crystal in your inventory (which you may already), you'll need to retrieve one. Doing so is very simple. On the southeastern side of this area, just to the north of where the second scroll was found, you'll find a full Dark Crystal in the wild. Grab it, and then place it in the device just to the right of where the Dark Crystal was located. This will light up the fault line directly under your feet. Now, all you have to do is attack the statue with the purple glow nearby, sending it careening northward and westward until it locks in place. At that point, a purple laser will emit from it. As you did earlier with photon-redirecting puzzles, simply rotate this statue to send the purple laser towards one of the stone faces, which will smash it into smithereens. So far, so good.



		Titan Graveyard	Fire Pinnacle	Fire Cemetery	Crematory Oven
		Part One	Part Two	Part Three	Part Four

Destroying the second of the three stone faces is quite simple, too. Leave the Dark Crystal where it is. The laser you used to destroy the first stone face is useless now, so use your whip to whip the statue back to where it started. The laser should still pour out of it from this location, which is the key. To your left, you'll find another statue. The idea here is to careen the laser from the rightmost statue into the statue to your left. You can then rotate the leftmost statue, once the laser is hitting it from the right, so that the laser is redirected through a tiny crevasse in the rock, destroying a second stone head. Now, there's only one left to deal with.



For starters, you're going to have to finally retrieve that Dark Crystal from the device to your right, since you're going to have to place it elsewhere. Grab the crystal, and then smash the statue in the center (the one you redirected the laser from the right onto) so that it heads leftward, all the way down its fault. Once it's on the left, shoot north towards the northwestern edge of this area, where you'll encounter another device to place your Dark Crystal into. Do so, and once the nearby statue is activated, smash it down its short fault to the farthest southern point on its track. You can then redirect the laser due southward through another hole in a nearby rock. If everything is in place, the purple laser should strike the southern statue you repositioned earlier. Now all that's left to do is to spin the statue so that the laser strikes the third and final stone face, revealing the Chupacabra's location. Shake the creature down to get your gear back. We're just about done here.



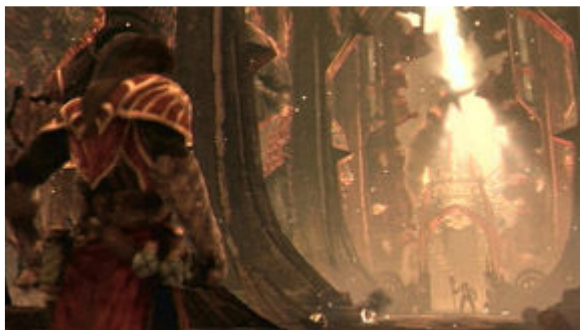
With your gear retrieved, head north towards the crematory oven entrance. Here, you'll be assaulted by scores and scores of Zombies. Believe it or not, these guys will eventually stop spawning, so you may want to take the time to kill them all before proceeding with the end sequence here (again, Holy Water works wonders, especially to kill multiple Zombies at once). Regardless, the idea here is to use the two gongs flanking the entrance to open the door. A meter on the bottom of the screen represents the noise coming from one gong or the other. The idea is to get both gongs to ring at the same time, but doing so isn't as easy as it seems. Shadow Magic is a prerequisite to make this happen (hence the neutral essence dispenser next to the door). When the enemies are cleared, punch one of the gongs, and then use Shadow Magic to quickly zoom across to the other gong, punching it before the sound from the first gong dissipates. This is a little frustrating, and it will take some practice, so stick with it. Once the doors are open, you're then free to head on through and end this stage.



■ Trial

If you're astute at combat in Castlevania: Lords of Shadow, then you'll be in good shape to complete this stage's trial. The idea here is to kill twenty (or more) Zombies at once in a single aerial sequence. What that means is that Gabriel must be airborne, attacking Zombies, and killing at least twenty of them before he hits the ground again. This must be done at once, not in a piecemeal way, so it's challenging. The good news is that Zombies are extremely weak, and at the very end of the stage, when you're completing the gong puzzle, you'll run into more than enough enemies to do what you need to do. If you're low on special aerial moves at this point, however, we recommend coming back later when you have more moves to utilize. Otherwise, this one is difficult, but self-explanatory, too.

At this point in the game, on the final stage of the tenth chapter, we're getting precariously close to the end of Castlevania: Lords of Shadow. But there are still a few powerful bosses standing in your way, and here, you're going to do battle with one of them. As Gabriel enters the Crematory Oven, it won't take him long to run into the boss in question. This devilish creature is named Gravedigger, and he has absolutely no intention of letting Gabriel pass. The two cut through the formalities, and before long, you'll find yourself entrenched in this boss battle before very long.



Before you get a shot at the Gravedigger, though, he'll test your mettle remotely. He'll shoot off some Creeping Corpses your way, and then disappear behind a barrier, leaving you to deal with his friends. You've fought Creeping Corpses so many times during this chapter that there's little left to be said. If you've made it this far, you should know full-well how to fight these guys. The coffins strewn around the area are obviously there so that the Creeping Corpses can become much more powerful Creeping Coffins. You may be able to kill enough of them to keep some of the coffins from being occupied, but chances are you'll still have your hands full with Creeping Coffins here, too. Remember that Creeping Corpses are extremely susceptible to Holy Water attacks should you choose to use them. Otherwise, sit tight and deal with the enemies here. Once they are all killed, you'll be able to proceed to the area ahead.



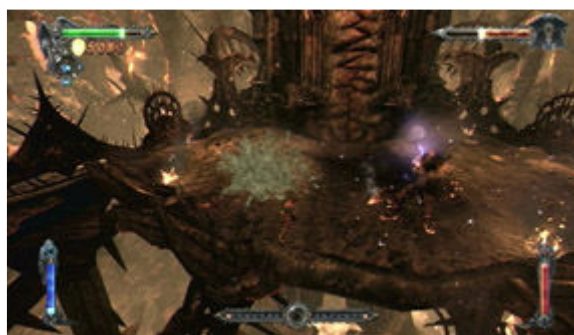
As you move forward, you'll find both a neutral essence dispenser and a healing station. Obviously, these are telltale signs that you're about to fight the Gravedigger himself. So, heal yourself and replenish both magic meters before heading forward. When you do, you'll find the Gravedigger in front of his oven, scorching bodies while waiting for you to arrive. Now, there's no avoiding it. Now, you'll finally get to fight this foe.



Believe it or not, this fight is extremely easy. You have a lot of power at this point in the game, while the Gravedigger has surprisingly little of his own. The entire idea here is to go about things properly at the end of the battle so that it ultimately ends, as opposed to never-ending. But more on that soon. The Gravedigger is all about melee attacks. The shovel he holds is his primary weapon. He'll swing it wildly, with one or two swipes, and he'll do so often. Those attacks are easy enough to dodge. However, it's when he starts using his shovel to cause other effects that things will get a little more complicated. By stabbing the ground, he can cause earthquakes (which should be jumped over), fire streams (which can be easily dodged), and even fire barriers (which are avoidable as long as you're nowhere near him). In other words, the Gravedigger has quite the repertoire.



Your best bet is to keep the heat on for the duration of the battle (pardon the pun). It's not always wise to go for broke on enemies, since doing so will lull you into a false sense of security, and will leave you defenseless to sudden enemy attacks. But the thing here is that the fight ends rather quickly because the designers thought that you'd be confused by how the battle ends, meaning the fight would extend past your initial go-around with the Gravedigger. But that's not the case here, since you're using our walkthrough. So flagrantly use Light Magic to heal yourself and Shadow Magic to deliver stronger attacks. When the Gravedigger spawns Creeping Corpses, which he will, simply use Holy Water to get rid of them quickly (and damage the Gravedigger a little bit, to boot).



Ultimately, the Gravedigger will take enough damage that he begins to flash, meaning that you should grab onto him to begin a quicktime sequence. Right? Wrong! *Don't* grab onto the Gravedigger here. This is what the designers wanted, and it's what will unnecessarily extend the life of this battle. Instead, opt to use the wheel switch to the right of the crematory's door. By using this switch, you'll ultimately be able to open the crematory door. Once that's done, the quicktime sequence that occurs when you grab onto the Gravedigger will go a little differently. By following the on-screen prompts, you'll be able to push the Gravedigger into the crematory. But this isn't over yet. Be sure to pay close attention, because Gabriel will be grabbed by the Gravedigger's tentacle as he falls, and a few more quicktime events will ultimately be necessary to survive the fall into the crematory. If you stop paying attention, you'll have to do this all over again, and that won't be any fun, will it?



Eventually, you'll gain control following the quicktime events that sealed-off the Gravedigger battle. Now, you'll have to work your way back out of the crematory oven before it's too late. Although it's subtle at first, rest assured that the lava underneath you is constantly rising, meaning that you're really, really going to have to bust a move here to get out in one piece. This entire end part of the stage is one big platforming section, so you'll need to use all of the skills you've learned so far to get out alive. Thankfully, the entire course is straight-forward and linear (with the exception of where the Shadow Gem is located, discussed below), so it's hard to get lost. And as always, the game really does help you out by suggesting with Gabriel's movements where he should be moving to next. Just keep an eye out for whip hooks and the like as you go, since they will allow you to move on when hand-holds and other things to grab onto aren't anywhere in your vicinity.



