



Wiki Guide PDF

Darksiders II

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Universe



The Darksiders 2 **Universe** section contains detailed information on Characters, Locations and other aspects of the apocalyptic world Darksiders 2 is set in.

Characters

- The Horsemen
- Death
- War
- Fury
- Strife
- Charred Council
- Crowfather
- Makers
- Maker Elder
- Nephilim
- Dead King
- Archon
- Lilith
- Weapons
- Despair
- Dust

The Horsemen

The Horsemen

The four Horsemen are the last of a race known as the Nephilim, an old and ancient race that once sought to battle across the realms. The Horsemen abandoned their race in order to serve the Charred Council, the Creators appointed maintainers of the balance between Heaven and Hell. By swearing to serve the council they were given great power, and have become the protectors of the balance, ensuring that neither side gains a foothold against the other.

War



The protagonist of the first game, War is the youngest and most honorable of the Four Horsemen. He has a strong moral sense, and greatly wishes to see the balance maintained. He is extremely powerful and uses his sheer strength to win battles, and with his weapon, Chouseater, War is a force to be reckoned with.

He has been known for being hot headed for battle, but is willing to put his duty before his lust for blood. It is this very lust that has made him unfavorable to anyone who has clashed steel with the young Horseman, including the forces of Heaven and Hell.

At the start of Darksiders War is framed for starting the Apocolypse early. In that game he sets out to prove his innocence, and it is in Darksiders 2 that Death, his brother, sets out to redeem his brother as well.

Death



The protagonist of Darksiders II, Death strives to clear his brother War's name in front of the Charred Council.

Death is the oldest of the Horsemen, and he is one of the first born Nephilim. He is immensely powerful, often being called the most powerful of the four. What Death lacks in raw strength he makes up for in agility and magic, being greatly knowledgeable in necromancy.

His often stoic and calm demeanor is unsettling to his enemies, and even his allies. His bone mask hides any possible hint of emotion that his face might betray.

He is loyal to the balance and his brothers. Death has learned over the centuries that even the Charred Council might not know what is best, and he is often at times working without orders from the council at all.

Fury



Fury is the third Horseman of the Apocalypse. She uses a whip against her foes. She is loyal to both her brothers and to the Charred Council.

Strife



Strife is the fourth Horseman of the Apocalypse. He uses a set of pistols against his enemies. He is often hot headed and speaks his mind. His demeanor is known to cause friction between the Horsemen, especially Death, but he is always loyal to them.

Death



Death is the main protagonist in Darksiders II. His basic weapon is the dual scythe. Death is the cold and arrogant leader of the Horsemen and is very harsh on the others as he didn't hesitate to slice off War's arm just to teach him a lesson. Nonetheless, he heavily cares about his siblings a lot. He possesses a dark sense of humor and sees killing as an art rather than a duty as War does.

Death's Abilities

Death is far more agile than his brother War.

Wall Run

When Death jumps at an angle to a wall, he performs a wall run that carries him a set distance. Wall runs can be chained together, allowing Death to traverse down a narrow hallway by jumping and performing this maneuver between walls.

Mantle

When Death is scrambling up a high wall or wall running over a large distance he can grab hold of posts on the wall and propel himself upwards over them extending distances he can travel. Once the Death Grip is unlocked Death can even grapple onto them from a distance.

Wall Bounce

By running and jumping at a wall, Death momentarily performs a vertical wall run, slows for a moment, and then detaches. If Death jumps during the wall bounce, he leaps 180 degrees behind himself. This move can be chained together, allowing Death to run and jump up a narrow gap with walls on both sides.

Beam Running

Along thin platforms (beams, chains, etc.), War would move across these by performing hand over hand method. Death, being much more agile, simply flips up to the top of the beam and walks/runs across it.

Pillar Climb/Jump

Death can climb up pillars or other similarly slim objects with ease, and can leap to and from them.

War

War is one of the Bosses in Darksiders II.

Bio and Information

War is the protagonist of the first Darksiders. He is one of the four surviving Nephilim, and is one of the Four Horsemen of the Apocolypse.

The Horseman War has charged into countless battles astride his spectral steed Ruin, leaving trail of blood and bones in his wake. His eyes and hair are as white as the chill he casts on angels and demons alike, for the fury of his massive sword is unmatched in combat. As unyielding as time itself, War is both honorable and savage.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-war-gameplay>

Characters

Here are the major **Characters** in Darksiders 2.

- The Horsemen
- Charred Council
- Crowfather
- Makers
- Maker Elder
- Nephilim
- Dead King
- Archon
- Lilith

Charred Council

Just as in the first game, The **Charred Council** serve as ancient keepers of balance—laws that govern the eternal struggle of heaven and hell. There are three heads that physically represent the council, though the true number of council members and their identities are unknown. The heads have different roles, and speak differently. The first is harsh and accusatory; the Second questions all things, seeing the far reaching consequences of the crime before it and the judgment at hand. The Third is wise and slow to rouse, and usually offers a course of action that is most fair. Unfortunately, the council itself has been influenced by corruption, knowingly or unknowingly contributing to its strength as it devours creation.

Crowfather

The **Crowfather** is a keeper of secrets; as dark and mysterious as the namesake minions who flock to him. Like all things pertaining to The Crowfather, his race and origin are a mystery—though some believe him to be Nephilim. The Crowfather is sagely, lacking in patience and humor, but possessed of an ancient wisdom and knowledge of things forgotten, or best forgotten. when death encounters The Crowfather however, he is changed: haunted, fearful, desperate. for he has been the keeper of death's greatest secret, and bearer of the Amulet which death was to destroy in centuries past—the Amulet which contains the life essence of his people—The Nephilim! he will do anything to be rid of it. Though he resembles an old weathered crone, The Crowfather's mastery of arcane arts makes him a force to be reckoned with. his crow minions are fiercely protective, giving their very lives to strengthen his magic, or to murder any threat against him.

Makers

Masters of all creation, these Old Ones, or **Makers** predate heaven, hell, Angels and demons. They are not concerned with matters of good and evil, except when they threaten creation—this makes them believers of balance though they do not serve the Council. They are thought to be among the first creatures ever created. Their forges have crafted the mightiest of weapons, grandest of cities, and their hands have carved out entire worlds. They are acutely aware of a disruption in the balance, brought about by dark corruptive influence which is spreading and devouring creation. They are powerless to stop it. Ulthane, who aided war in the original darksiders, is among their kind.

Maker Elder

The oldest of the Old Ones, the **Maker Elder** is withdrawn and contemplative. he moves and speaks slowly, with a great wisdom and sense of inner peace. There is, more and more in his tone, a great sorrow. he has seen the end of all things, and knows that the march toward this inescapable fate has already begun. death's appearance in their world is unexpected however, and the Elder sees it as an omen, or at the very least, an unexpected wrinkle which may change the course of fate.

Nephilim

The **Nephilim** are a race of savage, powerful humanoids, now all but extinct save for the four horsemen—**War**, **Death**, **Strife**, and **Fury**. Spawned by the unholy union of Angels and demons by the demon Queen, Lilith; the Nephilim were seen as a scourge and the Council ordered the destruction of the entire race.

When Eden was awarded to man the Nephilim decided that they had enough. They decided that they wanted their own land to thrive upon and call home. They felt that if the humans were allowed to live then so should the Nephilim. It is this very reason that the Nephilim plunged much of creation into an all out war against them.

Death and the other horseman agreed to take part in this genocide in exchange for being power and the promise of their willingness to serve the Charred Council. This has haunted Death ever since, even branding him "Kinslayer".

It was at Eden, with the betrayal of the Horsemen, that the Nephilim were defeated and slaughtered.

Dead King

The court of The Eternal Throne is ruled over by a venerated **Dead King**, an ancient and dusty lord of bone. he alone knows the way to the City of the dead, and will not part easily with this secret. Quick to anger, he is at first repulsed by death who still bears the stench of the living.

Archon

Archon is one of the Bosses in Darksiders II.

Bio and Information

A powerful angel, infused with a glowing golden light, The **Archon** is bound to the shattered angelic city, and is unable to go any farther than the Crystal Spire. No diplomat, The Archon is battle hardened from countless eons of war against demons, and more recently the corruption that has befallen his own people. he is a giant of an angel, towering several heads over death.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-archon-gameplay>

Lilith

The demon Queen, **Lilith** is the bride of Lucifer. She is a cold, calculating temptress with an unrivaled lust for power. She considers herself ruler of hell with all of Lucifer's authority and Samael imprisoned on Earth. She sees in her 'son' death the unique opportunity to serve her own ends.

Locations

The world of Darksiders II is vast - almost four times the spacial size of its predecessor, and at minimum 50% bigger in terms of the main quest's length. That's a lot of game to cover.

There are five major zones in the game, including The Kingdom of the Dead, the Forge Lands, The Angel Realm and Shadows Edge.

IGN is debuting these concepts weekly, so stay tuned for more information as it becomes available!

The Kingdom of the Dead

The Kingdom of the Dead is a barren purgatory where souls are judged before they reach their final destination. With the arrival of the apocalypse, there are a few billion more inhabitants of this location! Check out IGN's exclusive walkthrough of the Kingdom, including some glimpses of its dungeons and bosses.

Click this link to see the video

<http://www.ign.com/videos/2012/07/10/the-world-of-darksiders-ii-part-one-the-kingdom-of-the-dead>

The Kingdom includes four dungeons, two of which have been revealed.

Dungeon: The Gilded arena

dungeon: The city of the dead

Forge Lands

The Forge Lands are the home of the Makers and their ancient constructs. It is one of the four major locations that Death will venture too over the course of his journey. Home to the Tree of Life, it is now being overcome by corruption. An affliction that Death is tasked with removing if he is to reach to the Tree, and continue his task of absolving War from the crime of causing the extinction of humanity.

The Forge Lands is also home the home of Ulthane, a maker who assisted War in the first Darksiders. He is referenced very briefly near the start, having apparently escaped from being trapped by the corruption.

Click this link to see the video

<http://www.ign.com/videos/2012/07/17/darksiders-ii-world-tour-part-two-the-forge-lands>

Stay tuned to IGN for more information!

Enemies

Death will encounter enemies of all types and sizes. However, they can be categorized to five general classes:

Fodder

These enemies are exactly what they are; they pose very minimal threat and they are usually there for annoyance or distraction. They usually come in numbers yet can be easily slain.

Soldier

These are the most common enemies you'll encounter. They are particularly dangerous in groups but they aren't that hard to dispose of. When fighting them, just avoid getting surrounded by outmaneuvering them and using wide-range attacks.

Elite / Champions

They are uncommon enemies that have special abilities like summoning reinforcements or reviving fallen allies. They're not that resilient but will pose a problem when left long enough on their devices.

Brutes

These are large and powerful foes that pose a significant threat to the Pale Rider. These enemies can endure a lot of punishment before they fall while having the capability to deliver heavy damage. Brutes are dangerous alone and even more threatening when mixed in a group of other classes.



Bosses

Each dungeon will feature at least one main boss enemy. These are unique masters of their own

dungeons and defeating them will require the use of special items or exploitation of surrounding objects. The walkthrough will provide very helpful tips on how to deal with these enemies.

Special Items

Redemption

This is a sidearm that Death will acquire later in the game. This can be used offensively to take out smaller targets or even soften up larger enemies. It can also be used to detonate Shadowbombs. Redemption has large clip of bullets and an unlimited supply of ammo that gets replenished over time. You can press the R3 stick to enter aiming mode and get a precise shot. Otherwise, you'll simply need to focus on a target and the Redemption's bullets will fly towards their mark.

Once Death gets the "Lure Stone" (reward for Sticks and Stones sidequest), he can also use this sidearm to draw in the energy of the scattered Stonebites throughout the realm.

Deathgrip

When used, this item releases a ghastly hand that can grab faraway objects and pull them towards Death. You'll get the same effect when using this against smaller and lighter enemies; however, when used on heavier targets, the Deathgrip will pull Death towards the foe instead. You'll know if an object or item can be Deathgripped by looking for a similar, purple hue.

Interdiction

Death will have temporary access to this special ability while in the Kingdom of the Dead. Using this ability, he can summon a Dead Lord to trigger distant levers and pressure plates. After activating a pressure plate, Death can use Deathgrip to pull himself towards the Dead Lord. These will give him access to areas he couldn't enter otherwise.

Soul Splitter

After completing his grueling task for the Lord of Bones, Death's Interdiction ability will be replaced by Soul Splitter. This ability will enable him to take into Soul form and temporarily leave his physical body behind, making it possible for him to explore in a new, different way.

The Soul Splitter will help Death traverse some unique areas and solve various puzzles. Death can also freely switch between his soul and physical forms by pressing and holding the Action button. The split soul will only have a limited range; stray too far and you'll be pulled back towards Death's physical body.

Voidwalker

Death will acquire a special tool later in the game that will allow him to activate blue, circular portals. There should be two portals activated; one for entry and one for exit. Once the two are active, simply walk into the portal to emerge to the exit point. You can also "charge" a voidwalker blast before firing it by pressing and holding the Special Item trigger. An portal opened using this method will shoot out Death at longer or higher distances. Use this property to reach areas otherwise unreachable through normal portal means. Take note that only two portals can be active at a time.

Despair



Despair is Death's loyal steed. Unlike Ruin in the original Darksiders, players will have access to their mount near the game's beginning. This allows them to use despair's combat abilities in any open spaces, and to travel faster between points in the overworld areas.

Dust

A crow given to Death centuries before the events of the game by the Crow Father. Dust has served Death loyally ever since the day that the Crow Father awarded him to Death as thanks. Dust's connection and allegiance to the Crow Father was severed when the exchange was made, and in his place Dust has been connected to Death. The two share a supernatural bond that allows for them to see into each other's mind.

Dust is neither living nor dead. **Dust** is Death's trusty sidekick – and will help players navigate through the dungeons and overworlds of Darksiders 2.

Basics

The Basics

The following are an overview of several topics that will get you started and more familiar with Death's capabilities as you progress through Darksiders 2.

- Maneuvers and Exploration
- Combat
- Leveling Up

Maneuvers and Exploration

The Pale Rider's agility and mobility will serve you well in exploring the otherworldly ruins the game has to offer. Knowing what Death can do will expand your horizons further and will give you access to areas and treasures you least expect them to be.

Wall Run

Death can run upwards or sideways onto smooth walls. Take note that he can only do this at a short distance so you'll have to plan ahead before wall running to avoid falling or running out of objects to step on or grab unto.



Vaulting

Death will vault automatically off wooden pegs or wooden hand holds during a wall run. This will help keep and extend his movement to reach longer distances. Additionally, the Pale Rider can cross wooden beams by standing on top of them and hopping to the next one or perform a wall run. This will depend on what the current environment has to offer.

Cornering

During wall run and if you come across an adjacent wall in a corner, simply jump when near and Death will continue his wall run on the next wall.

Wall Bounce

In narrow corridors, Death can jump from side to side to extend his horizontal or vertical wall run. This

maneuver is pretty useful in traversing hallways with no floors or when climbing steep shafts.



Swimming

Death can swim and dive underwater to explore any deep body of water. Use the secondary attack button to dive, jump to rise and press the evade trigger to make Death dash forward.

Interaction with Key / Objects

During your journey, you'll encounter several mechanisms, switches, levers and other objects which you'll need to operate to resume your progress. Aside from interacting with them using the Action button, further action may be required, depending on the object you're operating. Objects like pressure plates and levers can be activated by simply standing on top of them.



Hand Holds, Growths and Posts

These are very helpful objects that will help extend your wall runs or simply help you get across various obstacles. Death can grab on hand holds and shimmy between them. Growths in the other hand, are unique formation on walls which Death can freely grab unto and move on. Like hand holds, Death can also initiate wall runs and even jump from these.



Eventually, you'll encounter wooden posts, either affixed to the walls or standing alone. Death can climb up, slide down, circle around, jump upward, or jump away from them.





While clinging, Death can also leap backwards by holding the Focus trigger. This will make him turn and lean. Press the jump button again to make Death leap directly away from the object he's clinging onto.





Summoning Despair

Despair is the Pale Rider's loyal steed and companion. In large open areas, summoning Despair will make you more mobile and will allow you to cover more ground. You can also perform attacks and have Despair charge at enemies. This sudden burst of speed will consume a stamina block which regenerates over time.



Summoning Dust

Dust is the crow granted to Death by the Crowfather eons ago to guide him. He has ever since been

there to assist the Pale Rider when needed. By holding down the movement button down, or pressing "Z" for computer players, Death sends out Dust to guide him to the next point of interest to the completion of the dungeon.

Main Map

The Main Map will show your current location and other important landmarks. This is an invaluable part of your journey and will keep you on track. The map also shows other important places and objects of interests. Consult the map's legends to know more.

Dungeon Map

Every dungeon in the game contains a special item called the Dungeon Map. This is acquired from an ornate chest and will display the current dungeon's complete map. The walkthrough section of this guide will show you where to find these. It is recommended to go and acquire this whenever possible to make your dungeon crawling a bit easier.

That covers this section of the guide. If you find yourself stuck in any part of the game, do check the walkthrough section for additional help.