■ Shadow Gem (1/1)

As you move up the crematory away from the ever-flowing lava, you'll be utilizing a linear route upward... except for at one location, where you can actually veer rightward away from the main path to find a collectible. This happens right after you use the third whip hook, so be sure you start counting whip hooks you encounter as you move through this area. Once you grapple upward using the third whip hook, you'll be forced to shimmy over and upward to continue. But if you keep shimmying to the right, you can work your way up an alternate route. This will eventually lead to a super-isolated platform that contains a dead body. Search this dead body to find a Shadow Gem, this stage's only collectible. Keep in mind that if you've been quick and continue to be quick, you can grab this Shadow Gem and return to the main path all at once. But if you happen to die after you grab the Shadow Gem, that's okay, too. The game should save your acquisition of the gem, so when you try again, you can stick strictly to the main path.



■ Trial

For being this late in the game, this trial is a laughably easy one. The idea here is to kill fifteen (or more) Creeping Corpses during the fight with the Gravedigger before finishing him off. So, the Creeping Corpses he summons before you actually fight him won't count. So why is this so easy? Well, the Gravedigger himself is a simplistic foe that poses very little threat to you. Randomly during battle, he'll spawn Creeping Corpses, usually three at a time. So the idea here is to let him spawn five groups of three Creeping Corpses (or more), killing them all as they appear before killing the Gravedigger himself. It sounds easy, and it is easy, so get to it!

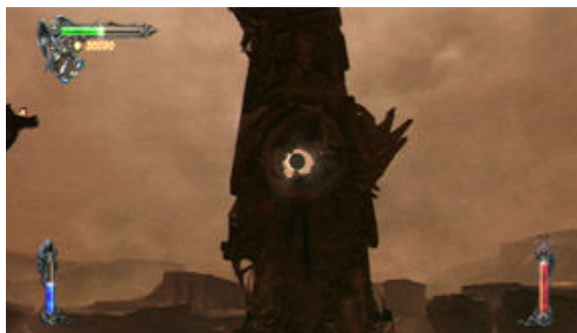
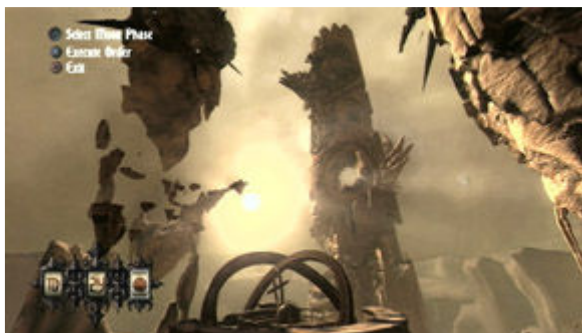


■ Scroll (1/2)

Now we're really getting places. There are only two stages in Chapter Eleven, and you're on the first one. This stage stressed puzzle-solving and platforming, which is what's going to make this walkthrough so darn useful to you. For starters, though, take a glimpse at the stage-opening cutscene, and then work your way forward to the gigantic device ahead, where the first puzzle will be solved. Just to your right when you're on the circular passageway surrounding the device, you'll find a dead body. Examine it for a scroll. This scroll contains myriad clues about how to solve this puzzle... but since you're here, we'll just solve it for you!

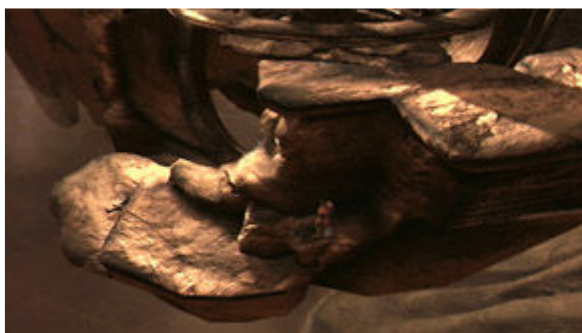


This puzzle is all about setting a specific date. So examine the gigantic device and do the following. You'll see three slots with symbols in them, and you have to line up the symbols and execute the order in a very specific way. So, in the leftmost slot, pull up the symbol for the astrological sign Virgo, which is an M with a little fish-like swoosh to its right (not to be confused with the M-like symbol for Scorpio, which is an M with an arrow pointing rightward). In the middle, you'll want to pull up the number 24 (these symbols aren't immediately recognizable as numbers, but as you begin to scroll through them, you'll recognize what you're looking at). And finally, in the rightmost slot, pull up the symbol that represents a solar eclipse. It should be a large circle with a darker, smaller circle in the middle of it. If you've done all of this and then go ahead and execute the order, you'll solve this initial puzzle with ease. (If you're confused, the bottom right screenshot below this paragraph has the puzzle solution.)



■ Shadow Gem (1/2)

While you could conceivably grab this before you even solve the puzzle, you should at the very least get it now before proceeding with the stage. There's a new path open to you to your right now that the puzzle has been solved, but before traversing it, opt to instead head to the left side of the circular platform surrounding this device. When you do, you'll find that you can drop down to a little auxiliary passageway. At the end of the passageway, you'll find a dead body. Search it for a Shadow Gem.



■ Scroll (2/2)

As you push your way down the rightward path towards the next puzzle, you'll find that the pathway materializes as you walk over it. So while it doesn't immediately seem evident that you can walk rightward, rest assured that as long as you solved the previous puzzle, you can. As the next puzzle is introduced to you, you'll see another corpse to your right on this new platform. Scour it for another scroll, that will explain this new puzzle if you want to try to figure it out on your own. If not, well... keep reading.



This puzzle seems a lot more complicated than it actually is. Basically, you're going to have to manipulate a laser along the door ahead of you so that it goes from the bottom to the top, opening the portal behind it. How do you manipulate the laser? Well, the platform you're on has a central blue-glowing circle, as well as four tiers of squares working away from it. Each tier of square represents a certain direction: the bottommost tier represents down, the next one up represents left, the one atop that represents right, and the one closest to the periphery of the platform represents up. Using a ground punch, any square in the aforementioned tier will represent a direction. So you must punch any square in the tiers in the following order to navigate the laser from the bottom to the top: up, right, up, up, left, down, left, up, up, right, up. If you take a look at the puzzle you're trying to solve, it'll be easy enough for you to garner how we came to that solution. So get to it!





■ Life Gem (1/1)

Fear not. On the other end of the now-downed puzzle, you'll find a red, swirling black hole-like object (we'll refer to these mostly as vortices [vortex] for the rest of the walkthrough). Walk directly into it, and you'll be transported in short order to the portal on the other end of some rocks blocking your path to the left. Once here, you'll begin to encounter a new breed of enemy. These weaklings are known as Reapers, and you can kill them in only a couple of hits. Once they stop spawning, go ahead and begin to run towards the foreground, where the camera will shift around, revealing some extraneous platforms. There's no reason to explore these except for one reason – the dead body there that contains a Life Gem. If you've acquired all of the Life Gems available to you up to this point in the game, this should be the thirtieth and final Life Gem. You should now have a completely full life meter.



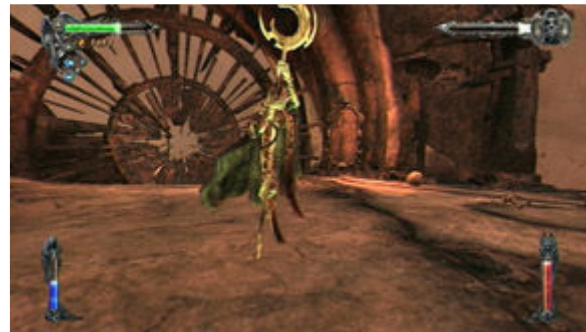
So to continue, you may be a little confused. The red portal on the left side of this area teleports you into the middle of the air, and then deposits you back downward. To get around this, you're going to need to dash from the left directly into the portal, and use that momentum to double-jump once in the air so that you can quickly grab on to the nearby platform. Don't bother double jumping to the platform to the left from there, as there's nothing to see or do there. Instead, simply use the mirror right on the platform you're on to teleport to a new area. There's little to say about this new location, except that you're going to be doing a lot of platforming. Be patient, and wait for roving platforms to come near you before continuing, since double-jumping onto moving platforms is a little tricky. Also, when you reach the platform with all of the Reapers on it, sit tight and lay waste to them before continuing. Otherwise, what you're seeking at the end of this linear exercise is another mirror that will transport you to yet another new location.



As soon as you've teleported through the next mirror at the end of the platforming section, you'll run into a boss enemy. But this is only *kind of* a boss enemy. After all, he's so easy to kill, and this isn't even remotely the end of the stage in question, so you don't have much to worry about here. Basically, this foe, called Necromancer, can attack you as other enemies can. He can slash his scythe through the air in all sorts of different ways, and you can dodge those attacks rather easily. He can even spawn hordes and hordes of Zombies to attack you during the fight. And it's actually that latter maneuver that he uses often that will ultimately lead to his demise, believe it or not.



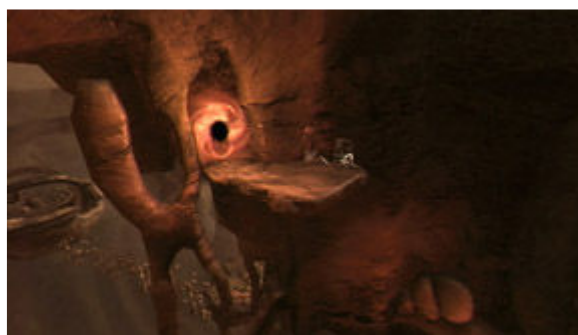
How is that possible? Well, it's simple. While you can damage the Necromancer with any of your standard attacks as you normally would, he can also damage himself by using too much of his power. This seems to happen almost exclusively when he spawns Zombies to attack you. As you should remember from previous stages, Zombies are nothing but fodder for your whip, so you have little to concern yourself even when there are dozens of them coming at you. You can clear them in huge batches with Holy Water while you focus on attacking Necromancer, but as you'll find out, you can be patient and let him do as much damage to himself as possible. When he has about 5% of his health left, you can then lay the killing blow via a series of simple quicktime events. And just like that, he's no more.