Combat

This section will help you familiarize yourself with the game's combat system and mechanics.

The Pale Rider's Constitution

Death's health is represented by the green bar in the top left of the screen. If it is drained completely, you'll be forced to restart to the previous checkpoint. Time your attacks so you'll have time to react and evade hostile attacks.



The game also allows Death to find and wear various pieces of equipment, which provides additional protection and reduce the damage inflicted to him. There are even some equipment that has the “Regen” property. This type of gear will slowly regenerate Death's health over time. Some even have the ability to restore a bit of HP by defeating enemies. In addition, Death can use certain pieces of equipment to block enemy attacks. Keep these properties in mind when selecting your equipment.

Death can carry a maximum of 5 potions at a time. Potions can be acquired from chests, destroying objects, enemy drop or purchased from merchants. Using a health potion only restores a certain amount of health, and it won't instantly recover a chunk of Death's HP. It will take a few seconds for his health meter to refill, so don't be too late to use it, especially when situations are dire.



Attacking, Focusing and Evading

Death's basic weapons are the twin scythes he always carry. Make no mistake however, as he can wield these weapons with fearsome lethality. Press the attack button in quick succession to perform an all-around combo that's good for most battle scenarios.



Evasion skills are necessary in almost all combat situations. Effective evasion ensures that you won't get damaged and you'll get the chance to perform a counterattack. This is also a good way to avoid getting surrounded helplessly.



Lastly, focusing. This allows you to focus your attention to one target. While focused, the target's name and health will appear above its head. Death's movement will be in conjunction to his target. However, avoid using focus too much, especially if you are engaged to a large number of enemies.



Executions

There will be chances that Death will trigger an Execution move. You'll know this when an action button appears above the head of the critically wounded foe. Death can't be damaged during the execution animation so you'll be able to enjoy every good second of the dramatic finisher. You can also increase Death's chances of triggering executions.



Damage Types

While every weapon can inflict normal damage, some weapons will have the ability to inflict one or more damage types, further increasing their deadliness.

Arcane

This is the type of damage which is inflicted by Death in his Reaper form. There are also attack combos that will allow Death to inflict extra Arcane damage by briefly unleashing his Reaper Form.

Fire

This damage type will set enemies ablaze, dealing extra damage and steady, continuous damage over time.

Ice

This damage type will inflict freezing damage and will slow them down, making it easier to avoid their attacks and land counterattacks.

Lightning

This damage type will inflict extra damage and may stun enemies, leaving them very vulnerable for a few seconds.

Piercing

This damage type can go through enemy defenses and deal significant damage. This is particularly effective against heavily-armored targets.

Critical Hits

This is not entirely a damage type but rather a chance to deal higher damage than a normal attack, depending on the critical rate of the equipped weapon and gears. Combining gears and weapons that increases this attribute further increases the chances of inflicting critical hits.

Reaper Form

As Death levels up, he will be able to unleash his Reaper form. This true form of Death drastically increases his offensive and defensive prowess by delivering devastating Arcane damage but it can only last for a few seconds. It will take a while and effort to fully recharge so it is recommended to use this ability only when necessary; such as when finishing bosses.



To activate this form, Death's "Reaper Energy" must be full. Collect Reaper Energy by killing enemies with his scythes. Later in the game, Death can acquire a special item called the "Grim Talisman" which can speed up the energy collection. This can be acquired by completing the sidequest "Shaman's Craft".

Leveling Up

Leveling up

Darksiders II features an Action-RPG system which enables Death to earn experience from slaying enemies and completing sidequests. The experience bar is located above his health bar so you'll have a full view of his progress towards the next level. For every level up, Death gains one Skill Point. This important point can be used to enhance Death's currently unlocked skills or purchase new ones.



Death's skill tree is divided in two: Harbinger and Necromancer. (Consult the Skills section for a more in-depth discussion of his skills and skill trees) You must carefully study the skills you want to upgrade or purchase so they can work well with your play style. In case you decide later on to reset your skills and recover your skill points so you can redistribute them, you must purchase a Respec from Vulgrim. This is quite beneficial if you messed up selecting the skills that you don't use often or if you want to change your Pale Rider's "build".

Attributes

Death's attributes or stats will increase as you level up though some of them can be enhanced further by equipping various gears and weapons. Here's a quick rundown of Death's attributes:

- **Health** Determines how much damage Death can withstand before losing his soul
- **Wrath** Displays the amount of wrath Death can use to activate his skills.
- **Strength** This stat determines the damage Death can inflict using his weapons. The higher the value, the greater the damage.
- **Defense** This stat determines the damage Death can endure when hit. The higher the value, the lesser the damage he takes when struck.
- **Arcane** This stat shows how much Arcane damage Death can inflict while in his Reaper form.

- **Resistance** This determines the damage can endure when hit by non-physical attacks such as magical and elemental. The higher the value, the lesser the damage he takes when hit.
- **Primary Weapon** This shows how much damage Death can inflict with each strike using his scythes.
- **Secondary Weapon** This shows how much damage Death can inflict with each strike using his current secondary weapon.
- **Primary Weapon Damage Per Second** This determines the average damage Death's weapon can inflict per second.
- **Critical Chance** This is the percentage of the chance Death can trigger a critical hit on his enemies. The default value is 3%.
- **Critical Damage** This shows the percentage multiplier of the damage inflicted when a critical hit is landed. The default value is 100% which means double damage is inflicted per critical hit.
- **Health Regen** This stat shows how much health Death regenerates per second. Unless he equips a weapon or gear that provides this benefit, the default value will be zero.
- **Wrath Regen** Same as Health Regen but shows how much wrath Death can regenerate per second. Unless he equips a weapon or gear that provides this benefit, the default value will be zero.
- **Arcane Critical Chance** This shows the chance of landing an arcane critical damage while in Death's Reaper form. Default value is 3%.
- **Arcane Critical Damage** This shows the percentage multiplier of the damage inflicted when a critical hit is landed while in Death's Reaper form. The default value is 100% which means double damage is inflicted per critical hit.
- **Execution Chance** This stat shows the percentage of Death's chance to trigger an execution move against a foe. The default value is 10%, meaning he can execute 1/10 enemies.

Weapons



Death's main weapons throughout the game are his Dual Scythes. The Dual Scythes are the most diverse weapon, changing shape in combat in to a long Polearm weapon as well as doubling as a throwing weapon. Death will find different Scythes of varying power level and ability as well as learning more devastating combos and attacks with them.

Secondary Weapons

In addition to his Scythes, Death will find a number of secondary weapons which can be used to devastating effect when combined into combos with scythe attacks. They split into two categories.

- Light Weapons - Gauntlets, Claws, Tonfas and Bucklers These are small weapons that deliver minimal or average damage but will allow Death to deliver fast, devastating combos
- Heavy Weapons - Hammers, Maces, Axes and Polearms. These are large, bulky weapons that deals heavy damage per hit but is rather cumbersome to wield and move about.

Possessed Weapons

As you explore the realms, you may chance upon very rare weapons with the “Possessed” property. These weapons have their own experience bar which you can fill by “feeding” it with other weapons. High-level weapons tend to give more experience compared to lower-level ones. You can feed a Possessed weapon by selecting it in your inventory and choosing the “Upgrade” option. You can also rename it whenever you want to.



You can level up Possessed weapons up to five times. When leveling them up, their base stats increase and there's a chance to inherit an attribute as well. For example, feeding a Possessed weapon with unwanted gear with the “Regen” property increases the chances of inheriting the said property.



Redemption

Death acquires one of Strife's pistols just as War did in the original Darksiders. The pistol Redemption doesn't do a lot of damage, but is the weapon with the longest range. The pistol is useful for taking out small flying enemies, damaging approaching creatures before switching to melee or as a way to keep a combo count racking up.

Walkthrough



The Darksiders 2 **Walkthrough** is divided into the following sections.

- The Keeper of Secrets
- The Fire of the Mountain
- Road to the Cauldron
- The Cauldron
- Road to the Drenchfort
- The Drenchfort
- Road to the Lost Temple
- The Lost Temple
- Road to the Foundry
- The Foundry
- The Tree of Life
- Road to the Gilded Arena
- The Gilded Arena
- Phariseer's Tomb
- Judicator's Tomb
- Psychameron
- City of the Dead
- Road to Earth
- The Rod of Arafel
- The Ivory Citadel
- The Black Stone
- Ending

See also: Dungeons

The Keeper of Secrets

Walkthrough

You'll be riding your faithful steed, Despair as you start the game. You just need to follow the straightforward path until you reach the ruins, where Despair automatically disappears. While on horseback, you can "charge" and expend a block of stamina to give Despair a temporary boost of speed.

The Dark Fortress

After reaching the keep, scale up the stone wall and proceed forth. As you head to the entrance, soldier-class enemies called Ice Skeletons will engage you to battle. Use your trusty scythe to lay waste on them, while evading and maneuvering to avoid getting surrounded. These enemies will most likely drop gears and/or weapons so immediately equip them. Continue forth and enter the keep.



Dust is another of Death's faithful companions. This crow will keep your bearings by showing you the way to your objective(s). Press the left thumbstick to order Dust to fly to the next objective.

Once inside, you'll encounter a pit. (Don't worry about falling for now; it has a floor and you'll be able to climb back up) Follow the tutorial and perform a wall-run on the left wall.



Before wall running across the next pit, shatter the ice from the left wall and destroy the ice skeleton. Check the newly opened passage to find a treasure chest. Open it to get a random loot inside.



Proceed to the next pit and wall-run on the wall to the right. You'll be able to grab the hand-hold at the end. Shimmy around the corner then pull yourself up. You'll find two more frozen ice skeletons. Though they won't attack you unless you free them, take note that you need experience to level up so fighting as many enemies as you can will help you develop Death faster.



Deep in the Icy Confines

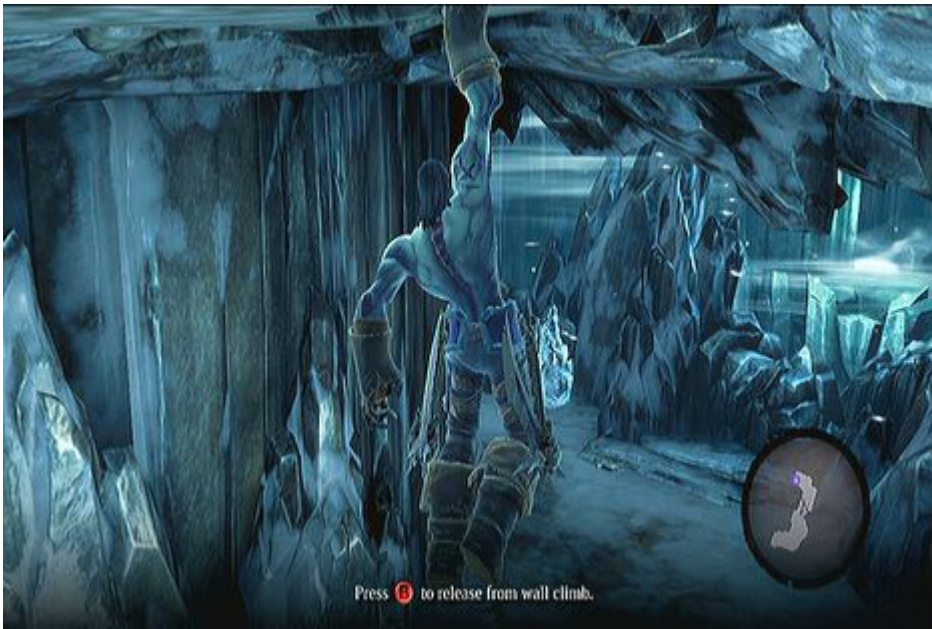
Continue forth and you'll find three hanging pillars. Jump and grab onto one then circle around, press the Focus button to lean forward, then jump to the next pillars. Upon landing on the next ledge, destroy the nearby ice skeleton for extra exp and possibly, extra loot as well.



Move on and you'll find more frozen ice skeletons that will burst free and ambush you. After getting rid of them, you'll have to scale up the stone wall. After reaching the top ledge, more ice skeletons will ambush you. Defeat them all then move forth.



Climb the vine-covered wall until you reach the ceiling. Move a bit till you get the prompt to drop to solid ground. Take out the two encased foes then scale another vine wall. Grab the hand-hold above then lean to the left to perform a wall-run and reach an open area.



Facing the ancient ice guardian

Approach to the door to trigger a battle with the Ice Giant. This is intimidating but easy foe. Just don't be aggressive too much; focus on it, then evade to outmaneuver it and perform a counterattack. Repeat until it's defeated. In case you take too much damage, don't hesitate to use a health potion.



Enter the passage that opened after defeating the Ice Giant. Perform a wall-run and aim for the wooden post to extend your wall-run. Proceed to the lift. After reaching the upper level, scale the wall nearby then drop off to the immediate ledge. Proceed a bit and you'll find a narrow corridor. This is where you'll perform a wall bounce.

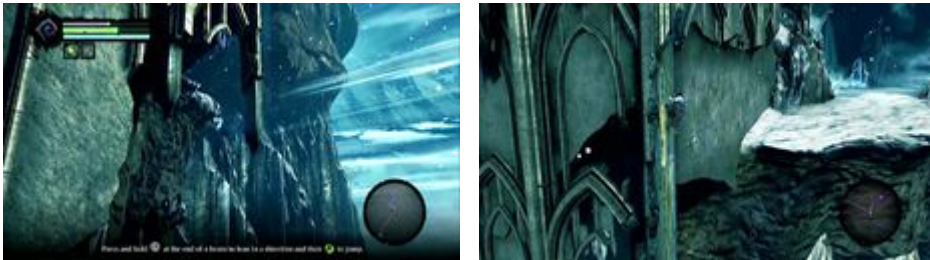


Treacherous Climb

After reaching the top, you'll have to perform a series of leaps and grabs to scale this ancient wall. First, perform an extended wall-run until you reach the vines. Climb up and aim for the wooden pole.

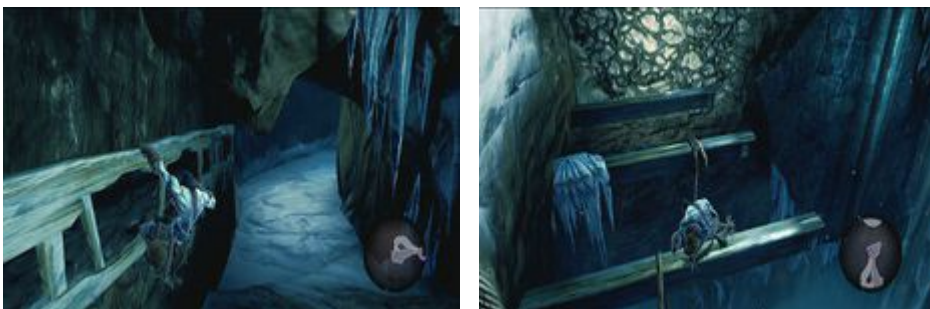


Continue scaling the vine wall to the upper right until you see a pole. Wall-run to reach it then climb up. Press and hold your analog stick up then jump to grab on the broken post overhead. Jump to the next pole and wall-run to solid ground, finally.



The Ice Cave

Defeat the ice skeletons nearby then enter the cave. You should find a vine wall inside. Grab onto it then follow the growth to find a hand-hold. Leap to the next hand-hold then drop off the cavern ahead. Move along and you'll find some wood beams. Jump on them and hop until you reach the growth.



Climb up the growth until a post is in range. Grab onto the post and climb up to reach the other half of the post. While clinging, learn to the right to grab the next two posts, then lean again towards the nearest wooden beam then jump to land on it.



Jump on the immediate beam to the left then perform an extended wall-run to reach the upper ledge. Proceed to the next area for the boss battle.



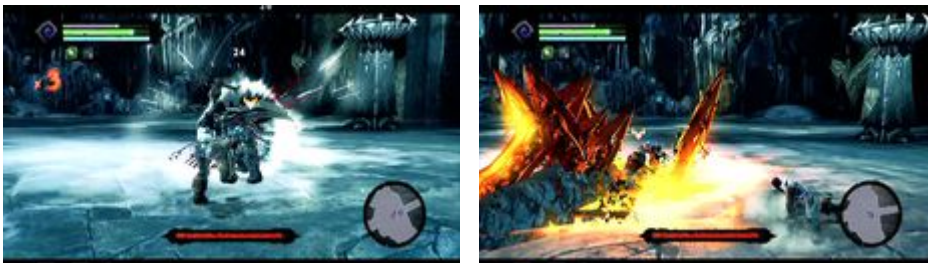
A Brother's Shadow

Boss: War's Shade

The boss will always perform three slashes. Out of the three, the last one is a bit dangerous because of the long streak of spikes that will appear from the direction of the slash. These sword swings are slow and predictable. The boss is also most vulnerable after his third swing so let him finish his attack pattern then move in for a counterattack.



After delivering a few hits, the boss will block your attack. When this happens, quickly clear out of the way since the boss will slam the ground and release a wide area of spikes. Repeat the pattern until he triggers a weapon lockdown. Press the indicated button to overpower him and resume the normal attack patterns.