■ Light Gem (1/1)

With the Necromancer slain, you'll be able to proceed through teleportation mirrors either on your right or left. Opt to go through the one on your right to be brought to an all-new area. You'll see two more red vortices here; one on your right and one on your left. You'll need to use the one to the right to proceed with the main task at hand, but first, proceed leftward. Double-jump over to a platform on your left, hoist yourself up to the area ahead, and use the leftmost vortex to teleport up to an area above. As you fall after being teleported, quickly use the whip hook to your right to catch yourself. Then, wall-jump leftward to another isolated platform, being careful not to run into the vortex there. A dead body here contains the game's final Light Gem (if you've been finding them all as you go, anyway). Grab it, and then backtrack to continue.



To continue, opt to take the red teleportation vortex on your right this time around. When you do, you'll be vaulted into the air, and will then fall back down to solid ground. Manipulate this so that as you fall, you use the Seraph Shoulders to jump over to your right. Don't do so too early, though, or you'll hit a rock barrier. You have to wait until just the right time. After doing this successfully and taking the mirror through to the next area, you'll find yourself in another platforming section. This is straight-forward, with the exception of the beginning. You'll need to use a vortex to land on the first moving platform nearby, but it must be timed properly, or you'll fall into the abyss. Once you do this successfully, though, you can simply work your way through this area rather easily, towards the next mirror. En route, you'll run into some Reapers, but as usual, they're nothing you can't handle.



In this next area, you're going to be assailed by a plethora of Reapers, but there's nothing to worry about here. Though you're lacking room in which to maneuver, Reapers are still very easy to kill, and very easy to kill quickly at that. Once you've laid waste to them, you'll find a new mirror, with a ground switch in front of it. Smash the switch with a ground punch to activate it, and then work your way through the mirror there. This will bring you back to where you fought the Necromancer earlier. You took the right mirror from here after initially killing that foe, so this time, take the left mirror instead.



So, now you should pay close attention, since there's a very specific way of getting through the next few areas. If you're where you should be, you'll find yourself on a platform in the middle of nowhere, with nothing but a few teleportation vortices around you. The idea here is to take a dash-jump towards the vortex hanging over the chasm to your right. *Don't* use Seraph Shoulders, however. Why? Because the teleporter will launch you in the air, and you'll then need to use the Seraph Shoulders to jump over to the right once airborne. If done properly, you'll land on a platform with more Reapers to fight. Kill 'em all, and then head through the mirror towards the next area.



If you went through the proper mirror, then you'll find yourself in another isolated cave. Here, you have to do precisely what you did earlier. Don't use the mirror until you punch the switch on the ground. Once green essence leaks from the ground switch, you can then head through the mirror, which will again bring you back to where you fought the Necromancer. You can see the central mirror ahead, but you can't yet access it. Take the left mirror one more time instead. This is the last time, we promise.



Taking the left mirror will bring you back to an identical location that you were at earlier. Before, you went rightward, but now, you need to head to the left. Dash-jump (but *don't* use your Seraph Shoulders) to reach the hand-hold to your left. Then, shimmy around the ledge and drop into the vortex below. This will launch you back up into the air, where you can use Seraph Shoulders to double-jump over to the ledge on your left. Expect to be attacked by some Reapers here. Once they're slain, you'll need to drop down to the lower platform on the right, and swing around using more hand-holds to ultimately reach a whip hook that you can use to hoist yourself back up to solid ground. You should be right in front of a healing station now, so utilize it before heading forward to the mirror. Remember to smash the ground switch in front of the mirror before using the mirror itself.



If all went according to plan, you'll now be back at the location with the three mirrors in it. The central mirror that was off limits before will now be available to you, so take it to the next location. Here, another Necromancer will attack Gabriel. You're basically in for a similar fray that you experienced earlier. The Necromancer will continue to attack Gabriel not only with his standard scythe attacks, but by summoning monsters forth as well. This particular Necromancer will summon both Zombies and Reapers, slightly complicating the fight, but as you did last time, just sit tight and let him summon forth his foes, which will greatly damage him. You can supplement that damage with the Combat Cross if you'd like. When he finally takes 95% of his damage, you can then grab onto the flashing foe and do him in with more quicktime events. We're finally almost done here. Almost.



This final area of the stage is self-explanatory at this point in the game, so we're not going to hold your hand. You're going to need to complete great feats of platforming to get through, but thankfully, things are almost entirely linear here. You'll be using combinations of hand-hold railings, whip hooks, and those red teleportation vortices to get around. It's hard to get lost or not know what to do next, so you don't have much to worry about, especially if you've gotten this far in the game already. When you finally reach the mirror at the end of a lengthy corridor over a chasm, you're on the right track. But before you finish the stage outright, there's something you need to find.



■ Shadow Gem (2/2)

Once you're through the mirror, you should head rightward to finish the stage's final platforming section. But if you want a Shadow Gem, the final collectible in the entire game, then go ahead and head leftward once through the mirror instead. You'll eventually reach a dead end where a dead body can be found. This body contains a Shadow Gem. As we just mentioned, if you're following this walkthrough and grabbing everything as it becomes available to you, then this won't only be the thirtieth and final Shadow Gem, but the last collectible in the entire game as well. Nice! Then, backtrack and head rightward, continuing with the platforming until the stage finally concludes. Now, the game has nothing but boss fights to throw at you. Are you ready!?

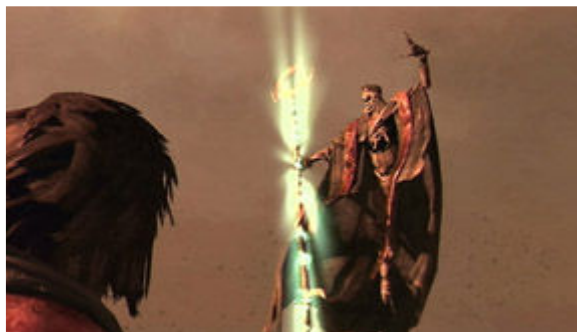


■ Trial

This stage's trial is very easy, though it will require you to be thoughtful with how you go about your tasks. The challenge at hand is to complete the stage only after you've killed sixty (or more) Reapers. Now, you'll meet Reapers organically as you travel around this stage. You'll also fight them during the second (and final) Necromancer encounter. It's there that you should really try to get the job done if you can. While the ones you find organically will fill up a majority of your counter, you'll need to round the number out with the Reapers the second Necromancer summons to battle. If you can, don't supplement the Necromancer's damage at all. Simply let him kill himself by summoning foes forth. Hopefully, he'll bring enough Reapers to the battle that you hit your number sixty!



The final of the two stages on the eleventh chapter is a boss fight. In fact, this game has nothing but boss fights for you now. When Gabriel arrives here, he'll run into a creature that we can only presume is Death... or this version of Castlevania's version of Death, if that makes any sense. Nonetheless, after some talk back and forth, this foe won't keep his normal form. The creature you'll be fighting instead is megalithic. This monster, known as the Dracolich Titan, is the first Titan you've fought in some time. And it's the last Titan you'll fight in the entire game. Are you ready?



This boss is daunting, at least initially. But you'll find that, though this fight is quite time consuming, you should still be able to efficiently beat this boss with little issue. It's all about taking your time, and resisting the urge to rush for any reason whatsoever. Rushing and not paying attention will force you to try again rather quickly, and you'll want to avoid that at all costs. So seriously, heed our words. Take your time, go through the motions slowly, and you'll be just fine. Expect the fight to take about ten minutes at most (though you'll need to cut that time down significantly if and when you try to complete this stage's trial). Our instructions will be a little bit vague, because this fight isn't free-form at all. Rather, it's about starting from the beginning of a long sequence, and working your way through the entire fight.



To start things off, you'll be on a platform, with the aerial Titan flying all around you. After a few moments, he'll eventually storm your position, blowing green smoke all over the place. As he flies overhead while doing this, dodge his attack, and turn around so that you're facing the creature as he flies off into the distance. Start tapping the R2/right trigger button hereafter, and Gabriel should attach himself to the whip hook underneath the back end of the Titan. You'll then be on the Titan, looking for a few green-colored ruins to destroy. All the while, the creature will attempt to shake you off. This happens regularly, every ten or fifteen seconds. You've run into this on the other Titans, so just be sure to follow the on-screen prompt when he attempts to shake you off. If you fall, you'll have to start from the beginning (though you can save yourself from certain death by following a quicktime event on the way back down).

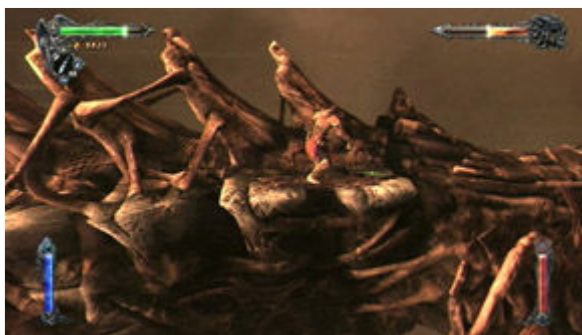


Things may seem confusing here, but actually, your approach to this fight is totally linear. In the early-going, the general idea is simply to walk, grapple, and otherwise shimmy your way around the beast in the only directions possible. When you're shimmying along the creature's spine, for instance, and can't advance, it's likely that you'll have to drop onto its ribs, and then begin to swing along the edge of the ribs to continue. As you do this over and over again, you'll eventually start grappling to new places underneath the creature's belly. Advancing towards the first rune takes some time, but thankfully, things are rather straight forward. Don't make your advance more complicated than it has to be.