Continue counterattacking and focus+evading him until you defeat the boss. Execute the Crowfather to complete this chapter.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-dark-fortress-part-2>

The Fire of the Mountain

Walkthrough

After the scene, you'll be forced in a battle against Construct Warriors. Defeat all of them to proceed with the story. After the battle, you should have leveled up. Use your skill point to purchase a skill and assign it to your skill radial.

Before heading out, go behind the statue to the left to find a chest. Open it for some random loot. Follow the passage until you reach Tri-Stone.



Tri-Stone of the Forge

You'll find a maker named Thane practicing in the plaza. Talk to him to learn more about the Corruption plaguing the world. You can also get a new skill from him called "Harvester Revenge" for free. As for the other moves, I suggest buy them later; for now, getting a few good protective gears should help while Death's level is still low.



Sidequest (The Maker Warrior): Challenging Thane to a duel opens up the sidequest. However, attempt this only when you gained a few levels or have better equipment.

Before moving forth, you can destroy the objects around for some random loot. Now head south then turn west to find a blindfolded maker named Muria. Talk to her to open new conversation options, buy talismans/potions or open up a new sidequest. Select the other conversation options to open up the last option. Selecting this will earn Death new equipment for free. The talismans she's selling are really good but at this point, you won't have enough gold to purchase one.



Sidequest (Shaman's Craft) : Muria will ask you to find three materials in the Forge Lands. You don't have to worry yourself about completing this immediately. Refer to this guide's Side Quests section for more information.

Head to the forge and talk to Alya to proceed with your main objective. After the conversation, go ahead and talk to Thane. He will then open the gate.



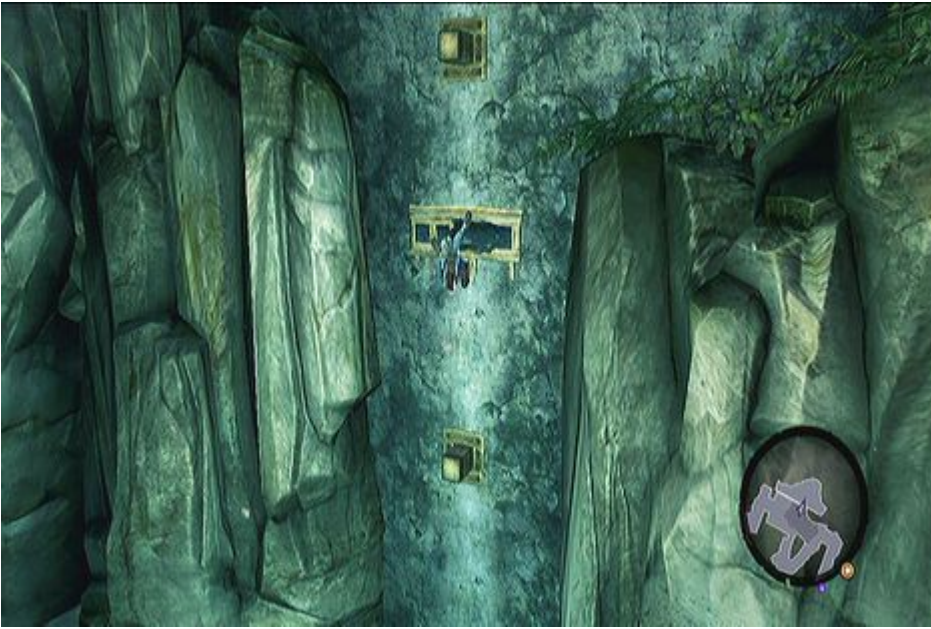
Venturing Out

Follow the trail and you'll find a pool. Dive into it to find a Boatman Coin underwater.

Boatman Coin



Wall-run on the only climbable wall and make your way up the ledge. Climb another ledge and jump down near the stairs. Go up the ledge on the other side to proceed. Keep going until you reach a vast meadow. You can now summon Despair to explore the area quickly.



Stonefather's Vale

Your objective is to the east but you can find two valuable items while you're here in the Vale.

Boatman Coin:

Ride west first and you should find this near the gate.



Book of the Dead page

Ride to the northernmost portion of the Vale to find this. There will be three enemies that will appear and ambush you so anticipate it as soon as you collect the page. Now ride to the east to the Weeping Crag



Weeping Crag

This is an optional area which you can explore. There are more treasures in the area but since you can only explore up to a certain extent, I suggest coming back later.

Boatman Coin

You can find another boatman coin underwater.



Cross the bridge and check the merchant icon to find Vulgrim. Aside from gold coins, his wares will oftentimes require Boatman Coins. You can also sell him your old, unwanted gears. Return to the main path and follow it to reach Banewood.



Baneswood

Turn left then continue heading north until you come across a small ruin. Destroy the constructs guarding it outside then enter the ruin. There's a climbable wall and peg to the right, leading to a chest. Exit the ruins and return to the main path.



You should find another chest right where the path splits.



Turn around a bit then head to the lower left corner of the map. You should see a Boatman Coin by the small cliff.



Now ride to the northeastern corner of the map to find another ruin. Destroy the objects to the left of the stairs to find a chest and get a Boatman Coin. You won't be able to do much in this ruin for now so just exit back to Baneswood.



Now keep to the left and you should find another ruin with a maker statue in the middle. There's a Book of the Dead page behind it. Ignore the chest for now as you need a special item to reach it. Ride to the southeast.



Along the trail, a chest will immediately appear in your map. Head to its location by encircling around the trail. After looting the chest, you should find another Boatman Coin floating to the left, by the cliff.



Ride and follow the trail and you'll find another ruin. Head inside and make your way to the upper floor to find a chest there. Ride out again until you reach the next area.

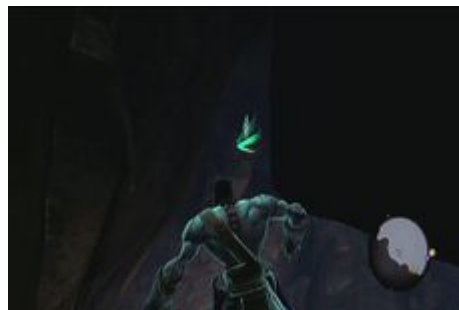


The Charred Pass

Upon reaching the Pass, you'll find a large, hollow trunk to the left. Explore it to find another Boatman Coin.



Head to the west a bit until you find a broken well. Clear the area then dive down. After reaching the bottom, look up and you should find another Boatman Coin (8) behind the piping.



Dive a bit then swim west. Swim up and you should spot a chest nearby. Find a scalable wall behind and after Death extends his wall-run using the wooden peg, jump back to grab onto a post. Focus then jump to reach the chest. Exit the well and head west up the hill to find another chest.



Head southwest to the Cauldron since you don't have the capability to fully explore the The Scar down south. You'll find yet another small ruin along the way. Make your way to the top to find another chest. Proceed to the Cauldron afterward.



Video Walkthrough

The Forge Lands

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-road-to-the-cauldron-the-charred-pass-part-4>

The Cauldron (The Fire of the Mountain Part 2)

Walkthrough

Upon reaching the entrance, you'll find Karm fighting some constructs. Join in and help him clear the area. Once done, talk to him about Muria's craft to advance the sidequest then select the other two options to proceed with the story. After he lowers the drawbridge, head to the right first to loot the chest then enter the dungeon afterward.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-cauldron-dungeon-part-5>

Road to the Drenchfort

Walkthrough

At this point, you should be ready to challenge Thane at most to complete the quest The Maker Warrior. His attacks are powerful yet slow. All of them can be easily evaded; just be careful of the move where he throws stone blocks at you three times. Don't let your guard down during this sequence then use quick counterattacks and slashes until you generate wrath. Use your skills as well to make the battle easier. Completing this side quest opens up four new "hunting" side quests. Refer to this wiki's Side Quests section for more details.



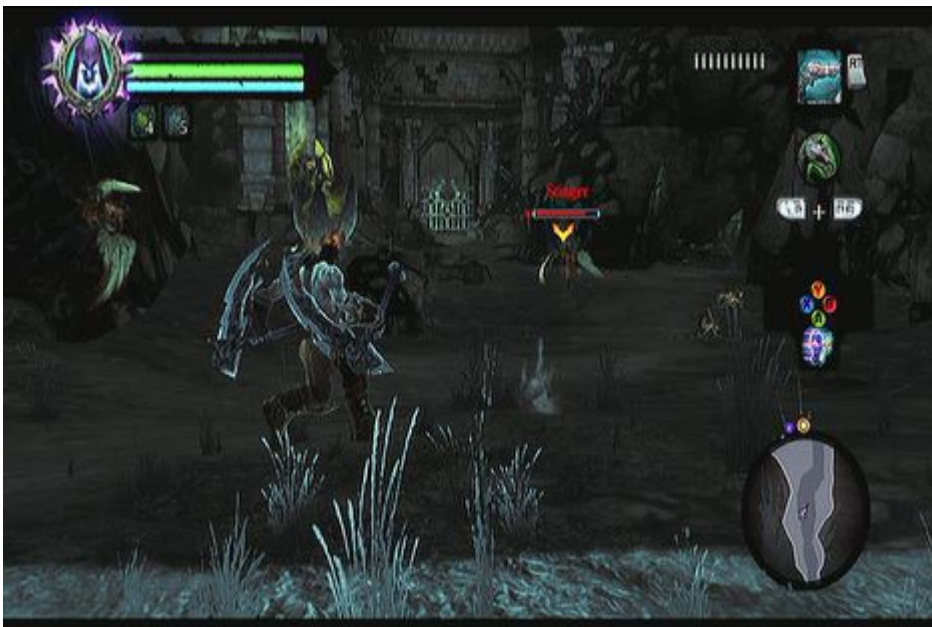
Off to the Fjord

Sell some of your junk gear and buy some new ones if you want. Now head out to the Stonefather's Vale. Ride west and you should find Karm. Talk to him to learn more about your current objective. Shoot the shadowbombs by the gate to destroy the crystals blocking the path. Ride to the next area afterward.

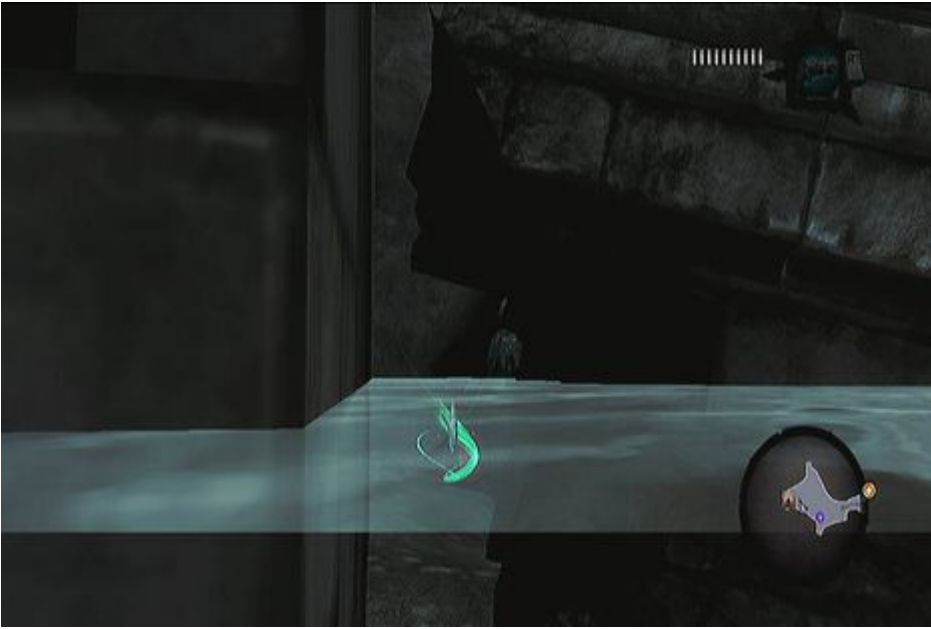


Shadow Gorge

As you ride through the Shadow Gorge, you'll shortly reach a large area with some prowlers and stingers. Killing one stinger should be enough to update the Shaman's Craft side quest. Clear the area and take out the stinger nest as well. Ride back to Karm and ask him about the Carven Stone. This will update the Shaman's Craft side quest.



Before heading west, you can check the ruins up north for a collectable. Check behind the fallen bridge near the wall to find a Boatman Coin (14). This ruins is called the Shattered Forge, which is part of a side quest later on. For now, just register it in your map so you can fast-travel here later on.



Continue to the west gate and shoot at the shadowbomb to detonate it and clear the wall. As you climb up, you'll spot a Boatman Coin to the left. Grab it then continue inside.



Once inside, a myriad of prowlers, including a savage prowler and stingers will appear. Take them all out and be careful not to fall to the pit to avoid unnecessary damage.



Exit the gate tower and look immediately to the right. You'll find another Boatman Coin there. Drop down and pull the lever to the left to open the gate.



The Fjord

Head west and go to the trader icon to find a construct named Blackroot. He will give you a new sidequest (Sticks and Stones) and a Lure Stone. You need to find all 69 stonebites and collect them by shooting them using Redemption. Refer to this guide's Collectible section for the list of stonebite locations. This guide will start counting the stonebites that you'll collect from hereon.



After talking to Blackroot, go to the left and look up. You should find a Stone of Mystics there. Aim and shoot it to collect it. Before leaving, summon Despair when you can then look around. You should spot a floating Boatman Coin nearby. Charge using Despair then jump to reach it.



Ancient Harbor

Head east then go south towards the shore. This should also activate the Fjord's waypoint in your world map.

Tip: You can fast-travel using the Fjord's waypoint to instantly reload enemies. Stalkers have a high chance of dropping good equipment and gold. If you're lucky enough, you may also score Possessed weapons from them. You can then sell the other equipment to Vulgrim and earn more dough to get even more better gears for your Pale Rider.

Go uphill to the right when you see it then detonate the shadowbomb to destroy the crystals by the pier. Jump to the water and hug the walls to the right until you can find a climbable wall under the pier. Clear the area and loot the chest.



From there, dive and you should find another Boatman Coin.

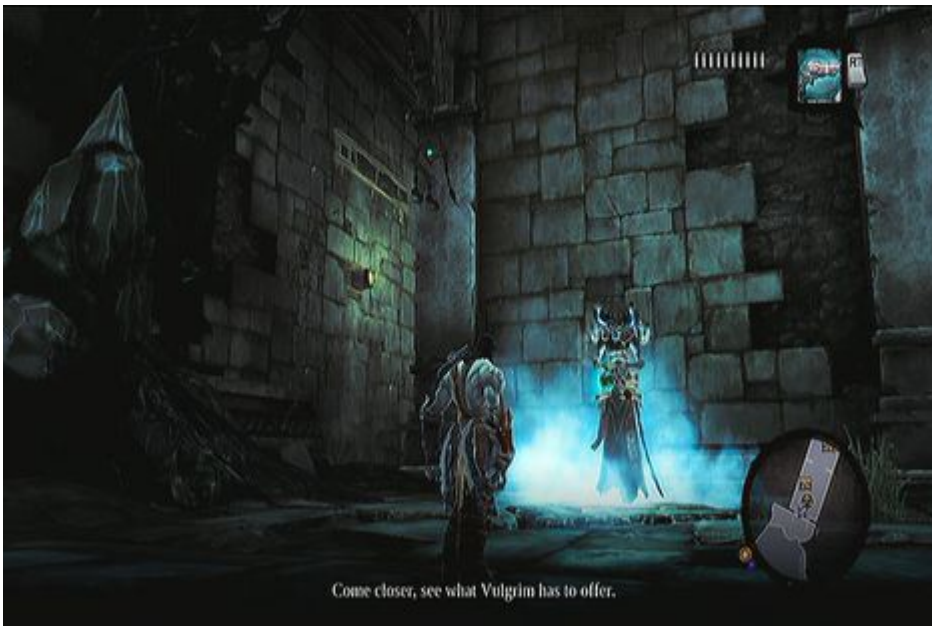


Offshore Point of Interests

Swim to the southwest until you find a sleeping giant construct. Talk to it to activate the Silent Stone side quest. You can come back for this later so return to the water and swim to the southeast this time.



You'll find Vulgrim inside so make sure to buy some new goods or sell old ones. There are two chests but for now, you can only loot the one in the upper floor. Make your way there, loot the chest then return to the main land.



Eastern Keep

Continue heading east until you find an uphill trail. Follow it up until you reach a keep. Enter it and loot the two chests. There's a Boatman Coin in the nook to the right and Stone of Power just above the entrance.



Trail to Drenchfort

Make your way to the southeast path and after passing the pier ruins and going uphill, turn left to find the black trees. Peek over the cliff to find a Boatman Coin.



Now return to the main path and follow the trail. There's a Stone of Mystics above along the path so don't forget to shoot it as well. Make your way to Drenchfort when ready.