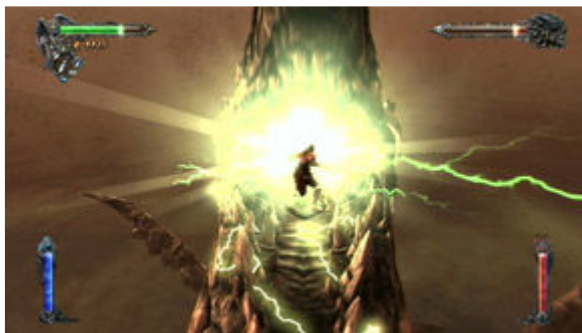




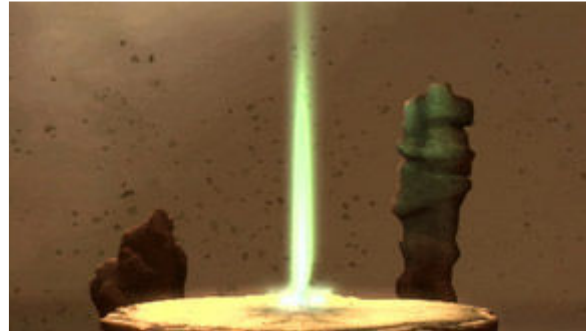
Eventually, you'll reach that first green-colored rune. Just as you did earlier when you fought Titans, smash the rune with your fist, being sure to stop when the creature attempts to shake you off every so often. Then, continue with your destruction of the rune in question. When it's obliterated, it should give you a new conduit over and around the creature's body, where your advance towards the second rune can continue unabated. You'll be advancing in the same fashion you were earlier. Just take it easy, be patient, and when you reach the second rune, smash it into oblivion, as you did the first.



Now, finally, things will change. The destruction of the previous rune forces the Titan to fly in a different fashion. You'll now be climbing the creature in a vertical fashion, as opposed to horizontally. Thankfully, this is even more straightforward than the previous area. All you have to do is climb upward, and work your way over to the rune that's clearly visible. As usual, don't rush, and make sure to hold on for dear life when the creature attempts to shake you. The destruction of this third rune will mean you're almost done with the fight at hand. But as things ultimately go back down to solid ground, the fight will actually begin its end sequence in a way that you may not have expected earlier.



When you find yourself back on the ground, the Dracolich Titan is nearly killed. You'll notice that its massive jaw is now aglow, meaning that you can grapple onto it with your whip. Do so, and enter the creature's lone mouth. As he attempts to shoot off a powerful stream of green fire, you can enter the mouth and do a bunch of damage to the creature before being spit back out. Repeat this process one more time, and that should be all the Dracolich Titan is able to take. A stage-ending (and chapter-ending) cutscene will then take place. The Dracolich Titan is no more. Now, it's on to the final battle.



■ Trial

Just like with the other two Titan fights earlier in the game, this stage's trial is predictable, because it involves getting through the entire fight in under a specific time frame. This isn't difficult at all, as long as you're quick in your movements and make no mistakes. Obviously, if you fall off of the beast, you might as well start over, since you'll never make the time necessary to complete the trial. Likewise, while you should remain cautious and not necessarily rush, you shouldn't hold back, either. Your best bet is to try and predict when the creature is going to shake you off (or try to, anyway), which will ultimately allow you to anticipate that move and act accordingly. Either way, this is a challenge, but not an insurmountable one.



Final Fight

Part One

Part Two

This, the very final stage in the game, will greet you with a lengthy, fifteen minute cutscene to open things up. So although you're no doubt anxious to get things moving here, you'll have to be patient for the time being, and sit through the story being told. You'll run into your old friend Zobek here, only to learn that he's the evil mastermind behind this entire charade. Or is he? After seemingly-killing Gabriel, Zobek is met with his own demise at the hands of none other than Satan himself. Satan is the game's last boss. Are you nervous? Well, you should be. Let's get to it.



Believe it or not, the fight with Satan isn't difficult, as long as you go into it with the proper mentality. As with an earlier fight, your opponent here can use Shadow Magic and Light Magic, and the crux of the battle revolves around your own ability to use those same attacks. All bets are off here, though. This is it. So attack with reckless abandon. Don't worry about your magic meters, as they will never decrease, meaning that you have an unlimited amount of magic to use in the fight. And this magic is the key, since you'll need to attack Satan with the opposite magic he's currently invoking in order to have any hope of actually damaging him.



For starters, don't bother attacking Satan with anything less than Light Magic or Shadow Magic employed. Standard attacks will never damage him, so use magic. When the staff he wields glows red, it means he has Shadow Magic engaged, so use Light Magic attacks with your Combat Cross to start to damage him. Likewise, if his staff glows blue, he's using Light Magic, at which point you'll want to invoke Shadow Magic to eliminate him. This dance between magic will last for the entire fight, and if you refuse to rely on opposing magic to damage him, you'll find that it's impossible to win.



The good news is that Light Magic isn't the only thing that heals you here. Indeed, Shadow Magic, when used on a Light Magic-wielding Satan, will also heal you. So health shouldn't be too much of a problem here throughout the entire fight, believe it or not. There are certainly times when you'll be in want of health (especially when he uses his more devastating attacks), but a few quick strikes with opposing magic on Satan thereafter will heal you back up. His attacks are mostly of the melee variety, so you can dodge those easily. He'll also occasionally shoot fire outward from his staff, and even create a gigantic, hard-to-avoid earthquake. But the attacks that are really hard to dodge are discussed in the next paragraph.





Final Fight

Part One

Part Two

A lot of Satan's most powerful attacks involve his casting of runes. When blue and red runes appear on the ground, you'll be trapped within them if you don't quickly invoke the same kind of magic he's using to cast said runes. So blue runes will require Light Magic, and red runes will require Shadow Magic. Likewise, when Satan casts magic that bring mystical Reaper-like creatures to the scene of battle, you'll need to use magical attacks on them to get rid of them, based on their own magic (again, red Reapers are Shadow Magic users, and blue Reapers are Light Magic users). These special kinds of attacks can certainly complicate an otherwise surprisingly simple battle, so be ready to deal with them when he uses them. And although he won't necessarily use them often, he's still guaranteed to use them at some point. So be prepared.



Ultimately, you're going to need to figure out how to take out the foe once and for all. When Satan loses about 25-30% of his health, he'll start to glow. Usually, this means you can immediately grab a boss to start a quicktime chain, but here, it's a little more complicated. Runes will surround Satan at this point, and you'll need to work through them in such a way that you can get through Light Magic and Shadow Magic runes using opposing types of magic. The first time you have to do this, you can easily navigate the runes and get to Satan in time, but when he loses about 95% of his health and you're engaged in another quicktime event with him to finish him off once and for all, the runes will shake all over the place, and you may not reach him in time. If that happens, he'll regain half of his health, and you'll have to try once more.



So let's recap. Satan should never be attacked with standard, unassisted attacks. When Satan uses Light Magic, attack him with Shadow Magic, and when he uses Shadow Magic, attack him with Light Magic. Remember that attacking him with any opposing magic will heal Gabriel, and not just Light Magic, so health shouldn't be an issue for most of the fight. When he casts runes or summons forth dangerous enemies, attack them with the proper magic (or avoid the runes with the proper magic) to stay undamaged. When he's stunned, you can initiate quicktime events to damage him and ultimately finish him off, but remember to navigate the runes that surround him once stunned using your own magic, or you'll never get to him in one piece.



■ Trial

Coming soon...

Castlevania: Lords of Shadow Skills

Welcome to the Skills section of our Castlevania: Lords of Shadow guide. Here, you'll find information on all of the skills, talents and moves that Gabriel Belmont can learn through the course of his adventure. We've separated the skills into the five sections the game itself splits them into -- Basic Actions, Advanced Moves, Secondary Weapons, Mounts and Relic Powers. So you should easily be able to find what you're looking for by following the preliminary links below, which will lead to the fleshed-out sections you're looking for.

There are a couple of important things to keep in mind as we move forward. The first is that this is basically a compendium of in-game knowledge. We've copied the in-game text for each skill in question, so that you can learn a bit about each skill at a glance without having to have necessarily unlocked that move in your own game. So in other words, we've made it so that you can anticipate moves you've yet learned. Additionally, you'll find the experience value of learning each move. Experience points are earned primarily through fighting (though also through puzzle-solving), and that experience will be used to purchase many of these skills. Those skills that are learned automatically are designated as being "Free."

In addition to text and experience information, there are two other important things to point out before you move forward. One is that the use of specific buttons has been omitted. This guide is based on the PlayStation 3 version of the game, which is identical to the Xbox 360 version of the game, but obviously these two consoles use different inputs. Since this guide can be (and should be) used by players of both versions of the game, buttons of mention are replaced by bracketed statements that say [given button] or something of that nature. Also, any move that can be upgraded once earned will have that information in parenthesis at the end of the description of said move.

So without further ado, follow the links below to head over to the skill-type in question, where you can begin to learn more about specific skills themselves. Enjoy.

All images in this guide can be expanded to a larger size. Simply click on an image to expand it, and click on it again to force it back to its original size.

Basic Actions

»

[Information on all Basic Actions...](#)

Advanced Moves

»

[Information on all Advanced Moves...](#)

Secondary Weapons

»

[Information on all Secondary Weapons...](#)

Mounts

»

[Information on all Mounts...](#)

Relic Powers

»

[Information on all Relic Powers...](#)



Basic Actions

Area Attack (Free) - A basic area effect chain attack. Will hit all nearby enemies surrounding you.

Block (Free) - Press and hold the [given] button to block enemy attacks. Unblockable attacks are indicated with a bright warning flash.

Combat Focus (Free) - The combat focus is an ancient technique from the Brotherhood of Light. Once fully focused, a capable warrior can extract Neutral Element Orbs from his enemies after each successful hit.

Direct Attack (Free) - A basic direct chain attack. Will only hit enemies directly in front of you.

Dodge (Free) - While blocking, use the left stick to evade enemy attacks.

Experience Points (Free) - Experience points measure the progression of your skills in the game. Points are earned by defeating enemies and solving puzzles.

Grab & Interact (Free) - Press the [given] button to grab enemies or interact with a glowing object. Small enemies can be thrown against other foes by moving the left stick in the desired direction while performing the grab action.

Jump (Free) - A basic jump. Combine this move with other attacks to perform aerial combos.

Rappel & Climbing (Free) - You can navigate vertical surfaces using the Combat Cross. Press [given button] to interact with a shining Grip Point and then use the left stick to move. Pressing [given button] or [given button] will kick away from the surface and pressing [given button] will let go from the Grip and allow you to jump away.

Synchronized Block (Free) - Press the [given] button at exactly the right time to synchronize your block. When performed correctly, the enemy will be stunned for a few moments.

Stomp (Free) - Similar to dodge, but performed while airborne, this is a good defense against enemies who attack you while in the air. Landing back on the ground can also knock back smaller enemies surrounding you.

Use Secondary Weapon (Free) - Use the currently selected secondary weapon by pressing the [given] button. Switch between available secondary weapons with the directional buttons.



Advanced Moves

Air Grab (200 EXP) - Press the [given] button while airborne to grab an enemy and pull them into the air. Combine this with further aerial attacks to extend the combo. This attack only works on smaller enemies.

Area Attack Combo (Free) - A linked series of area attacks. Less powerful than a direct attack, but very useful for crowd control.

Area Counterstrike (600 EXP) - Immediately after a synchronized block, you can unleash a devastating area counter attack that affects surrounding enemies.

Chain Barrier (800 EXP) - Press and hold the [given] button to start a sequence of heavy area attacks. You can control the direction of the attacks during the combo with the left stick. Enemies in front and behind can be hit with this series of chain attacks, too. (Upgrade = 1,500 EXP)

Chain Saw (2,000 EXP) - Shred any enemy in front of you with this chain spin attack. Holding the [given] button at the end of the combo will extend the duration of the spin.

Circular Chain (1,000 EXP) - A combination attack useful in many different battle situations. It begins with a direct attack, closely followed by two area attacks. Use this to attack an enemy directly while keeping others at bay.

Direct Attack Combo (Free) - A linked series of direct attacks. The last hit of the sequence is a block breaker, and will expose an enemy to further attacks.

Direct Counterstrike (Free) - Immediately after a synchronized block, you can unleash a devastating direct counter attack.

Direct Heavy Combo (800 EXP) - Press and hold the [given] button to start a sequence of heavy direct attacks. Repeated [given] button presses will add further hits to the combo. (Upgrade = 1,500 EXP)

Downward Punch (300 EXP) - If you are airborne with an enemy in the air nearby, press the [given] button to blast it down to the floor below you.

Flying Kick (200 EXP) - Press the [given] button while airborne to grab an enemy and launch into them with a downward kick. This attack only works on larger enemies.

Ground Cutter (2,000 EXP) - This variation of the Chain Saw attack can be used at the end of an aerial combo sequence. Press the [given] button while in the air, then press and hold the [given] button a second time. Make sure you are holding the button down as you land. Finally, press the [given] button one last time to launch forwards into enemies with a spinning chain attack.

Guillotine (25 EXP) - Press and hold the [given] button while airborne to use this direct attack as a finisher in any aerial attack sequence. Your chain will smash down on any enemies in front of you. (Upgrade = 1,500 EXP)

Rising Assault (Free) - This area attack will lift up all surrounding smaller enemies, allowing additional attacks to be combined with it.

Rising Strike (Free) - This direct attack will lift up smaller enemies in front of you, allowing additional attacks to be combined with it.

Somersault (Free) - While blocking ([given] button) use the jump button ([given button]) to leap over and land behind an enemy.

Somersault Strike (3,000 EXP) - After leaping over enemies using a Somersault, immediately press [given button] three times to attack them from behind before they can react.

Spinning Chain (150 EXP) - Press and hold the [given] button while airborne to use this area attack as a finisher in any aerial attack sequence. Your chain will sweep around and hit any enemies around you as you land.

Secondary Weapons

Dagger Wave (400 EXP) - Press and hold the [given] button to throw multiple Daggers at one time. You can throw a maximum of five Daggers simultaneously.

Dark Crystal (Free) - With the Dark Crystal selected, press and hold the [given] button to destroy it, releasing the demon contained inside. This Secondary Weapon requires four crystal shards fused together, but it is powerful enough to annihilate most enemies around you, and will seriously damage even the most massive and powerful of foes.

Divine Shield (Free) - With Light Magic active, throwing a Holy Water Flash will create a magical barrier around you which can deflect many enemy attacks, while still allowing you to move and fight normally.

Explosive Daggers (Free) - With Shadow Magic active, Daggers will explode on impact. Some switches can be activated from a distance using Explosive Daggers.

Fairies (Free) - With the fairies selected, press the [given] button to release one against the nearest enemy. Additional fairies can be released by pressing [given button] again. Fairies will home in on their target and can distract certain enemies, allowing you time to execute a devastating attack on them. Fairies are very fragile and will die after one use.

Holy Water Flasks (Free) - With the Holy Water Flasks selected, press [given button] to throw one at the nearest enemy. Using this weapon while airborne will throw it directly downwards. Holy Water is particularly devastating against Vampires and the Undead.

Light Fairies (Free) - With Light Magic active, Fairies will explode on contact with the enemy. This explosion deals a great amount of damage and can be fatal to some enemies. However, fairies will also perish in the attack.

Throwing Daggers (Free) - With the Daggers selected, press the [given] button to throw one towards an enemy. You can manually aim the throw by pushing the left stick in the desired direction. Daggers are particularly effective against lesser Lycanthropes, greater Lycanthropes and Wargs.

	Basic Actions	Advanced Moves	Secondary Weapons	Mounts	Relic Powers
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Mounts

Ride Horse (Free) - Press [given button] to attack the Wargs. Press [given button] to attack the Lycanthrope Riders. Both attacks can be aimed left or right with the left stick. Press and hold the [given] button and push the left stick to either side in order to dodge incoming attacks from Lycans.

Ride Spider (Free) - Press the [given] button while the Spider is stunned to mount it. Press [given button] to perform a melee attack. Press [given button] to perform a ranged attack. Spiders can use their web to interact with the world around them. Press [given button] to use the web on a glowing interactive object. Press and hold the [given buttons] at the same time to dismount and kill the Spider.

Ride Troll (Free) - Press the [given] button while the troll is stunned to mount it. Press [given buttons] to perform melee attacks. Trolls can use their might blows to smash heavy obstacles. Move near to the glowing obstacle and press [given buttons] to attack it. Press and hold the [given] buttons at the same time to dismount and kill the Troll.

Ride Warg (Free) - Press the [given] button while the Warg is stunned to mount it. Press [given button] to slash with the claws. Press and hold [given button] to charge a bite attack, release the button attack. Wargs can jump further and climb better than humans. To jump, further double-tap the left stick in the desired direction and then press [given button] when you reach the edge. To climb, simply press [given button] next to glowing surfaces. Press and hold the [given buttons] at the same time to dismount and kill the Warg.

Ride Warthog (Free) - Press the [given] button while the Warthog is stunned to mount it. Press [given buttons] to perform melee attacks. Push the left stick towards enemies to charge into them. Warthogs can be used as a battering ram. Press and hold the left stick in the direction of the target and charge against it. Press and hold the [given buttons] at the same time to dismount and kill the Warthog.



Relic Powers

Air Wave Flap (3,000 EXP) -- After lifting enemies into the air with a Dark Gauntlet uppercut, you can flap the Seraph Shoulders to repel them away from you with this combo. Good when surrounded or in a tight spot to buy time!

Avalanche Punch (2,500 EXP) - While you are airborne, use this attack to throw a wave of Dark Gauntlet power downwards. Nearby smaller enemies will be lifted into the air, allowing you to continue the combo with further attacks. Press and hold the [given] buttons, charge the Gauntlet for as long as you can, and then release to set off the attack.

Double Jump (Free) -- Tapping the jump button twice in quick succession will allow you to jump again in mid-air. Use it to reach new height or change the trajectory of your jump.

Earthquake Punch (Free) - Powerful downwards punch. Charge it up by holding the [given] buttons until your Dark Gauntlet glows red, then release for extra range and power. This attack can knock back enemies surrounding you, or even kill them in one shot. The Earthquake Punch can also activate certain mechanical switches.

Erosive Chains (3,000 EXP) - With Light Magic active, this combo extends a cage of whirling chains around you. The cage draws surrounding enemies into it, while also damaging them and replenishing your health.