Video Walkthrough

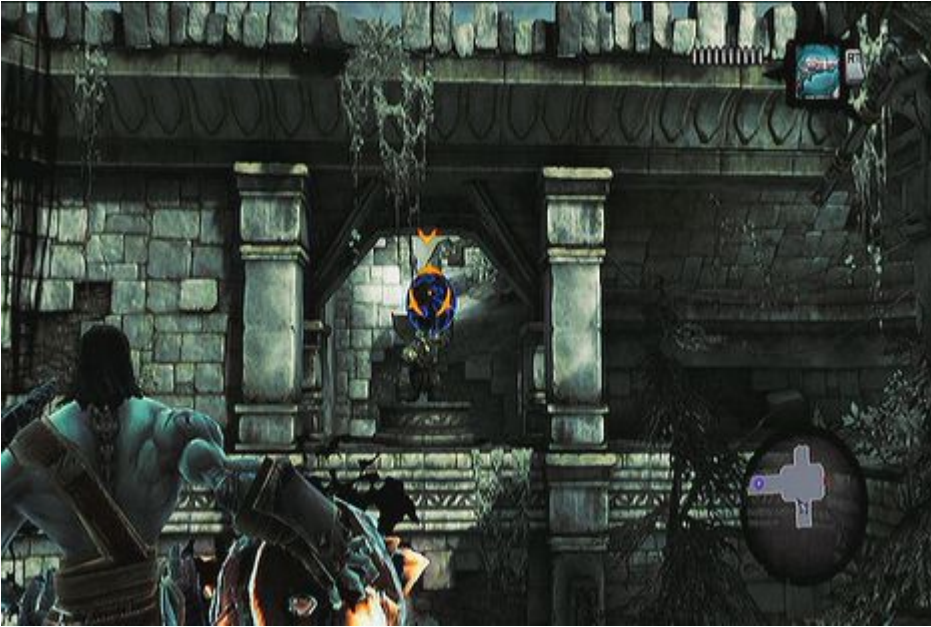
Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-road-to-the-drenchfort-part-6>

The Drenchfort

Walkthrough

Continue until you reach the a barred door with two prowlers. Dispatch them then head to the right. Climb the wall then grab a non-volatile shadowbomb. Throw it to the blue ball then shoot it dislodge it from the statue's graps. Jump down and push the blue ball in the hole to unbar to door.



Tip: The area may be confusing so the directions given in this guide will be based on the map. Remember to pull your map open if you're unsure about the direction.

Empty Basin

Enter the main basin. Your objective is to the left (eastern door) but for now, we can collect various collectibles in the area. First, head to the right and look down. Ignore the Boatman Coin for now. Instead, drop down the hand-hold then wall-run to the right. Drop this time to loot the chest below.



Now look to the south to find a Stone of Mystics hanging above the alcove. Shoot it to collect it, then proceed to grab the Boatman Coin nearby.



Jump down to the bottom of the basin and follow the tunnel going south. You should find another Boatman Coin at the end. Backtrack to the main area then scale the wall to the east.



After reaching the upper floor, walk a bit and you'll find two pegs to the left. Climb them then shimmy to the left. Drop down after the first corner to reach the chest. Now jump down and repeat the process again so you can reach the eastern door. However, don't enter it yet.

Return to the starting position and drop again to the hand-hold. Wall-run and continue to the far right until you reach a ledge, containing a Book of the Dead pag. Now climb the same two walls again and enter the door to the right (east).



Eastern Aqueduct

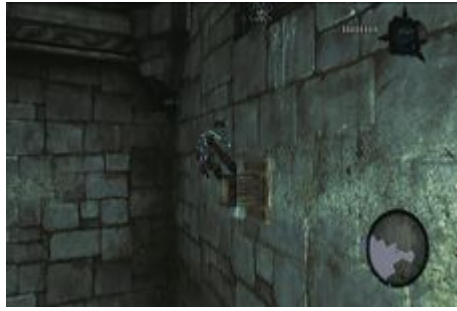
Once inside, loot the chests in the middle and northeast. Ignore the eastern door for now and proceed to the southern door instead. Once there, dispatch the prowlers and stingers. A new brute-class enemy called the Earth Crag will appear. Be careful of its charging and jump attacks; they deal considerable damage. However, they're still predictable and easy to avoid. Once the area is cleared, loot the chest here.



Return to the previous room and go through the eastern door. Follow the hallway until you reach another large area.

Just another ball puzzle

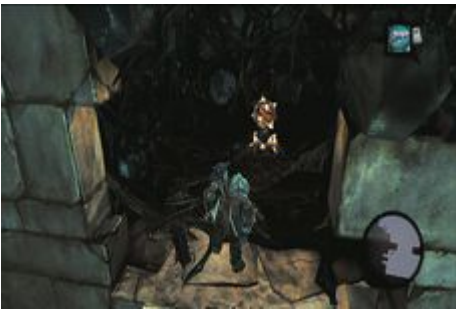
You need to place the blue balls on the two holes to fully remove the gate on the eastern door, where you need to go. But first, dive underwater to the south to reach a chest and loot it. Climb out of the water and the game will instruct you to perform extended and cornering wall-runs to reach the first ball. Do so and push the ball to the hole.



Next, get the Dungeon Map from the chest in the northwest corner, then get the boatman coin above the gate arc.



Drop down on the other side of the gate and loot the chest as well. Climb up the hand-holds to the east and you'll find a non-volatile shadowbomb pod there. Blow up the crystal to free the ball and push it to the gate.



Now grab another shadowbomb and place it on the ball itself. Step on the pressure plate in the middle to lower the gate then shoot the shadowbomb so that the explosion pushes the ball outside. Push it on the second hole to lower the gate on the eastern door.



Releasing the water

Follow the passage and destroy the hive along the way. Continue to the next area and kill the prowlers. Grab the shadowbomb nearby and use it to blow the crystals off the lever. Pull the lever to allow the water to flow in. Jump to the current and go along with it. Make sure to loot the chest above a ledge along the way. Exit to the main area.



To the Western Aqueducts

Dive down and follow the southern tunnel. Once you've reached the other side, climb the wall and do an extended wall-run to the left to reach a chest.



Backtrack then head to the right this time. Enter the next room and repel the prowler ambush. Destroy the objects inside to get a Boatman Coin.



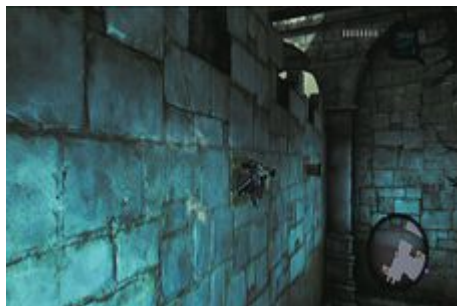
Obtaining the Skeleton Key

Continue to the next passage and you'll see the empty aqueducts. Proceed north and use the hand-holds to reach the northernmost tip of the aqueducts, where aBook of the Dead page is hiding. Jump down and take out the prowlers to get the Skeleton Key. Backtrack to the locked door and enter it.



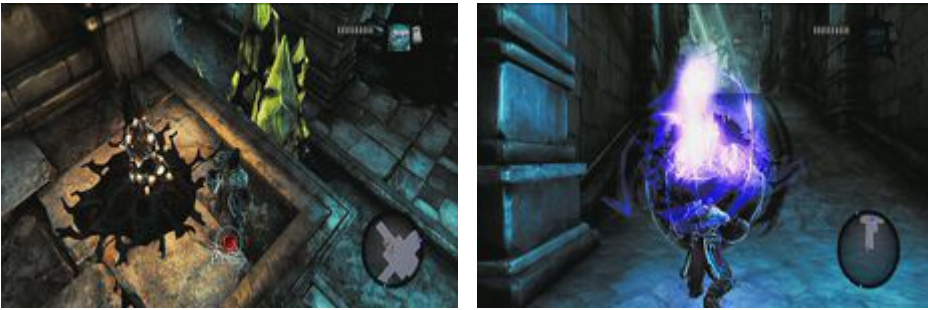
Ball Puzzle

Destroy all enemies that you'll encounter and you'll find yourself in another puzzle area. Before getting the ball out, head north (turn to the right) and loot the chest behind the wall in the northwest corner, then climb the hand-holds and do wall-runs to reach the other chest.



Head to the shadowbomb pod on the upper ledge near the crystals. Place one in the crystals and

detonate them to clear the path. Jump down and loot the nearby chest. Grab the ball then press RT to push it up the ramp.

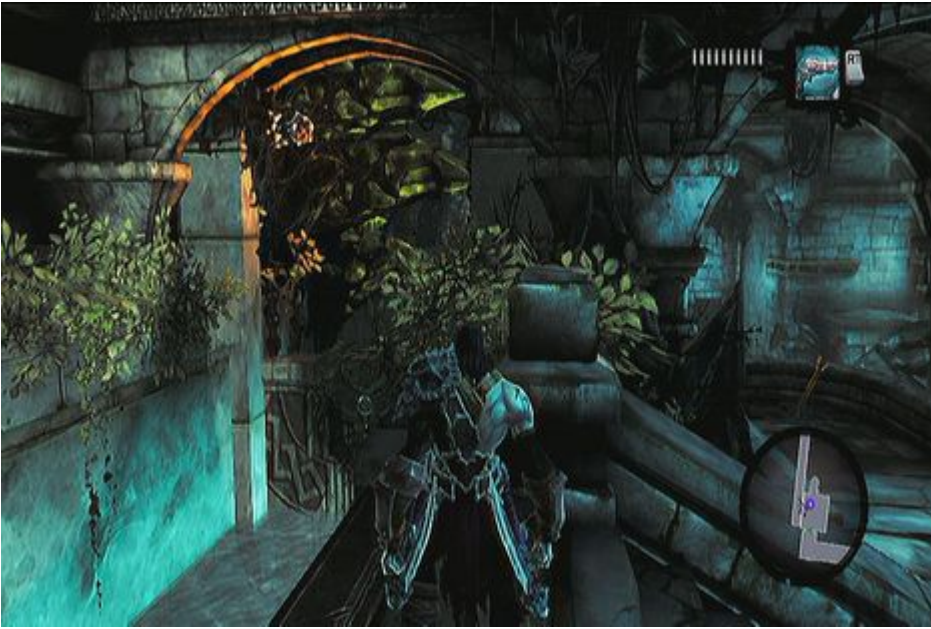


Place the ball in the hole so the platform ahead lowers. Now grab another shadowbomb, place it on the ball then step on the platform. Detonate the bomb to remove the ball in place and for the platform to go up again. Enter the next door.



Raising the western watergates

Destroy the hive along the way and continue until you reach the watergate lever. Before pulling it however, destroy the crystal above the watergate first.



After activating the lever, jump along the flow until you reach another blocked watergate. Return to the area where you got the Skeleton Key then use the hand-holds to reach the upper ledge. A Boatman Coin is available nearby. Pull the lever to open the watergate and unlock the door as well.



Boss: Karkinos

Prepare for a boss battle then head to the last area until you reach the boss chamber. Once inside, push the round egg then press RT to lob it at the mound. This should awaken the boss.

Remember what you did earlier with the blue ball and the egg? That technique will play an integral role in this battle. Wait for the boss to charge and hit the wall, then quickly look for the egg. Aim for the boss, grab it and slam it to make the boss vulnerable.



However, if the egg you thrown didn't hit the boss, it will hatch into an annoying krag. Kill it immediately when you have the chance since it can interrupt your attacks especially when the boss is vulnerable.



When the boss takes more damage, its attack patterns change. It will burrow in the ground momentarily and release homing vines or even perform a jump attack that generates damaging shockwaves. Keep repeating the process until it is defeated.



Closure

Once vanquished, pick all the loot then pull the lever outside to complete the dungeon. Travel to Tri-Stone this time and proceed to the Forge and talk to Alya.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-drenchfort-2-of-2-part-8>

Road to the Lost Temple

Walkthrough

After receiving the Maker's Key, the side quest "Silent Stone" becomes updated. Talk to Alya as well to start another side quest "The Hammer's Forge". Out of the two, you can only complete Silent Stone (and its follow up quest "Wandering Stone") at this point, since The Hammer's Forge requires a specific special item to be completed. Refer to this wiki's Side Quests section for the intricate details of completing these quests.

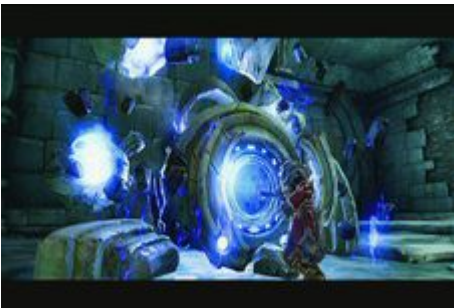


Before leaving, go to the southern side of the Forge without going outside. There's a Stone of Mystics on top of the furnace. Collect it then proceed to Fjord for the side quest or The Nook where your main objective lies.



The Nook

Enter the dungeon and activate the nearby glowing lump of stone and metal. Move it to where the glowing blue hole is then aim for the circle on the wall under the hand-hold. Press RT to extend its chain. Press B to mount the chain and run towards the next ledge.



In the next area, destroy all tainted construct warriors then use the shadowbomb to blow up the crystals. Loot the chest in the corner and traverse the bottomless room.



Further into The Nook

Follow the next staircase to an open area. Destroy the hive and kill all stingers, then destroy the objects near the well in the northeast corner to find a Boatman Coin . Climb up the wall to the west to find two chests. You can only loot one at this time so jump down and activate the lever to the south.





Underground Lava Cavern

The stairs to the right leads to the entrance so go downstairs to the left first. Wall-run across the lava pit to reach the next area. You can't fully explore this yet so enter the door to the west first. Once there, jump on the wooden beams and climb up using the peg on the wall to reach the upper beams. Step on the metal pressure bar to release the ball then drop down to the same metal bar below to release the ball. Go back to the entrance and pull the lever to call the elevator. Push the ball there then pull the lever again. Quickly get on the elevator and wait for it to stop ascending.



Now aim the ball to the adjacent elevator and push it using RT. Drop down and scale the wall to reach the upper floor.



Pull the lever to call the elevator again. Don't forget to shoot the Stone of Mystics across the other

elevator and loot the nearby chest as well. Push the ball to the hole then head to the next chamber. Loot another chest there and pull the lever to remove the gate. Head through the northern door this time.



Submerged Edifice

Dive down the water and follow the stairs underwater to reach a submerged chamber where a boatman coin is located. Follow the stairs up again until you find a couple of hand-holds. Continue following the path to exit.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-road-to-the-lost-temple-the-nook-part-9>

The Lost Temple

Walkthrough

Continue until you find Karm. You can talk to him to update Muria's side quest if you haven't done so already. Loot the chest nearby and enter the temple. Once inside, defeat all enemies then loot another chest beside the stairwell. Continue to the next door.



Activate the construct and mount it. Use its arms to destroy the crystals ahead. Move it to the hole to unbar the door, dismount it and exit.



Construct Sentinel

In the next area, you'll find the Construct Sentinel. This floating head has a shield that deflects all attacks but it lowers its guard when reviving lesser constructs. With that in mind, kill the lesser enemies first, wait for it to attempt to revive them, then land your attacks or simply destroy them using Redemption.



This enemy also drops the last material, the Carven Stone needed for the Shaman's Craft side quest. You can return to Muria to deliver the material and complete the quest if you want. After the battle, destroy the objects near the entrance to find a Boatman coin.

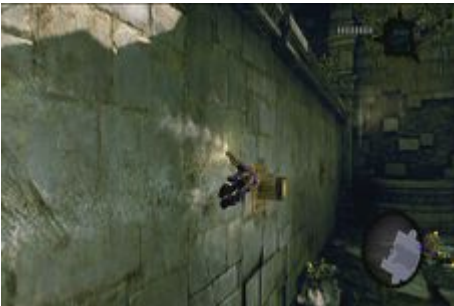


Raising a bridge

Wall-run to the newly-appeared peg and drop down past the crystals. Run along the passage until you reach a large area with an unactivated worker construct. Before going there, jump to the water and dive to find another Boatman Coin. Swim to the southern tunnel to find a chest above the water.



Return to dry land and make your way to the other side. Take out the enemies and activate the worker construct. Aim for the group of crystals to the left, across the bridge and extend its arm to destroy them. The lever should be reachable now so wall-run using nearby wall and pull the lever.



As soon as the bridge is raised, two waves of enemy constructs will appear. You can fight them on foot or you can mount the worker construct and let it do the killing. Roll the construct back to the passage and have it destroy the crystals along the path. Don't forget to loot the chest along the way.

GETting the Skeleton Key

Once you're back in the plaza, destroy the crystals south. Dismount the construct then look below the pit. You should see a Stone of Mystics there. Collect it and drop down to find another chest inside a small cavern. Climb back up, have the construct sit on the hole and aim for the plate. Aim for the plate and extend your arm so you can pass through.



Once you're in the other side, aim for the shadowbomb above the statue to blow it up and push the ball out of its hands. Push the ball to the slot and defeat the enemies that will appear. Now head to the gate, grab a shadowbomb and throw it at the ball. Make sure that you're near the pod at least when doing this. Detonate the shadowbomb and you should be able to access the chest containing the Skeleton Key behind.



To escape, use the vine-covered wall and wall-run past the gate. Return to the worker construct and detach the chain. Dismount it and open the locked door. Use the vine-covered wall again to reach the lever on the next ledge. As you drop down, a couple of enemies will ambush you; defeat them and pull the lever to open the gates.



Clearing the path of corruption crystals

Mount the worker construct again and ride to the crystal-blocked area. Loot the chest to the left (south) to get a dungeon map. There's also another chest across the gap to the north. Simply park the construct in the slot then extend its arm to the activated plate. Cross the gap to get the item. Mount the construct back and park it in the slot to the west to open the gate.



Checkpoint Arena

Enter the gate and you'll find a tedious battle against several enemies. There will be a construct sentinel for each wave so concentrate on taking out the lesser constructs first then destroy the sentinels with a few Redemption rounds. Later in the battle, you'll have to face Construct Champions.



Use any skills at your disposal to take them out and prioritize destroying the sentinels whenever you have the chance. Use any items you deem necessary as well. After the battle, the gate lowers and a

chest appears.

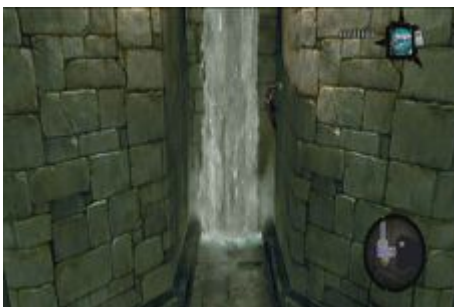


Free Loot Area

Exit through the door and enter the only one that's unlocked at this point. To cross the floor-less corridor, you have to wall-run and jump from side to side. After landing safely, look around for a nearby Boatman Coin.



Continue to the next room and perform a vertical wall-bounce on the falls. Loot the nearby two chests as well. You'll find another Boatman Coin near the tree trunk to the east and another chest as well. Enter the next chamber.



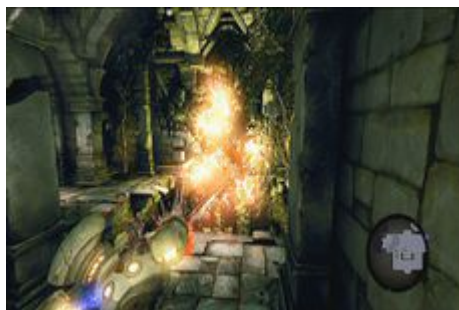


More Worker Construct Action

Once there, activate the construct to the right then move it to the elevator. Now make your way to the upper floor using the hand-holds. After reaching the upper floor, activate another construct and move it to the hole powering the elevator. This should lift the construct you left moments ago.



Mount that construct and park it to the other hole after the stairs. This should lower the gate to the left. Don't forget to grab the chest in the lower ledge ahead to find a chest. Now ride the construct that you used to lift the elevator and ride it to the narrow corridor. Ignore the Book of the Dead page behind the gate along the way and park the construct on the slot near the edge.



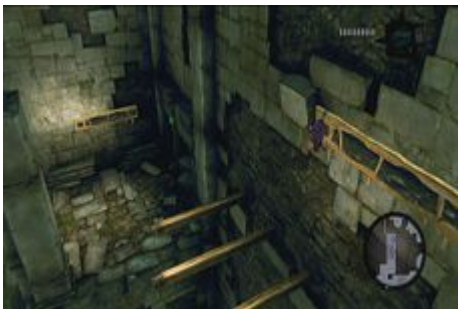
Aim for the group of crystals on the wall to reveal a plate. Aim for it and extend the construct's arm. Cross the chain and ride the other construct this time. Ride it and park on the other slot near the edge

of the ledge. This should unbar the door ahead. Cross the chain again back to the corridor and collect the Book of the Dead page. Exit through the main door this time.



Checkpoint Arena 2

Kill the constructs along the way and scale the walls to reach the next door. As soon as you land, a group of Prowlers will appear. Take out a few of them until a couple of Savage Stalkers join the fray. Avoid getting surrounded as their combos tend to be almost unstoppable. Don't hesitate to use skills and potions to survive this obstacle. Once they're done, enter the next chamber.



Last Ball Puzzle

Stingers and constructs will ambush you so take them out. Both doors are locked so scale the wall ahead to find the ball held by a statue on the upper floor. Shoot the shadowbomb to dislodge it but don't follow suit.



Look for a Stone of Power to the upper left, and hop on the wooden beams to find a Book of the Dead page in the small doorway to the left. Now jump down and push the ball in the slot. The western door should be opened after this. Head there and prepare for battle.



Hallway of Tainted Champions

In this hallway, you'll encounter two Tainted Construct Champions. Concentrate on dealing as much damage as possible to one first. After felling one champion, lesser constructs will appear. Use your crowd-control skills and avoid getting surrounded.



Evade often and single them out if possible. Heal and restock, or fast-travel back to sell some stuff if needed. There's a boss fight awaiting past the door. There's a boss fight awaiting past the door. Don't forget to destroy the objects in the area to find a Boatman Coin.



Boss: Construct Hulk

Don't bother attacking this boss directly yet. Wait for it to slam the ground and look around for some volatile shadowbombs. Grab one, aim at the boss and throw it at him. Wait for the shadowbomb to detonate and it should remove the vulnerable core out of the boss's body. Use this chance to attack him.



Be warned that lesser constructs will spawn and attack you during this phase. Make sure to deal as much damage as possible; if you have the chance, you can unleash crowd-control skills such as Harvest to protect yourself and deal damage at the same time. Repeat the process until the boss is defeated.



Closure

After the battle, go upstairs and loot the four chests there. Activate the warden and watch the following scenes. Return to Tri-Stone and talk to Eideard to complete this quest.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-lost-temple-3-of-3-part-12>

Road to the Foundry

Walkthrough

From the Forge, exit south to find the Warden outside. Talk to him to create a bridge leading to the Foundry. Karm will join you in exploring the dungeon and will help you as well in battle.



Tip: Karm won't die so don't worry about "protecting" him.

Cross the bridge and before entering the Foundry, check behind the statues of both sides to find a chest and a Boatman Coin. Enter the door afterward.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-road-to-the-foundry-part-13>

The Foundry

This mission has a reported, possibly game-breaking bug. Refer to the appropriate section below.

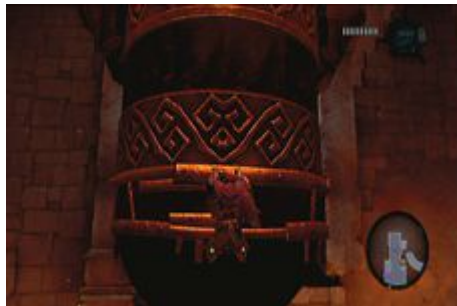
Walkthrough

Once inside, stand still a bit and look up at the passing hanged cauldrons. One of them should have a Stone of Resistance so simply shoot it to collect it. In case you missed it the first time around, just wait for the cauldrons to “re-cycle”. Jump to the left to find a chest by the shallow waters as well.



Karm's Catapult Surprise

Walk around the circular passage up to the dead end. Have Karm toss you to the other ledge the wall-run up and move around the corner. Hop on the wooden beam and wait for one of the cauldrons to pass. Grab hold of one and wait until you pass by a stone pillar to the left. Jump off to land in a ledge with a chest.

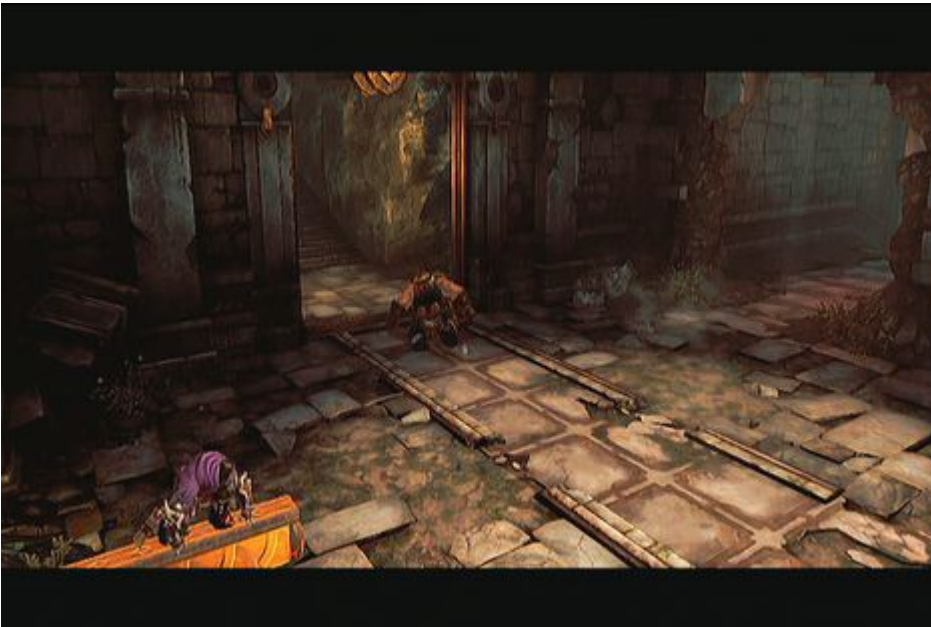


Loot the chest and wall-run to the other ledge. Destroy the constructs waiting there and pull the lever to unbar the door.



Lifting Heavy Doors

In the next room, jump on the iron beam on the wall to open the gate. Karm will enter and move under the second massive door. Release the beam and the door will fall down on Karm. He will hold it open, just enough for you to move past it.



The Lift

Go to the northeast and destroy the enemies along the way. Continue following the path until you reach a room with a large, circular lift in the middle. Continue to the east and Karm will toss you again.



Upon reaching the upper ledge, don't jump down immediately; destroy the clutter and loot the chest near the wall. Dive into the water and swim north to find another Boatman Coin. Swim to the northeast to find the exit.



Underwater Passage

Go past the blue ball and swim again until you reach a split path (look at your mini-map). Swim to the northeast to loot a chest. Step on the pressure plate to lower the gate then quickly evade or jump out of the way before it rises up. Swim to the other side to return to where the ball is.



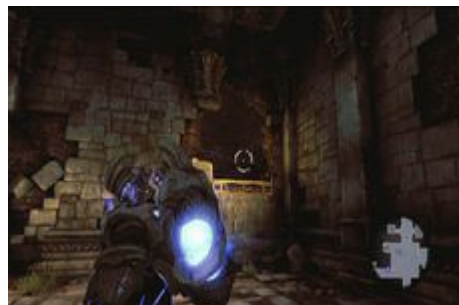
Step on the pressure plate again to open the gate. Karm will hold it open for you so push the blue ball out of the room.

Activating the Worker Construct

Push the ball towards the glyph on the wall. To activate the glyph, you need to blast the ball using RT and allow it to pass over as many ground glyphs as possible. If the ball hits the circle and it turns blue for a few moments before reverting to its original color, that means there's not enough power. Pull the ball a few steps back then try blasting it towards the circle until it turns red-orange and activate the lift.



As soon as you activate the worker construct on the lift, enemies will appear. Abuse the construct's destructive power to take out the enemies and clear the area. Before leaving, aim for the crystals in the upper ledge to the northwest and destroy them to loot the chest inside.



Moving out

Move along the crystal-filled cavern and exit to the northwest. Continue moving to the west then stop on the hole to activate the plate ahead. Extend the construct's arm and mount the chain. Keep moving until you find a vine-covered wall. Jump on it and move up. Move across the two hanging posts until you reach the next ledge. Enter the door.



To the skeleton Key

In this room, wall-run and stop by the hand-hold before the lava flows. Wait for it to disappear then quickly wall-run to the other side.

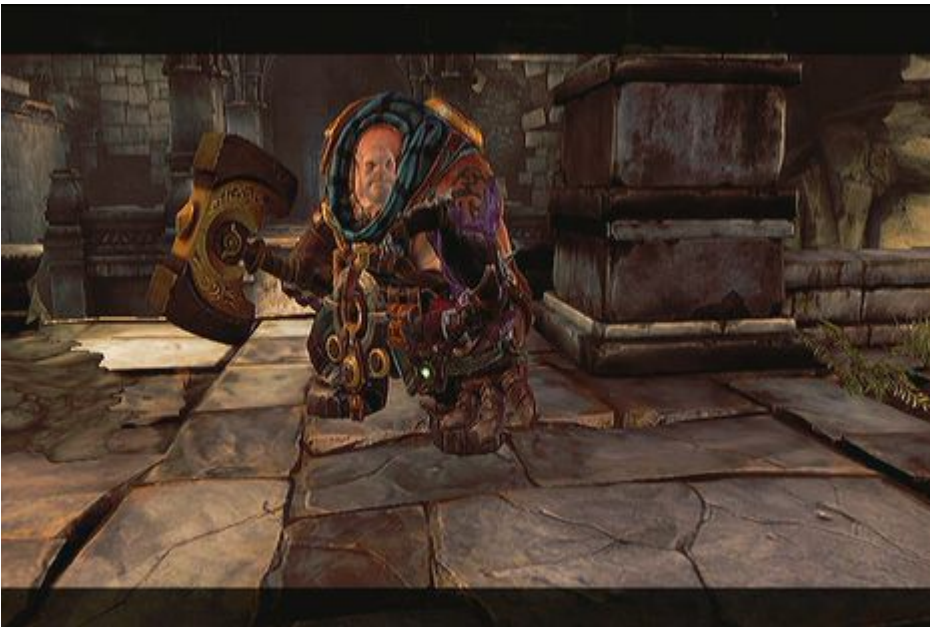


Enter the next room and defeat a wave of constructs and a Tainted Construct Champion. Exit the room and collect the Skeleton Key from the nearby chest. Jump down to the chain again (ignore the chest in the lower ledge for now) then backtrack. Leave the worker construct in its current position.



Getting the Deathgrip

Proceed to the locked door and follow the staircase up to reach another room. Have Karm toss you to the other side.



Defeat the enemies that will appear and loot the chest in the lower northeast corner. Open the door north and attack the curious-looking purple stone in the middle. This will grant you the Deathgrip ability.



Tip: This helpful skill allows you to grab hold of rings placed on ceilings and walls, enabling you to reach areas otherwise unreachable. This skill can also pull light objects such as shadowbombs towards you. The rings where you can connect using the Deathgrip will have a purple glow.

Before returning to Karm, you can peek over the edge of the central gap then deliberately fall down. Keep pressing RT until your deathgrip connects to a lower ring. Follow the dark corridor and take out the enemies along the way. Pull yourself up using the deathgrip to find a Book of the Dead page in that ledge.



Regroup with Karm and return to the stairwell. Before going down, aim for the shadowbomb on the ceiling and pull it to destroy the crystal. You should be able to loot the chest behind afterward.



Deathgrip Exploration

With the Deathgrip in your possession, you can now fully explore the dungeon (and many more extra areas outside) and collect all heartstones as well. Backtrack to where you parked the worker construct then mount its chain. Turn to the right to find a chest that can only be reached by deathgrip. After looting the chest, do an extended wall-run with the help of the pegs to the right.



Return to the massive chamber where the Guardian is and proceed to the west this time. Enemies will spawn here so help Karm clear the area. Once done, grab the shadowbomb from the wall then throw it at the switch. Cross the raised bridge afterward.



Levers and Bridges

In the next room, turn to the left and hop on the wooden beams to reach a lever. Pull it to raise half of the bridge. Turn around to the wall and climb the wooden beam. Jump off from it then deathgrip the hoop above so you can swing towards the vine-covered ceiling.

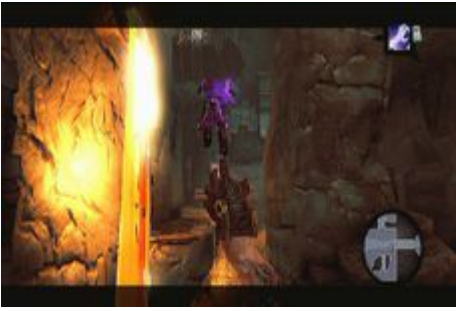


Move until you reach the end of the growth. Drop and immediately use deathgrip to reach the second level. Pull it to complete the bridge then wall-run to the right to regroup with Karm. Head to the next room and pull the lever again to activate the massive lift.



The First Heartstone

In the next hallway, the heartstone will be immediately visible. Have Karm to toss you to the other ledge. Cross the beams and wall until you can safely drop down near the pressure plate. Before stepping on it, turn around and deathgrip on the hoop above so you can loot the hidden chest. Head back and step on the pressure plate.



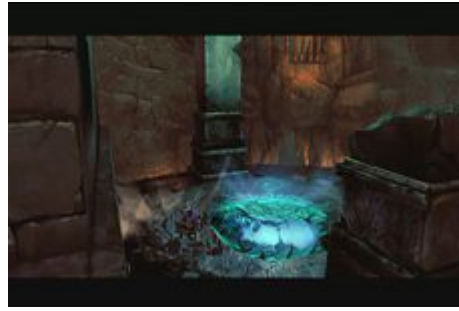
Use the deathgrip on Karm so he can toss you to the opposite ledge this time. Wall-run until you reach a couple of hand-holds. Go up to find another chest.



Once the chest is looted, wall-run again until you're able to grab a wooden post. Jump to the nearby hanging posts and drop down to the next ledge. Drop to the lower ledge then wall-run to reach the worker construct. Activate it and ride it across the lava. Grab the chest along the way.