Exploding Cross (6,000 EXP) - With Shadow Magic active you can call forth a series of fiery explosions from the earth beneath your enemy's feet. The final eruption will release a larger shockwave against all nearby enemies. Tap the [given] button, then press and hold the [given] button until you smash the Combat Cross against the floor to start the combo. Each subsequent [given button] press will create an additional explosion, climaxing with a final press and hold of the [given] button for the last devastating attack.

Exploding Quake (6,000 EXP) - With Shadow Magic active you can call forth a series of fiery explosions from the earth beneath your enemy's feet. The final eruption will release a larger shockwave against all nearby enemies. Tap the [given] button, then press and hold the [given] button until you smash the Combat Cross against the floor to start the combo. Each subsequent [given button] press will create an additional explosion, climaxing with a final press and hold of the [given] button for the last devastating attack.

Flame Claws (3,500 EXP) - Use the Dark Gauntlet while sprinting to throw several claws of damaging Shadow Magic energy towards your enemy. With your Shadow Magic active, double tap the left stick to begin the sprint, then press the [given] button at any time to use the Flame Claws.

Flame Dragontail (Free) - Dark Gauntlet assisted uppercut. This attack will lift up many nearby enemies,

allowing you to continue the combo with additional aerial moves.

Holy Cross (6,000 EXP) - With Light Magic active, this combo creates a dazzling blaze of light energy from your Combat Cross. This glare can blind and damage any enemy caught in its beams, but you will be rooted to the spot while you use it, so select your target carefully.

Holy Jump (Free) -- With Light Magic active, a double jump will unleash beams of Light energy around you. The first attack made against a blinded enemy will inflict bonus damage, but will remove the effect.

Landslide Punch (2,500 EXP) - While you are airborne, use this attack to swoop back down to the ground with a huge Dark Gauntlet punch. Press and hold the [given] buttons, charge the Gauntlet for as long as you can, and then release to set off the attack.

Light Flash (1,500 EXP) - A synchronized block while Light Magic is active will detonate a flash of magical light that will blind nearby enemies. The first attack made against a blinded enemy will inflict bonus damage, but will remove the effect.

Light Magic (Free) - Attacks made while Light Magic is active will replenish your health, at the cost of Light Magic energy. Press the [given] button to activate or deactivate your Light Magic powers. Press and hold the [given] button to gather surrounding Neutral Elemental Orbs into your Light Magic Container.

Shadow Flames (3,000 EXP) - With Shadow Magic active, this combo creates a flaming vortex of Shadow energy from your Combat Cross. This fire is extremely deadly, but you will be rooted to the spot while you use it and it cannot be adjusted mid-stream, so line up your enemy carefully.

Shadow Magic (Free) - Attacks made while active will inflict more damage, at the cost of Shadow Magic energy. Press the [given] button to activate or deactivate your Shadow Magic powers. Press and hold the [given] button to gather the surrounding Neutral Elemental Orbs into your Shadow Magic Container. You can collect both types of magic at the same time, pressing both sticks together.

Shoulder Charge (Free) - With Shadow Magic active, you can power up your charge into an attacking move. The shoulder charge can also be used to smash through weakened doors and walls. Check for the tell-tale sign of falling dust and debris.

Sprint (Free) - Double-tap the left stick to perform a sprint. While you are sprinting, you can jump longer distances.

Sprint Thrust (1,000 EXP) - Finish off your sprint with a blast attack. Double-tap the left stick and then press [given button] followed by [given button] when you are close to your enemy. The closer you get to your target the more effective this attack will be, often knocking even the mightiest foe to the ground.

Tremor Punch (Free) - A powerful forward punch. Charge it up by holding the [given] buttons until your Dark Gauntlet glows red, then release for extra devastation. This attack can knock back enemies in front of you, or even kill them in one shot. The Tremor Punch can also activate certain mechanical switches.

Ultimate Light (25,000 EXP) - Press and hold the [given] button to activate the Ultimate Light mode. While you are in this state you will spin constantly, attacking any surrounding enemies. You can use the left stick to aim the spin in order to deal the maximum amount of damage. However, be aware of your Light Magic supplies!

Ultimate Shadow (25,000 EXP) - Press and hold the [given] button to activate the Ultimate Shadow mode. While in this state, the left stick will make the character perform powerful charge movements in the desired direction.

Upward Guillotine (3,000 EXP) -- Using the Seraph Shoulders to double jump, this attack can lift enemies in front of you much higher into the air than the Rising strike combo, creating more time to perform additional attacks on them.

Whirlwind Flap (3,000 EXP) -- Using the Seraph Shoulders to double jump, this area attack can lift enemies all around you much higher in the air than the Rising Assault combo, creating more time to perform additional attacks on them.

Castlevania: Lords of Shadow Bestiary

This section of our Castlevania: Lords of Shadow guide is our Bestiary. This guide's bestiary is basically a mirror of the bestiary in your very own game. The following pages, separated by the first letter of the name of the creature, monster or enemy in question, is a collection of in-game information for you to view more easily on a browser. Using the information found here, you can get a good idea of what a particular enemy is all about, and more importantly, what the general strengths and weaknesses of the enemy in question are.

Some important things to keep in mind going forward. First of all, *all* of the information contained in the following bestiary pages are garnered directly from the game. The text for each enemy is copied verbatim from the game, as are the statistics, so you could always consult this identical information in your own game, should you choose to do so (the pluses and minuses represent the skull and shield icons in-game, respectively, so that a plus sign means the enemy in question is weak against something, while a minus sign means that the enemy in question is strong against something... the more pluses or minuses represented, the weaker against or stronger against an enemy is). Also, keep in mind that strategies aren't contained within. However, you can find strategies on fighting all of the game's enemies [in our Walkthrough](#). Strategies are most in-depth in parts of the walkthrough where a certain enemy is first encountered. Also, boss strategies are in the walkthrough as well.

So without further ado, enjoy!

Monsters A-E	»
Information on all enemies A-E...	
Monsters F-K	»
Information on all enemies F-K...	
Monsters L-R	»
Information on all enemies L-R...	
Monsters S-Z	»
Information on all enemies S-Z...	

		Enemies A-E	Enemies F-K	Enemies L-R	Enemies S-Z
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Animated Armor - These empty suits of armor have been given temporary 'life' due to possession by a poltergeist. They serve the Vampire Dark Lord by patrolling and protecting the Castle's halls and corridors. The spirit of this poltergeist can move from armor to armor if it so wishes, though it can take many days for the spirit to recover when doing so. Once established within a suit of armor, the poltergeist can travel between dimensions at will, causing a huge electrical outage that signals an opening between our world and the spirit world. You can tell when armor is possessed because a strange unearthly, reddish glow emanates from within the suit, indicating that its ghostly inhabitant is awake.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
-	+	---	+	+	+	+++
Size				Difficulty		
Big				Medium		

Black Knight Golem - This Golem was created using similar techniques to those involved in the construction of the Titans. However, a human body was needed to imbue the armor with great power, so Claudia's father used the corpse of a mute killer and weaved his soul within the armor to forge this magical being. The Black Knight requires souls in order to function, so Claudia lures evil creatures so that he may devour them. Despite this, the Black Knight is not evil; the soul of the killer inside the armor hopes for redemption by protecting his ward, and sees a kindred spirit in the mute daughter of his creator, whom he has eventually grown to love.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
--	+	---	--	+	+	++
Size				Difficulty		
Medium				High		

Carmilla - The three founding members of the Brotherhood of Light were brave warriors who sacrificed their physical bodies in order to become spiritual beings, able to fight God's wars against evil. They performed a mystical ritual to transform themselves into angelic creatures. Their intentions were honorable, but they were deceived and their spirits were fractured; their good sides were transported to heaven as angelic beings, while their dark sides were left behind. The second of the founders, Carmilla, was a highly skilled healer, and her talents knew no equal. Pure of soul and chaste of mind and body, she was renowned for her love of all living creatures. When the spirit left her body on that fateful night, her love for life and her purity were corrupted, giving birth to the Vampire Dark Lord.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
---	---	---	---	+	---	---
Size				Difficulty		

Medium				High		
Cave Troll - Trolls are a dying species living mostly in mountainous areas. They are aggressive and territorial. This can sometimes result in attacks on humans who are foolish enough to encroach on the Troll's natural habitat. However, Cave Trolls are usually passive around their own kind and rarely attack each other, though they will often kill to protect their kindred. Men say that when Trolls die of old age they turn to stone and this can be clearly seen in certain rock formations if one looks closely enough.						
Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
-	+	+	+	--	--	+++
Size				Difficulty		
Big				Medium		
Chupacabras - Often portrayed as evil, blood-sucking monsters, the Chupacabras' only real obsession are magical relics. When in the presence of such artifacts, they will do anything to get them. However, the Chupacabras are not inherently evil creatures, and most of the time, after a short game of hide and seek, they will return anything they have stolen.						
Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
---	---	-	---	---	---	---
Size				Difficulty		
Small				Low		
Commander Olrox - Another demon-spawned Vampire, he and his younger sibling were both inhuman before the Dark Lord found them and turned them. In fact, they didn't belong to this earthly plane at all, being lesser nether demons begat in the deepest corners of Hell. How they came into our world is still a mystery but what is known is that the Vampire Dark Lord found them and used her influence upon them.						
Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
--	+	---	-	++	+	++
Size				Difficulty		
Big				High		
Cornell - The three founding members of the Brotherhood of Light were brave warriors who sacrificed their physical bodies in order to become spiritual beings, able to fight God's wars against evil. They performed a mystical ritual to transform themselves into angelic creatures. Their intentions were honorable, but they were						

deceived and their spirits were fractured; their good sides were transported to heaven as angelic beings, while their dark sides were left behind. Cornell was the youngest of the three, but he was also the strongest. Unlike his companions, he rarely used his magic powers, preferring to fight using a great sledgehammer that none but he could wield. On that fateful night, the spirit of Cornell left his body, and all the strength and anger left behind gave birth to the Lycanthrope Dark Lord.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+++	++	---	---	--	-	++
Size			Difficulty			
Medium			High			