Proceed to the southwest and destroy the crystals to move on. Continue until you find a hole where you can park the construct and activate the special plate ahead. Extend the chain and use it to reach the upper floor. Destroy the objects nearby if you want then use deathgrip on the heartstone.



Return to the lift and pull the lever to activate the lift. While the lift is taking its time to climb, waves of enemy constructs will appear. Lure them near Karm as the heartstone in his possession is a very effective crowd-control weapon. Defend yourself until you defeat all of them. Make your way back to the Guardian and the stone will automatically get placed on the guardian.



Pipe Dream

After the first heartstone was reunited with its owner, the wooden scaffolding nearby will crumble. Use the deathgrip to swing across the other side. Enter the tunnel afterward and follow it until you reach a large chamber. Don't mind the boatman coin across then enter the next tunnel to find a passage with a pressure plate. Step on it so Karm can get in and hold off the door that will drop down as soon as you step off the plate. Go through the door next.



In the large room, don't let Karm toss you for now. Instead, jump down to the water then swim to the

right (south) to find a smooth wall with a peg on it. Wall-run there to grab hold of a hand-hold then go around the corner so you can drop off to solid ground. Exit through the small tunnel to find yourself in the previous room you're in and so you can collect the Boatman Coin nearby. After collecting the coin, return to Karm and have him toss you.

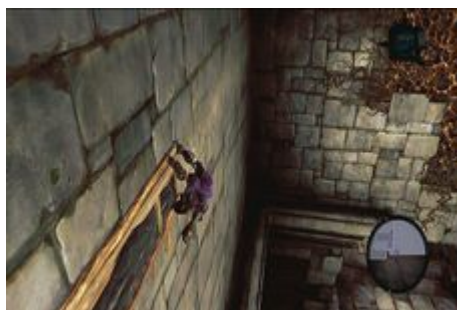


Building Bridges

Use deathgrip to jump across the gap and follow the path until you reach a roofless area. Before activating the worker construct, destroy the objects in the northeastern corner to find another hidden Boatman Coin. Power up the construct and park in the nearby hole. Extend the chain to the plate. Next, turn the lever on the platform to raise the construct.



As soon as you let go of the lever, quickly run and grab the hand-holds to the left while the platform is slowly descending. Mount the chain and use it to jump to the next hand-hold. Climb the nearby vine-covered wall then make your way to the right. Drop down and pull the lever to raise three submerged bridges in the large room.





To the Second Heartstone

Backtrack and ride the construct. Cross the bridges and head south. Clear the path until you reach the location of the second heartstone. Take out the enemies that will spawn as well.



Get off the construct and ignore the nearby lever for now. Go past the lever and dive to the water. You should find another Boatman Coin underwater.



Swim to the northeast and find a vine-covered wall you can scale on. Climb up then use the hand-holds to head to the right. Continue until you can't go on any further then use deathgrip on the hoop above to reach the next vine-covered wall. Continue going up until you reach a new area.



Tranquil Enclave

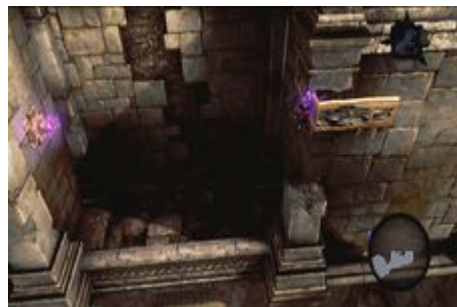
Run to the north then go to the right to find a chest near the edge of the cliff. Jump down the cliff and collect the Boatman Coin underwater.



In the immediate area, look around for a wall where you can use the deathgrip on. After scaling the wall, you'll find yourself hanging in a hand-hold. Wall-run to the right first then back-leap to land on solid ground.

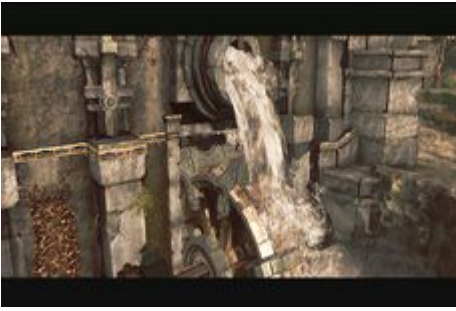


Climb on the raised platform and clear the area. Destroy all objects in the area as well for a chest to appear. Backtrack to the hand-holds you used to reach this platform then shimmy to the left, around the corner until you find a deathgrip hoop across the wall.



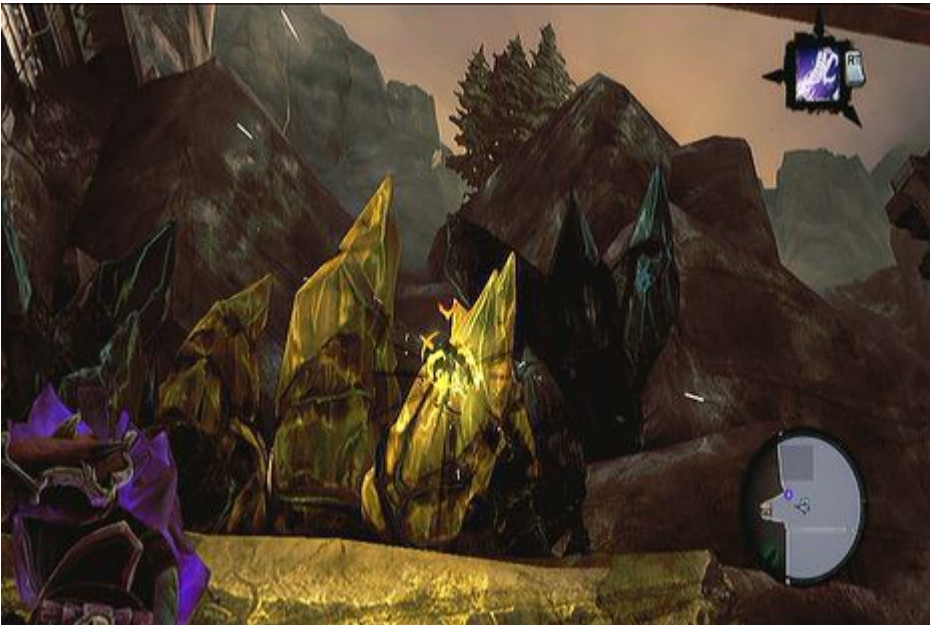
Starting up the machines

Go up the platform then pull the lever for water to pour in and power up the machines in the previous area. Swim back to the west and scale the wall to return. Regroup with Karm afterward.



Skeleton Key Action

Go to the corner where the cauldrons are passing overhead, to find some crystals on top of the higher ledge. There's a shadowbomb attached at the bottom of one passing cauldron so wait for it, grab it and throw it to the crystals to destroy them. Have Karm fling you over to the ledge so you can get the skeleton key from the chest.



Now go back to the construct you used earlier, park it to the crusher machine and dismount it. Pull the lever to crush it and for the ball to be recycled and dropped by one cauldron. Open the locked gate and push the ball inside.



To the heartstone

Defeat the Earth Crag and destroy all objects for more loot. Push the ball to the hole to remove the iron gates. Perform a vertical wall-climb to reach the upper floor and make your way to the heartstone. Use deathgrip to pull yourself to the stone and remove it from its position.



Escort Karm as you make your way back to the Guardian's chamber. You'll finally get blocked by the large metal door operated by a pressure plate behind it. Jump down the water and swim to the left a bit so you can scale the wall and nearby hand-holds. Shimmy to the left to reach the other ledge, then exit through the tunnel to reach the next area. Cross the canal and go through the next tunnel again so you can step on the pressure plate. Let Karm pass then make your way using the other tunnel back to the Guardian's chamber.

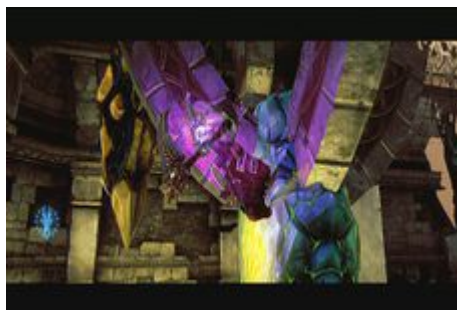
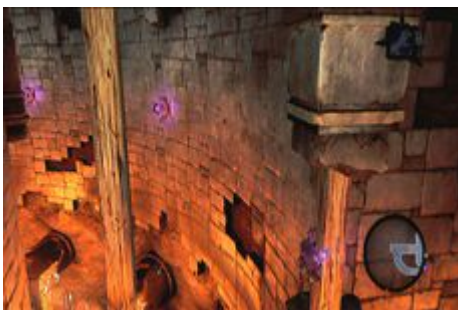


On to the third heartstone

For the third heartstone, follow Karm south and allow him to fling you over the iron gate. Find the nearby lever and pull it to remove the gate. Activate the worker construct outside and use it to clear the path inside. Continue forth and you'll find a chamber where the third heartstone lies. Clear the room off a few more crystals and park the custodian in the hole. Wall-run again to reach the upper ledge.



Use the deathgrip to reach the hanging post across. Look to the left to swing there then jump to the post in the middle. Jump again to the post on the wall then wall-run until you reach the next ledge. Follow the path until the heartstone is within range. Mount it using the deathgrip and you'll be thrown in a boss battle afterward.

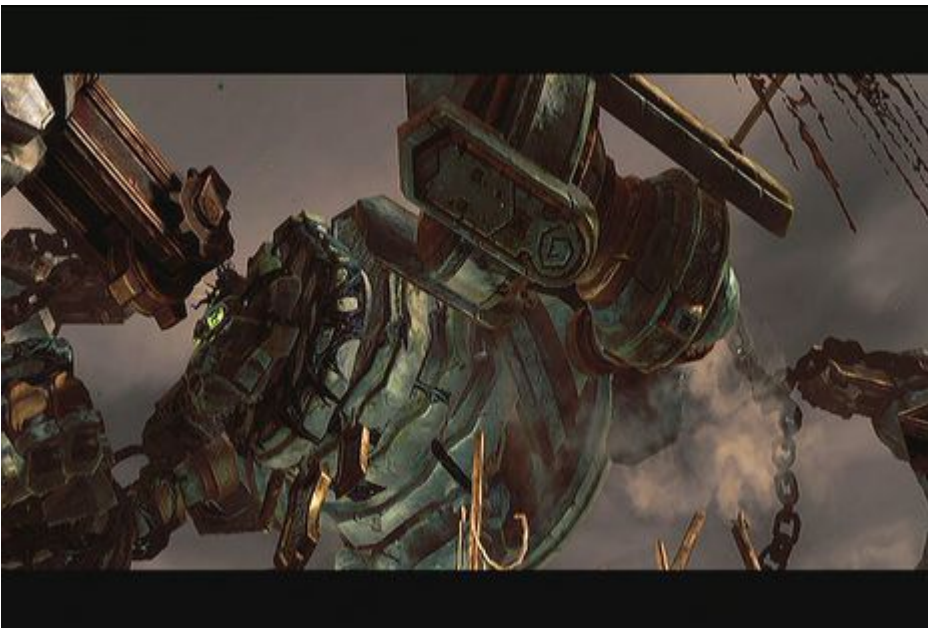


Boss: Corrupted Custodian

This boss is slow but can deal massive damage if you're not careful. You have to be careful of its spinning attack and smashing blows. Anticipate these attacks by evading twice then use the deathgrip to close the distance quickly and counterattack.



Head back to the Guardian's chamber and go in front of it to trigger the next scenes. Once done, you'll have to return to Tri-stone. Your fast-travel won't work so you have to walk all the way back.



After reaching Tri-stone, sell your junk wares and upgrade your gears if necessary. Head to the Stonefather's Vale to face the Guardian itself.

Boss: The Guardian

During this phase of the battle, run around the guardian and wait for it to smash its hammer towards you. When you see it raise it's arm, quickly charge out of the way to avoid getting damaged. While the guardian is raising its arm, aim for the shadowbombs latched on its arms and detonate them using

Redemption's shots.



The explosion will weaken the Guardian and make one of its heartstones vulnerable for attack. Approach the heartstone and use deathgrip to pull yourself towards it. Keep attacking the stone until it is destroyed.



For the second part of the battle, the Guardian will release a large, explosive bomb that will chase you around. Keep shooting it using Redemption until its HP is critically down. Once it starts floating and spinning, quickly make your way behind the guardian and have its legs stand between you and the ball. The ball will then chase you, hitting the guardian's leg when done correctly.

This explosion will then again weaken the guardian. You can use the platforms on its arm to reach the heartstone or you can just simply jump and release deathgrip so latch onto the hearstone itself. Attack it again and if its not destroyed, just repeat the same process.

You don't have to shatter the third heartstone yourself so sit back and watch the scene as Death delivers the finishing blow to the enemy. The whole chapter will be complete afterward.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-guardian-boss-fight-part-18>

The Tree of Life

Walkthrough

Before proceeding with this main quest, you can do the following:

- Tackle the first stage of the Crucible
- Looting the first Death Tomb 1
- Loot the Fjord Harbor chests
- Loot the Baneswood Ruins
- Explore the Weeping Crag and Defeat Gorewood
- Explore The Nook and Slay Bheithir
- Explore the Shattered Forge to complete The Hammer's Forge side quest.
- Finding all the scattered stonebites at this point.

Looting the Fjord Harbor chests

These is the ruins by the shore that can only be accessed using deathgrip. Go to the eastern side of the ruins and climb the wall with the help of deathgrip. Defeat the prowlers there and peek over the edge to find a Boatman Coin.



Backtrack to the balcony and swing to the southern side of the ruins to reach a chest. Backtrack a bit and drop down at ground level to reach another chest.



Baneswood Ruins

Head to the easternmost side of the map to find some ruins. Climb the northern side, then wall-run, with the help of the deathgrip to reach the other side. Loot the chest there and peek over the edge to find a Boatman Coin.



The Spark of Life

You can start this quest by talking to Muria in Tri-stone and asking her about constructs. You can't start working on it until much later in the game though.



Riding through the Verdant Hollow

This quest is rather a very short one as you only need to ride to the Tree of Life to complete it.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-tree-of-life-part-19>

Road to the Gilded Arena

Walkthrough

After arriving in the Kingdom of the Dead, the merchant Ostegoth will welcome you to the despairing and gloomy world. You can ask him questions about your current quest and trade with him as well. He will also give you a side quest to find his kin's lost relics. (Lost Relics) Should you need to go back to the Forge Lands, the portal leading back to the Tree of Life is open.



The Craglands

Once ready, head south then ride using Despair once available. Keep going until you reach the massive bridge connecting to Leviathan's Gorge. Before crossing the bridge, go to the left to find an Etn-Goth relic (1).



Leviathan's Gorge

Cross the bridge and go to the southeast to find and register the optional dungeon, Lair of the Deposed King in your map so you can fast-travel to it later. Head to the west to find a wall with a handhold on it. Grab onto it and scale the wall down to the narrow ledge below. Go up the ramp to find yourself under the bridge. Use your deathgrip to swing from hoop to hoop until you land to a hanging post.



Jump to the ledge that has corruption crystals on it then manually aim so you can pull the shadowbomb behind it. This should clear the pod and will allow you to throw a shadowbomb to the crystals overhead. Return to the hanging post and swing to reach the farthest ledge containing pressure plates and a chest. You can't fully solve this puzzle for now so loot the chest then fast-travel to the nearest landmark (which should be the Lair of the Deposed King)



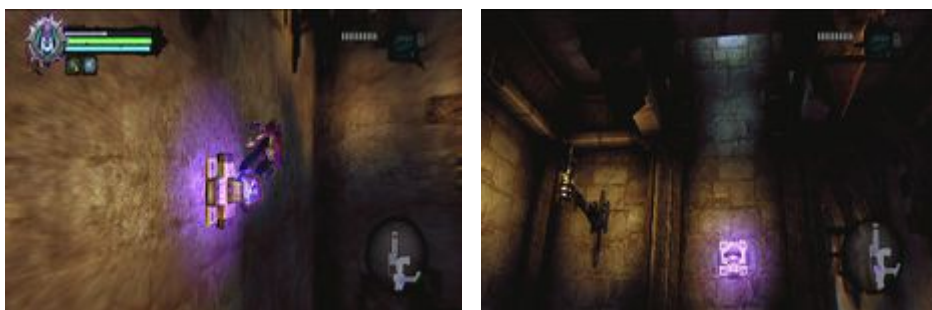
Optional Dungeon

You can explore the Lair of the Deposed King to find collectables and loot but at this point, it will be almost impossible to defeat the boss, Argul at your current level. Should you want to explore the Lair now, refer to this guide's Side Quest section for the dungeon's complete walkthrough. Otherwise, you can always come back later since Argul is the Deposed King that you need to kill to complete one of Thane's sidequests.



Off to the Breach

Continue heading to the south to find the Breach. Once inside, wall-run around the corner until you reach the vine-covered wall. Don't continue to the right but instead, look back and scale the wall with the help of the deathgrip.



Loot the chest then step on the pressure plate. Quickly get past it then loot another chest around the corner. You can ignore the other chest behind two iron grates for now. Now, drop down the shaft to the ledge below. Jump down to the ground level. You'll find more pressure plates here but you can't go anywhere for now but towards the locked skeleton door. Step on the pressure plate while facing it and wait for the iron bars to retract. Once all of them are gone, quickly do a wall-run, bouncing from side to side until you reach the next ledge.



Chain Explosion and Bridge Trick

Enter the door north and repel the enemy ambush. Exit to the east afterward. There's a shadowbomb pod near the switch, which you have to detonate remotely. Place a shadowbomb near the switch, then place the other two in a close line that will cause a chain detonation. Now cross the bridge and aim for the shadowbombs you placed. If done correctly, the explosion should activate the switch and raise the second bridge while lowering the first one.

Get the skeleton key from the chest and head back. A group of Scarabs will ambush you so use Harvest and other skills to take them out quickly. You can't raise the first bridge now so backtrack and grab on the post. Climb it then scale the wall beside it to reach the top. Loot the two chests there then drop down to the lower hand-hold. Shimmy around the corner then jump to reach the ground. Backtrack to the locked door and open it using the key.

Follow the path until you reach a cliff. Jump down and take out the skeletons. Exit through the door and look behind to find a Boatman Coin. Proceed to the next chamber and destroy all enemies. There's another Boatman Coin behind the eastern statue.

Video Walkthrough - Breach

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-road-to-the-gilded-arena-2-of-2-part-21>

The Lord of Bones

Walkthrough

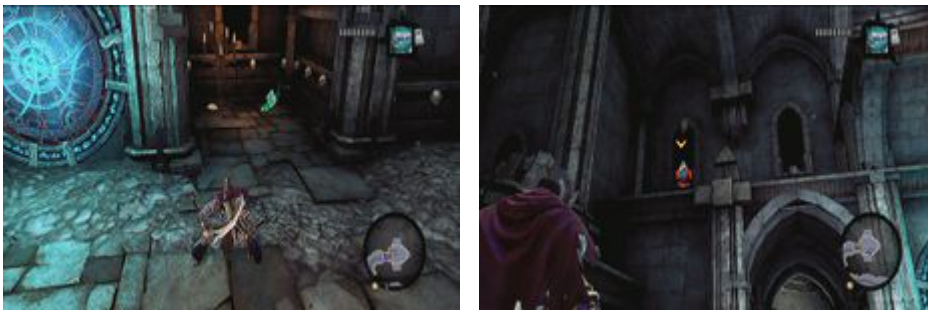
After clearing the Breach, you still have to make your way to the Serpent's Peak to summon the Eternal Throne.

The Maw

Cross the wooden bridge then go east to find a Boatman Coin near the edge. Ride to the west and continue northwest to find a small ruin.



You can't do much here until you get a specific ability later in the game so just clear the area of skeletal enemies, then destroy the boxes in the alcove to find yet another Boatman Coin. Don't forget to collect the Stone of Power on the wall to the southwest. Leave the ruins and ride towards Serpent's Peak.



Minor Detour

Before passing the arc leading to the main trail, go to the southern edge to find another Boatman Coin. Follow the trail southwest to find yet another small ruin.



Loot the chest there and push the switch. Quickly scale the wall to get the Relic of Khagoth on top.



Trail to Serpent's Peak

Return to the main trail and move along. You'll eventually find a path leading to Vulgrim. Before going there, look up to find a Stone of Mystics attached on the rock overhead. Trade with Vulgrim if you need to; otherwise, continue forth. Loot the chest you'll find along the way.



After exiting the tunnel, approach the large bell for a scene and to board the Eternal Throne.



The Eternal Throne

After boarding the airship, find the hand-hold in the other end then climb up. After reaching the upper floor, walk a bit then turn around where the path splits to loot a chest.



Continue along the path then climb the wall. Move along the growth until you reach the next ledge. Wait for the anchor to swing to the right then jump on it, at the right distance. Wait for it to get close to the next platform, then jump on that as well.



Wait for the next anchor to swing close enough, then jump on it. Wait for the next anchor to get into jumping range then get on it. Finally, wait to get into close range to use the deathgrip then use it to swing to the next ledge. Loot the chest to the right then continue to the left this time. Deathgrip to reach the growth on the hanging post. Climb up then jump to the next hand-hold.



Braving the Creaking Wood

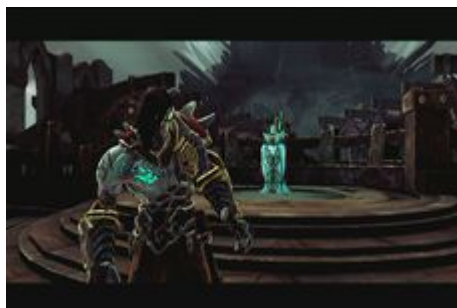
Turn around and jump to the next post where the lamp is chained to. Make your way to the other hand-holds and jump again to the right so you can safely drop down the beam below.



Use Deathgrip to reach the other beam then use the hand-holds to reach the next wooden beam. Drop down and use the deathgrip again to reach the last wooden beam. Grab onto the hand-hold and go around the corner to reach the hallway.



Follow the path the climb the shaft. After reaching the upper ledge, drop down the hole and enter the door south to reach the main deck. You can talk to the ghastly trainer in the middle and buy some new, powerful skills.

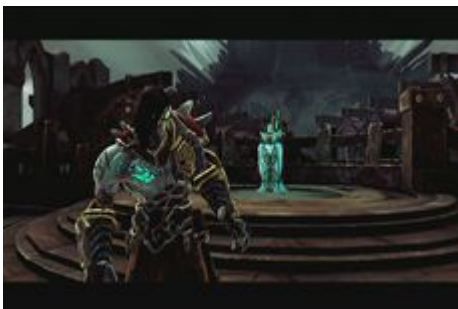


Before heading to the throne room, go to the cargo hold and destroy all objects for extra loot and gilt.

A Boatman Coin is located in one of the boxes deep inside the hold. You can also collect a Stone of Resistance behind the red curtain, on the wooden pillar.



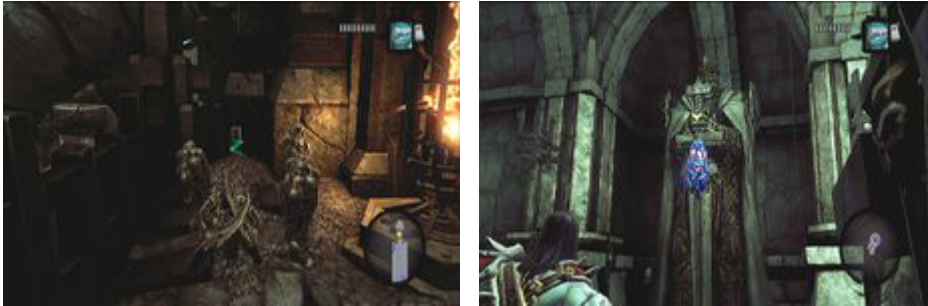
Return to the main deck and talk to the guard outside the throne room. The chancellor will appear afterward. Talk to him about the available topics and the quest will be completed afterward.



The Gilded Arena

Walkthrough

After getting your next objective from the chancellor, exit the main deck and continue north to find Ostegoth. Trade with him if you like then collect the Book of the Dead in the corner, beside the doorway. Continue forth and you should find a Stone of Mystics on the statue, past the second door.



Continue downstairs the stairwell and enter the first door you find. If you continue to the bottom of the stairwell, you'll find the exit to Leviathan's Gorge but since that's not where you're headed, ignore it for now.

Rotate the statue with the lantern so the beam of light hits the crystal above the northern door. Continue forth and before crossing the pit, jump down and loot two chests there. Climb back up and wall-run to the other side. Exit the door towards the Arena itself.

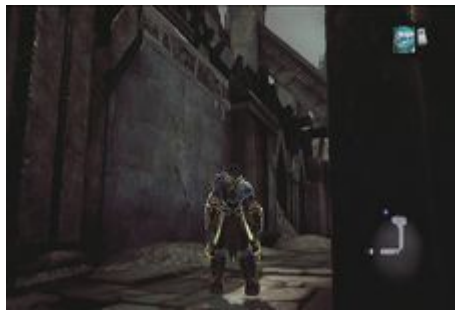


Reaching the Gilded Arena



To summon the champion, you'll have to explore the Arena's ancient hallways to find three animus stones. After the scene, head to the southwest corner to find a hand-hold. Climb up to the second balcony and turn right to the south, to find yet another climbable ledge.

Tip: While exploring, you will encounter many tombstones and coffins - both of which you can break. For some extra gold, make sure to break the coffins that are inlaid in the walls.



After climbing it, head north this time to find another ledge. Get to the upper balcony and cross the gap using deathgrip. Wall-run to reach the hidden Relic of Renagoth at the end.



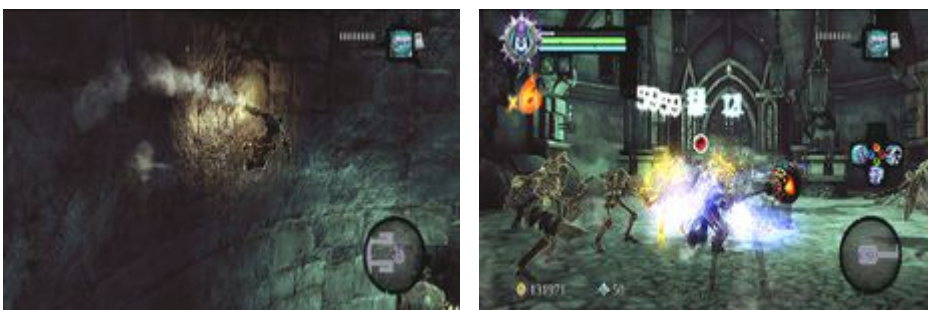
Drop down two balconies then head north then climb the ledge there to find a chest. Loot its contents and go back to the lowest balcony. Go southwest to find some collapsed ruins and a hand-hold. Reach the upper balcony using either of them. Climb the nearby ledge to find yet another chest to the east.

Climb down and follow the path to find a chest to the northwest of the balcony. Once done, go back to the lowest balcony and make your way to the southeast ledge again then enter the door in the middle.

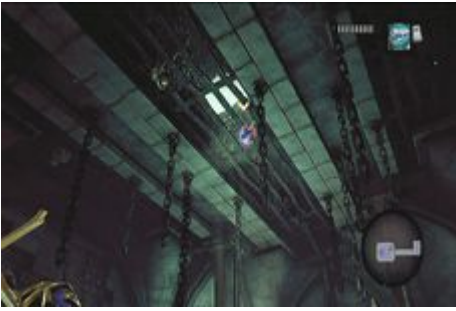


Finding the First Animus Stone

Continue along the stairwell, then wall-run past the gap and to reach the chest. Loot the chest and continue going downstairs to reach the bottom floor. Continue along the path while destroying the objects along the way to find some loot. You'll eventually reach a chamber with several skeletons.



Clear the room then look up to find another Stone of Mystics. Exit through the door and continue until you reach the next room. You should immediately find a Boatman Coin in the corner.



Lantern Pressure

Step on the pressure plate in the central platform then grab a shadowbomb from the pod in the eastern hallway using your deathgrip. Throw that bomb to the south to clear the crystals there and reveal a chest.



Grab another bomb and step off the pressure plate. Find another set of crystals across the pit and throw the bomb there. This should dislodge the lantern. Loot the chest nearby then pull the lantern towards you using the deathgrip. Now, take the lantern to the pressure plate and place it there to keep the plate depressed.



Acquiring the animus stone

Now go past the shadowbomb pod and wall-run until you go around the spiked passageway. Go past the corridor leading north but instead head to the southwest to find a push-switch. Operate it to remove the iron gates, then get close enough so you can pull the lantern. Carry the lantern to the northern room and attach it to the statue. Rotate the statue to open the northern gate.



Exit through the gate to find yourself in a large cavern. At the end, you'll find the animus stone. There's also a Stone of Mystics in one of the hanging cages. Acquire the animus stone afterward.

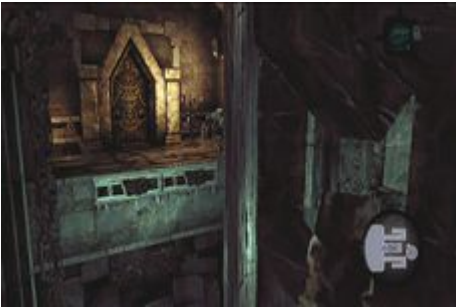


Offering the first stone

Try to exit the cavern and you'll be ambushed by scarabs. Defeat them all then return to the lantern statue. The path to the east should now be open. Walk a bit until you reach a nook. Look up to find a Stone of Power held by a skeleton. Next, investigate the writing on the wall to acquire a hidden Soul Arbiter's Scroll.



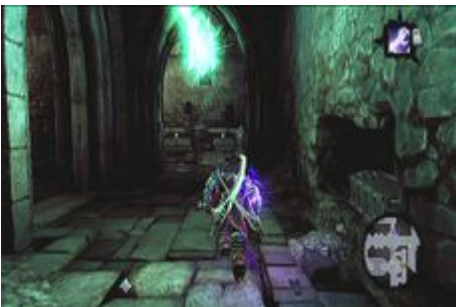
Continue to the small room ahead. Loot the dungeon map from the nearby chest then climb the wall until you reach the topmost ledge. Pull the lever to unlock the heavy, metal door and you'll find yourself in the arena itself. Head to the large skull statue and use deathgrip to place the stone on it.



After placing the stone, the door where the second animus stone is located will open. From the arena, find your way back to the main balcony then head southwest. Go up the ramp and enter the door in the middle-west.

Lighting the Way

Once inside, follow the green light and go upstairs. Ignore the lantern-less statue there the head to the west to find a shadowbomb pod attached in the bridge. Pull one using deathgrip and throw it at the crystals to the south to destroy them.



Loot the chest found at the end of the southern path you just cleared, then get another shadowbomb and return to the lower floor. Detonate the shadowbomb on the crystals to clear the way and reveal another shadowbomb pod. Next, rotate the statue to the west so the beam opens the western gate. Grab a bomb from the pod nearby and use it to destroy the crystals across the west gate.



After clearing the crystals, take the passage north and wall-run to reach the other side and collect the Boatman Coin along the way.

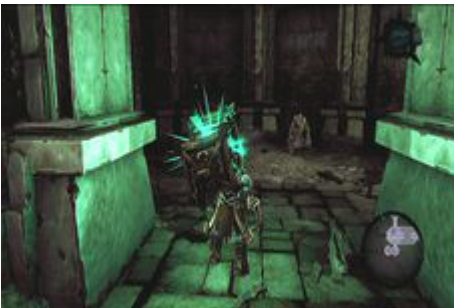


You'll find another lantern-wielding statue around the corner after passing the northern corridor. Rotate it to the west to raise the bridge, allowing you access to the Book of the Dead page. Return to the statue and rotate it to the south this time.



Returning a lost light

Loot the chest to the right then continue south. There's another Soul Arbiter's Scroll to the southwest alcove, right before reaching the southernmost rooms. After grabbing the scroll, enter the room and you'll find a lantern there. Pick up the lantern and attempt to leave the area. Enemies will appear so place the lantern down for a moment and take them all out.



Backtrack to the active lantern statue to the north then place the lantern you're carrying on the pressure plate to the east. Traverse the northern passage again to return to the starting point. Now use deathgrip to grab the lantern you have placed on the pressure plate earlier.



Put the lantern down a bit then rotate the statue to open the locked door. Bring the lantern to the inactive statue upstairs and place it there. The beam of light should raise the drawbridge. Continue forth and enter the door.



Storage of the dead

Continue downstairs until you reach the door at the bottom. Before entering it however, go upstairs a bit then go past the broken flight of stairs to find a Relic of Etu-Goth. Now backtrack to the door below and enter an ancient storage room.



There are a lot of destructible objects in the vicinity so take time to destroy them all. There are also large tombstones there that spawns a group of skeletons when destroyed. Find and destroy all these tombstones for a chest to spawn in the end.



Grabbing the second animus stone

After clearing the room, continue forth to the cavern where the next animus stone is located. A group of scarabs and skeleton archers will ambush you. The archers have a slow rate of fire but can be pretty annoying if left alone. Use deathgrip to interrupt their attacks while you use skills to take out the much softer targets. Defeat the two waves of enemies to clear the area and for you to grab the animus stone without worries.



The second offering

Proceed to the next room and destroy the weapon racks to collect random weapon loots. Exit to the next room and loot the chest there as well. Before scaling the wall in the middle, climb the ledge to the east and destroy the crates there to find a Boatman Coin.



After collecting the coin, scale the wall and reach the topmost ledge. Turn around immediately to find a chest across the gap. Use deathgrip to reach the chest and finally, pull the lever to open the door. Return to the skull altar and place the second animus stone there.



Torrent of Bones

Return to the upper balcony and make for the northernmost door this time. A skeleton champion will greet you as soon as you enter, throwing himself and summoned minions at you. Defeat them all then proceed to the next area. Enter the door to the east and follow the roundabout path until you reach the next chamber. Here, another champion awaits. Defeat him and several of his skeleton spawns until the room is cleared and you're free to proceed.