Creeping Coffin - Sometimes, a creeping corpse feeds directly from a dead body still in its coffin; in such cases, the plant doesn't leave but instead uses the coffin as armor. For mobility, the creature plunges its branches through the sides of the coffin and extends them, becoming a four-legged monster that's even more dangerous than usual.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
-	+	---	++	++	++	+++
Size			Difficulty			
Big			Medium			

Creeping Corpse - There is a strange, magical root that only grows in the land of the dead which feeds on the carcasses of dead creatures. This plant consumes all the organic material around it and, after it is satiated, evolves from the corpses it has ingested to become a living being. Once fully grown, the creeping corpse looks for living creatures to devour.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	++	---	++	++	++	+++
Size			Difficulty			
Big			Medium			

Crow Witch Malphas - Is it said that this monster was once a beautiful woman, a Witch who inhabited the mountains that surrounded the fortress. She was treated with respect and admiration, with many people traveling from distant regions for her sage advice. During this time she fell in love with a Prince who lived in the Keep. Besotted with him, she used her powers to concoct potions of love and enchantment so that she could have him for herself. Alas, another Witch entrapped him and he met a most gruesome end. Mad with grief, Malphas threw herself from the top of the tower and landed on the rocks below. Incredibly, she survived the fall, though her body was horribly broken. The crows fed on her and she on them and over many centuries her powers grew until she transformed into the twisted, bird-like creature she is now, intent on feeding on corpses for food. Her cries of maddened rage fill the long, dark valleys below the fortress and echo around the tower that was once a place of

love and hope.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
---	---	---	---	---	---	+
Size				Difficulty		
Giant				High		

Deadly Toys - Laura, the 'daughter' of the Vampire Lord, has brought these puppets into existence using a dark spell of her own making. She is able to control these toys and transfer the temporary life force from toy to toy, thus making them very difficult to defeat. However, so long as the 'spirit' within is defeated, they cannot return. Inside the crude stitching is the source of the spell and, by opening up the deadly toys, one can destroy the spell. This, in turn, will destroy the spirit forever, rendering the toy useless.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
-	+	---	+	+	+	+++
Size				Difficulty		
Big				Medium		

Evil Butcher - This monster of unknown origin has somehow become the 'official cook' for the Vampires. The Dark Lord uses the Evil Butcher to feed the Ghouls, Wargs and other creatures that live within the castle grounds. He carries a huge iron cleaver as his main weapon. He is not really a fighter but is dangerous and skilled with the tools found in his kitchen. However, due to his size, he needs constant 'refuelling' in order to maintain his stamina.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
--	+	---	+	++	+	++
Size				Difficulty		
Big				High		

		Enemies A-E	Enemies F-K	Enemies L-R	Enemies S-Z	
--	---	-----------------------------	--------------------	-----------------------------	-----------------------------	--

Ghoul - Despite most people believing otherwise, Ghouls are not undead creatures. In fact, their ancestors were human, but a diet of corpses and rotten flesh transformed them into horrible monsters that dwell in burial grounds and cemeteries. Ghouls usually live underground, but sometimes venture outside in small groups to scavenge for carrion. The vomit of the Ghoul is highly poisonous, but can be dispelled using Light Magic.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	+	+	++	++	+++
Size				Difficulty		
Medium				Low		

Giant Spider - These monsters are the largest type of known arachnids, and they are much more aggressive than any of the normal-sized varieties of Spider. Giant Spiders can be found in almost any environment, but they usually prefer dark, soggy places, such as old forests or grottos. Like their smaller counterparts, Giant Spiders can weave webs of sticky silk that they use to trap their prey before eating them. In fact, Spider silk is extremely strong and can even be used to make rope of incredible durability. The Giant Spider population has shrunk in recent years due to mankind's encroachment on their natural habitat.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	-	-	--	-	+++
Size				Difficulty		
Big				Medium		

Goblin - These diminutive, mischievous and crabby creatures usually avoid contact with humans. Goblins make their homes around tree roots and mossy damp areas, and like to hunt in packs. Although they can be aggressive when threatened, Goblins usually prefer to keep far from men and their dwellings. Goblins are a species on the verge of extinction, and before too long will pass into history and then myth.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	+	+	--	--	+++
Size				Difficulty		
Small				Low		

Gravedigger - The Necromancers had to keep a constant supply of corpses in order to build their army of the undead. To sustain the immense cemeteries where all these bodies were kept, the Necromancers relied on the

Gravedigger, an enslaved, nameless demon mutated and empowered with the tainted magic of these evil sorcerers. The Gravedigger uses a giant shovel to exhume the dead, and this also makes a formidable weapon in combat.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
--	+	---	---	+	+	++
Size				Difficulty		
Big				High		

Great Warg - Wargs are the principal strength of large Lycanthrope raiding parties. Some of them are 'blessed' by the Dark Lord himself which gives them new powers, such as improved strength and wound regeneration. Due to the nature of this 'blessing,' these powers are heightened by a full moon.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
++	++	+	-	--	-	+++
Size				Difficulty		
Big				Medium		

Greater Lycanthrope - Greater or 'pureblood' Lycanthropes are those spawned from the Dark Lord himself. In these cases, their condition is not considered a disease, as the transformation process has been deliberately chosen. The endowment of lycanthropy, however, is not given to just anyone by the werewolf Dark Lord, and only a handful of his more loyal acolytes have received such a gift. The Dark Lord keeps these elite guards for special missions, and they are not only fearsome but incredibly intelligent and formidable foes in combat.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+++	+++	--	-	--	-	+++
Size				Difficulty		
Big				Medium		

Gremlin - Gremlins are small, winged imps, famous for causing havoc wherever they go. Gremlins travel in large groups, infesting buildings until the occupants either escape in fear or die. Gremlins are able to breathe fire, an ability inherited from their demon ancestors, but their small bodies cannot withstand too much punishment. They are very volatile and tend to explode if hit hard enough.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
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++	++	-	+	++	++	+++
Size			Difficulty			
Small			Low			

Headless Burrower - These undead creatures are the decapitated remains of warriors from the Brotherhood. Necromancer magic has reanimated them and they prey on fellow warriors who bear arms for the Brotherhood. Using their heads they can attack at will, biting and tearing their victims. However, it is their bodies that are their weak spot and anyone caught in a battle with Zombie Heads could do well to remember that!

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	---	++	++	++	+++
Size			Difficulty			
Medium			Medium			

Ice Titan - Buried deep below the surface of an ancient lake, waiting to be found, are the remnants of a once great European civilization, among them, a Titan of war! Before Rome, before ancient Greece, this great empire possessed technology that surpassed all others, and this Titan marks the pinnacle of their achievements. A great conflict known as 'The Necromantic Wars' obliterated this once thriving civilization and this great feat of engineering was lost. When the dark spell that isolated the heavens from our earthly plane was cast, the souls of the dead were drawn to this place and somehow gave new energy to the magic runes, reanimating the Titan one final time...

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
---	---	---	---	---	---	++
Size			Difficulty			
Giant			High			

		Enemies A-E	Enemies F-K	Enemies L-R	Enemies S-Z	
--	---	-----------------------------	-----------------------------	--------------------	-----------------------------	--

Lesser Lycanthrope - These creatures are humans that have been poisoned with an infectious disease known as the 'werewolf influenza,' which is transmitted, in most cases, by the bite of another Lycanthrope. There is an old saying that goes like this. 'If you are bitten by a Lycan, better to let it gnaw,' and like most proverbs, it's probably true. Once infected with the disease, the transformation process can be completed in only a few minutes, after which the victim's mind will have been replaced with the savage instincts of a ruthless predator.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+++	+++	+	+	--	+	+++
Size				Difficulty		
Medium				Low		

Lieutenant Brauner - This Vampire is a powerful demon, turned by the Dark Lord long ago. It is well known that young Vampires are bestial in appearance, but as they become stronger, they are able to regain human form. Indeed, many of the oldest Vampires are mistaken for high-born aristocracy. However, this creature was never human and thus cannot take that form. Rather, he is a spawn of hell, possessing vampiric powers, which make him a formidable foe.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
-	+	---	-	++	+	++
Size				Difficulty		
Big				High		

Lycanthrope Dark Lord - The Dark Lord of the Lycanthropes is the personification of hate and violence. In his werewolf form he has superhuman strength and speed, far greater than even his mighty lieutenants. In addition to his natural abilities, he can also use the power of the Cyclone Boots, magical relics worn by his human counterpart. With them, he is able to jump great distances and perform powerful charge movements that can tear down most obstacles.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+++	+++	---	---	--	-	++
Size				Difficulty		
Big				High		

Mandragora - Common ingredients in the creation of magic potions, mandrake roots are an important resource

for alchemists and mages the world over. However, the harvesting of mandrake roots is a dangerous activity; when the root is dug up, the plant will scream loudly, killing anyone near it. When they are fully grown, mandrakes become Mandragora, sentient beings who survive by draining the life force of nearby creatures.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
-	++	+	+	++	++	+++
Size				Difficulty		
Small				Low		

Mechanical Monstrosity - The Vampires were not the first tenants of the castle; the previous owner was a scientist known as Friedrich Von Frankenstein. He used the castle to conceal the horrific experiments into artificial life. The Mechanical Monstrosity was one such foray. Frankenstein created this giant scorpion-like machine using the brain of a malformed medical experiment gone wrong. However, his creature proved difficult to control and now rampages through the castle killing anything it can get its claws into.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
--	+	---	++	+	+	++
Size				Difficulty		
Big				High		

Naiad - A large part of the danger in the swamps lies in the hands of creatures known as Naiads. These living things are usually passive, lying inconspicuously on riverbeds and in muddy, damp places, waiting until someone stumbles within range. When they attack, their unfortunate victims usually mistake their limbs for branches and are soon drowned... and eaten. In days gone by, these once beautiful creatures were worshipped and sacrifices were made to them, but they are now forgotten by humans and have become evil predators, plaguing both wandering man and beast alike.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
N/A	N/A	N/A	N/A	N/A	N/A	N/A
Size				Difficulty		
Small				Medium		

Ogre - The Anubian Giants are an ancient species, as old as the Earth itself. This particular Ogre is one of the last of his race left in the world. He lives amongst the walls of this deserted mountain fortress, waiting for misguided travelers to stumble in, so that he can grind their bones to make his bread. However, this particular Ogre hasn't had much man flesh for quite some time, having to settle for the odd Cave Troll. Ogres have an extremely keen sense of smell and can sniff a man from half a mile away, making them very successful trackers. Fortunately their size and clumsy nature means that their prey can often see them coming!

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
--	-	---	---	--	+	++
Size				Difficulty		
Giant				High		

		Enemies A-E	Enemies F-K	Enemies L-R	Enemies S-Z	
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Scarecrow - The Scarecrows are magical constructs of the Crow Witch Malphas that attack and kill anything that moves. Malphas creates the Scarecrows to keep Baba Yaga under her watchful eye and, where possible, to nullify her power by restricting her movements. The Scarecrows are roused by the birds which follow the evil Crow Witch's bidding. The scarecrows are extremely fast and attack with razor-sharp scythes.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	---	+	++	+	++
Size				Difficulty		
Big				High		

Skeleton Warrior - The human inhabitants of the Vampire Castle suffered a cruel fate once the Dark Lord set up her lair inside. While most of them changed into vampire Warriors, a few, mainly those who were the Dark Lord's most loyal retainers when she was human, were made into Skeleton Warriors by the spell of the Puppeteer. Unlike other beings animated by this magic, the vestiges of a once human soul make Skeleton Warriors difficult to command and they are therefore rarely found in groups greater than two or three.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
---	+	-	+	+	+	+++
Size				Difficulty		
Medium				Medium		

Small Troll - Biologically speaking, small and great Trolls are more or less equal. However, their behavior couldn't be more different; the large subspecies is fairly aggressive, whereas Small Trolls are cowardly and will quickly flee when outnumbered, often seeking the protection behind their bigger, more violent cousins, from where they will throw rocks at adversaries.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	++	+	--	--	+++
Size				Difficulty		
Small				Low		

Stone Idol Titan - The Mage-Smiths were an order of Aghartian wizards who specialized in the creation of powerful artifacts. Most of their inventions were objects of common use, such as magical clothing or enchanted weapons and armor, but probably their most impressive creations were the Titans. These golems of gargantuan

proportions were built for defensive purposes, but mages were forced to use them in the course of the war against the Dark Lords, during which most of them were destroyed.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
---	---	---	---	---	---	++
Size				Difficulty		
Giant				High		

Swamp Troll - Swamp Trolls are a rare subspecies of the larger Cave Troll. Although similar in appearance to their dry land cousins, the thick fur has been replaced with a slimy coating, similar to wet mould, which better suits the damper weather of their habitat. Swamp Trolls are ferocious in battle and display a cunning that belies their outward appearance.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
-	+	+	+	--	--	+++
Size				Difficulty		
Big				Medium		

Swordmaster - 'The spirit of the brave fight never dies,' according to a popular saying and, in some places filled with foul magic energy, the souls of slain warriors don't leave the material plane and remain trapped, their sole mission to torment living beings. These restless souls usually cover themselves in ragged clothes, maybe as a remnant of their living past. Apart from their fighting skills, they have lost all vestiges of humanity.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	-	+	+	+	+++
Size				Difficulty		
Medium				High		

The Silver Warrior - Pan, once revered as a God, rarely changes into this form, preferring peace and to protect all living things. The magical silver armor is a remnant of ancient times, a tool used for fighting the forces of evil that hasn't been worn by him for centuries. Now, out of necessity, Pan adorns his body in this ancient armor to test Gabriel one final time. Pan puts his trust in God, for no knight that is false can survive the test of arms. The loser will provide the ultimate sacrifice, according to God's will.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
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-	+	---	---	---	---	++
Size			Difficulty			
Big			High			

Vampire Dark Lord - Just like the Lycanthrope Dark Lord, the Vampire Queen was granted an animal-like manifestation of the dark parts of her spirit. It is pitifully ironic that for a healer with such a love for life, she would be transformed into a blood-sucking monster that consumes the energy of living creatures in order to survive. This ungodly bat demon uses the Seraph Shoulders to fly and can conjure up Vampire Warriors at will from anywhere in the Castle to do her bidding.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
--	+	---	---	++	++	++
Size			Difficulty			
Medium			Medium			

Vampire Warrior - A Vampire can be born from many different creatures; the ceremony itself involves the exchange of blood between the 'host' and the soon-to-be Vampire. However, vampirism has to be accepted by the recipient, so it remains exclusive to intelligent creatures. The lowest ranked Vampires usually take the form of a creature with a bat-like appearance. Over the centuries, as they become more powerful, Vampires appear more human-like and are able to transform at will from hideous creatures into human form. One can usually ascertain the power of a Vampire by its appearance and any Vampires that appear totally human are usually incredibly powerful and extremely dangerous. These particular Vampire warriors show the signs of being recently turned and cannot hide the fact that they are low level creatures bent to the will of the Vampire Lord.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	-	+	+++	++	+++
Size			Difficulty			
Medium			Medium			

Warg - Little is known about these fierce, wolf-like beasts, except that they appeared soon after the coming of the Lycanthrope Dark Lord. Despite their wild looks, Wargs are fairly intelligent creatures, capable of being tamed by lesser Lycanthropes, who ride them in battle. Wargs are ferocious creatures that attack opponents with razor-sharp claws and sharp, deadly teeth.

Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
++	++	+	-	--	-	+++

Size				Difficulty		
Big				Medium		
Warthog - The genealogy of these monstrous boars has been kept secret among Goblin tribes for centuries. It is a process that involves special breeding and feeding and large helpings of shamanistic magic. Warthogs are so scarce that having more than one of these mounts is something only a few Goblin tribes can aspire to. Goblins not only use them for riding into battle but also to consume all the rubbish and leftover scraps of food, thus helping to maintain a clean environment.						
Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	+	-	--	--	+++
Size				Difficulty		
Big				Medium		
Witch Child - These half-human, half bird-like creatures are the progeny of the Crow Witch, Malphas. The Witch-children are able to breathe fire and are extremely volatile, oftentimes dying in a blazing explosion. However, like most magically-summoned entities, their existence is short-lived and they tend to die naturally a few days after their 'birth.'						
Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	-	+	+	+	+++
Size				Difficulty		
Medium				Medium		
Zombie - Zombies are the most basic creations of a master Necromancer and form the rank and file of the Lord of the Dead's army. These reanimated corpses are an amalgam of different body parts, sewn together in a rough humanoid shape, so it is not uncommon to see Zombies with more than one head or multiple arms. Zombie carcasses are very fragile and weak, so they usually attack in large groups, using their numbers to overwhelm an enemy.						
Daggers	Explosive Daggers	Fairies	Light Fairies	Holy Water	Divine Shield	Dark Crystal
+	+	---	++	++	++	+++
Size				Difficulty		
Medium				Low		

Castlevania: Lords of Shadow Trophies / Achievements

The Achievement/Trophy section below isn't quite finished yet. There are a number of hidden Trophies/Achievements we've yet to unlock. We will update the list when we have more to share.

■ Brawler

20G / BRONZE ↓

Buy fifteen combos.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ Crusade

30G / SILVER ↓

Finish all levels in Knight difficulty.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ Dark Collector

20G / BRONZE ↓

Gather all the thirty Shadow Gems.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ Eleventy Party

40G / GOLD ↓

Get 110% completion rate in all levels.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ Epic Victory

40G / SILVER ↓

Finish all levels in Paladin difficulty.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ Experienced

10G / BRONZE ↓

Acquire 1,000 experience points.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ Gest

20G / BRONZE ↓

Finish all levels in Warrior difficulty.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Green Collector**

20G / BRONZE ↓

Gather all the thirty Life Gems.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Light Collector**

20G / BRONZE ↓

Gather all the thirty Light Gems.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Master Achiever**

50G / GOLD ↓

Complete all the Trials.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Master Fighter**

25G / SILVER ↓

Buy all combos.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Master Improver**

25G / SILVER ↓

Find all the secret Brotherhood Arks.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Master Jeweler**

25G / SILVER ↓

Gather all hidden Magic Gems.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Master Philanthropist**

20G / BRONZE ↓

Buy all the extra artwork.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Seasoned**

15G / BRONZE ↓

Acquire 20,000 experience points.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Skirmish**

15G / BRONZE ↓

Finish all levels in Esquire difficulty.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Veteran**

30G / SILVER ↓

Acquire 100,000 experience points.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

■ **Welcome to the Club**

15G / BRONZE ↓

Buy a combo.

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!