Once you've reached the throne, stand on the pressure plate and deathgrip a shadowbomb from the bridge. Now stand beside the throne and throw the bomb to the push-switch to activate it. The throne will rotate, allowing you access to the cavern of the third animus stone.



Hulking Scarab



If you thought that you'll be smashing bones again, you're wrong. You'll be in a mini-boss fight against a Scarab Hulk. This enemy can deflect your attacks, more agile and deals considerable damage with its jump attacks. Remain mobile yourself and attack whenever you get the chance to until it is taken care of.



Finally, grab the last animus stone and return to the arena. Place the last animus stone on the altar to complete the offering and summon the champion.

Boss: Gnashor

For the first part of the battle, the boss will be burrowing underground and occasionally attack you. Concentrate on evading first and wait until the boss briefly goes above ground and reveals its skull for a moment. Use the deathgrip to grab the head and render it helpless to attacks for a few seconds. Repeat this until its takes critical damage.



The head will then join its main body. Be careful as this form has really damaging attacks. Focus on the body and make quick counterattacks and rear blows. After dealing significant damage, the boss will let out a howl. Use this chance to grab the skull again, pulling it out of the body and rendering it helpless for a few seconds.



The skull won't rejoin its body immediately but will burrow and attempt to surprise attack you. Concentrate on evading it again. Once you feel that the ground underneath you is shaking, evade immediately to avoid getting damaged. Once the skull rejoins the body, repeat the same process until it falls.



After defeating it, collect your loot and return to the Eternal Throne. Talk to the chancellor to complete the quest.

Video Walkthrough

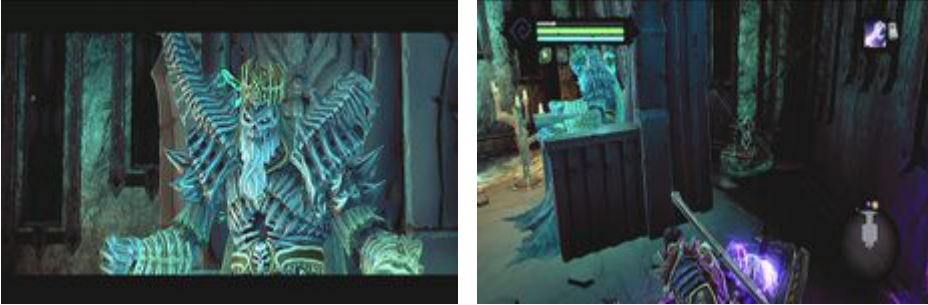
Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-gilded-arena-4-of-4-part-25>

Phariseer Part 1

Walkthrough

After the scene, check the back of the king's throne to find a Relic of Etugoth.



Exit the Eternal Throne and make your way back to the stairwell. Upon reaching it, continue down to the bottom of the stairs to reach a massive door. Unlock it using the lever nearby. This will take you to Leviathan's Gorge.

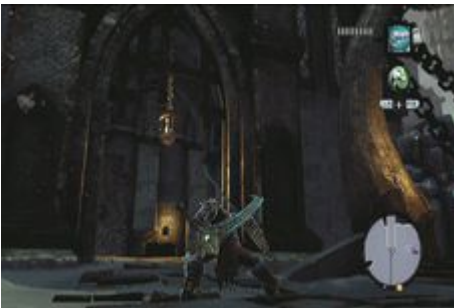


Once outside, go past the ruins and follow the cliff edges to the right to find a Relic of Renagoth behind a large thorn. After getting the relic, there's no other important items in this area for now so fast travel to the Breach's southern exit (Registered as The Maw in the map)

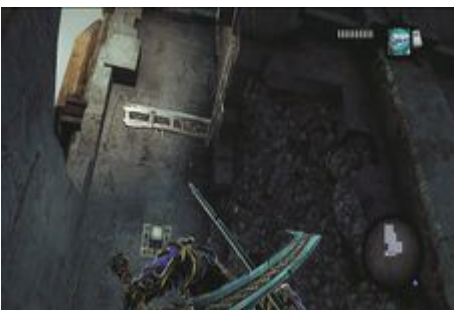


Tower Ruins

Cross the bridge to the south and continue towards the Phariseer's Tomb. As soon as you cross the bridge, you'll find two ruins nearby; one is the Sentinel's Gaze which is marked in the map and the other is an unnamed tower. Enter the ruins and head north downstairs. Turn to the right to find a Boatman Coin.



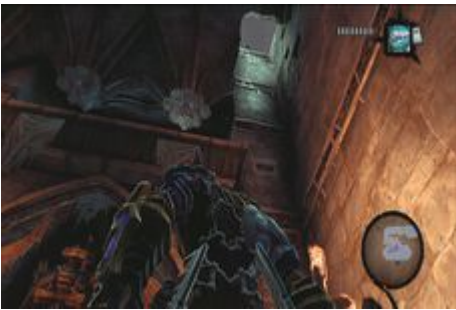
Backtrack a bit then climb the western wall. Continue traversing the vines as it leads outside. Wall-run with the help of the peg to reach the balcony.



Ignore the two blocked chests for now; instead, walk around to find a Soul Arbiter's Sacred Scroll in the middle. Now climb up the nearby hand-holds to reach the lantern statue. Rotate it so the beam of light points towards the Breach.



Fast-travel to The Maw marker in your map and enter the Breach. Climb the wall to the left and make your way back to the rooftop using the vertical shaft. After reaching the rooftop, continue past the lantern statue and loot the chest beside the wall. Collect the Stone of Resistance attached on the rock. Now rotate the statue so the light beams toward the previous ruins you checked earlier.



Fast-travel to the Sentinel's Gaze and make your way to the top of the tower again. Loot the chests then go around the balcony then activate the switch. Climb the ledge and loot the chest in the platform.



Sentinel's Gaze

Judicator Part 1

Walkthrough

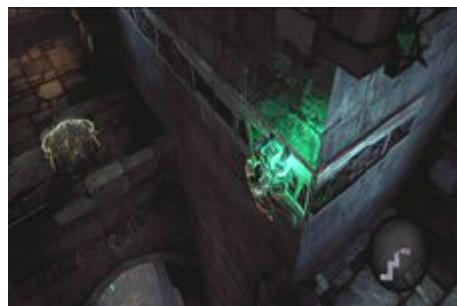
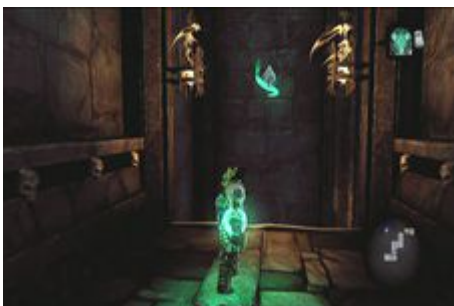
This is the first part of the main quest "Judicator" and will cover after getting Phariseer and the Interdiction skill up to the point that you arrive at the Judicator's Tomb. This walkthrough aims to help you find Collectibles along the way.

The Southern Gate

The Judicator's Tomb is located in the Spine, to the southeast. Before going there, you can return to Ostegoth to trade the relics you found to get gilt, hp & wrath increase or free skill points. You can also sell some of your unwanted stuff and upgrade your equipment. When ready, head south of the Phariseer's Tomb to reach a gate. Step on the summoning circle and call forth Phariseer. Send him to the lever to pull it open.



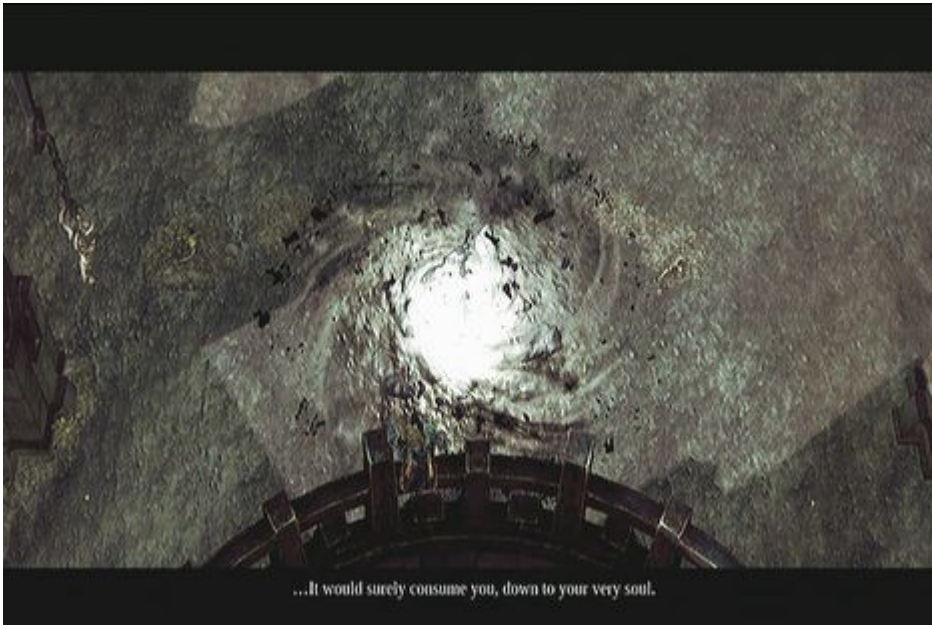
Once the gates are down, take the southern corridor first then climb the wall. Turn around and jump to get the floating Boatman Coin. Scale the wall up again and follow the path until you find a hand-hold in the corner. Grab on it and move around the corner to reach a chest.



Psychameron

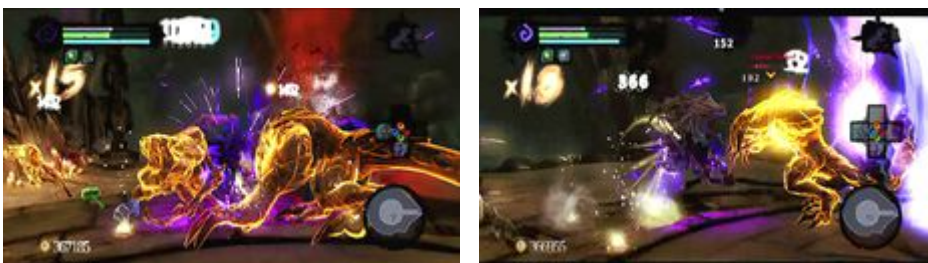
Walkthrough

Fast-travel to the Gilded Arena and enter the door leading to the stairwell. Continue to the first door. If its locked, just wait for a few seconds and it will open. Proceed to the arena itself for a scene and for you to travel to the Psychameron.



Brutal Welcome Party

You'll be fighting two undead stalkers as soon as you arrive. Killing the first one will cause undead prowlers to spawn so make sure take them out then concentrate your attacks until the last stalker is down. Once cleared, continue upstairs to enter the door.

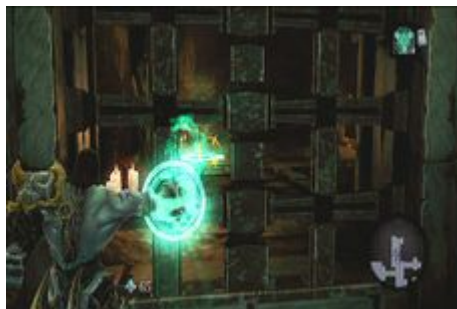


Climb the ledge to the south to find a chest. Loot it then summon your dead lords. Before placing them on the pressure plates, step on the platform and order them to step on both plates to raise it. Enter the next door.

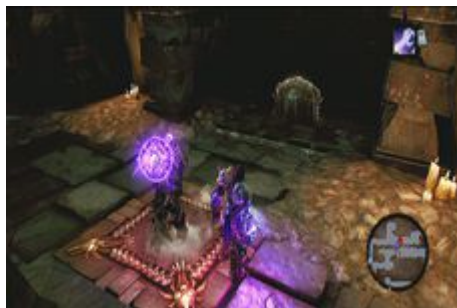
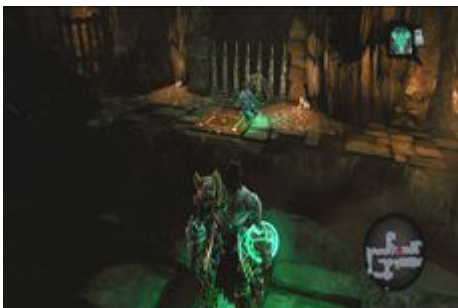


Tricky Passages

Summon your dead lords again and send one to step on the northern pressure plate. A bridge will be raised so cross it and order the other dead lord to trigger the plate behind the gate.



Continue forth and head to the locked door. Order one of your dead lords and activate the plate across the chasm. Once the dead lord is securely strapped there, jump to the chasm and use deathgrip to pull yourself towards him. Loot the chest behind him afterward.



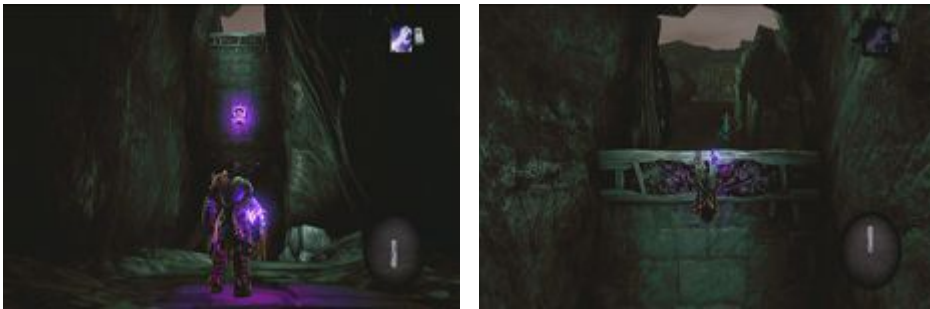
Look down the chasm to find another pressure plate there. Order your dead lord to step on it and remove the gate. Jump to the chasm again and pull yourself towards him. Before continuing south, turn to the left and follow it to find a switch. Push it to remove the gate then backtrack and cross the green field. Jump down the shaft and enter the room next.



In this room, summon the dead lords and trigger the switches in the upper ledge, in correct order. Push the middle, right and left switches to bring the chest nearby. Loot the Skeleton Key from it. Ignore the two chests for now since you don't have the ability to reach them just yet.



Climb out of the shaft then look up to find a deathgrip hoop overhead. Use it to reach the Relic of Renagoth. Jump down and open the locked door. Continue following the path to trigger a scene. Step on the summoning circle and summon your dead lords again.



Chasm Party

Order one of them to step on the nearby pressure switch to raise a bridge. Next, aim for the pressure plate to the southeast, in the far side of the chasm and trigger it. This should open the gate to the northwest.



Before heading there, deactivate the nearby pressure plate and have the first lord follow you through the gate. There should be another pressure switch in the lower ledge across the chasm. Order your dead lord to activate it then wall-run and make your way to the right. Grab onto the hanging posts and leap towards the dead lord. Pull yourself towards him afterward.



After regrouping with the dead lord, order him to get off the plate and follow you. Loot the two chests along the way, then turn right upstairs and activate the push-switch to clear the gate. Backtrack and go to the southeast this time. Trigger the pressure plate there using your dead lord. Go back past the gate and push the switch to the left to connect the bridge ahead.



Cross the bridge and fight your way along the corner. You should be able to regroup with the other dead lord you dispatched earlier. Enter the next door and follow the path to reach a square chamber. Summon your two dead lords and prepare for battle.



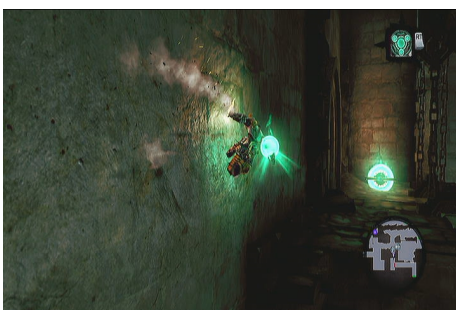
Ambushed

After summoning dead lords, a group of skeletal champions will spawn and attack. Get rid of them and a Bone Giant will appear next. Take it out and finally, two Undead Scarab Hulks will take its

place. This battle will be manageable with your two lords' assistance.



After the battle, exit to the west and wall-run to reach the switch. Push it to raise a bridge and enable the door nearby. You don't have to cross the bridge anymore since it will only take you back to the entrance. Go through the door and follow it until you reach the next area. Before crossing the wooden footbridge, turn around to find a Stone of Mystics above the doorway.



The Depths

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-psychameron-2-of-2-part-31>

City of the Dead Part 1

This walkthrough will assist you in getting some extra loot and chests as soon as you get the **Soul Splitter** ability, after the last quest Basileus but before exploring the City of the Dead. This is entirely optional so if you're looking for the actual walkthrough, simply follow City of the Dead Part 2.

Leviathan's Gorge, underbridge

Head to the west to find a wall with a hand-hold on it. Grab onto it and scale the wall down to the narrow ledge below. Go up the ramp to find yourself under the bridge. Use your deathgrip to swing from hoop to hoop until you land to a hanging post.



Jump to the ledge that has corruption crystals on it then manually aim so you can pull the shadowbomb behind it. This should clear the pod and will allow you to throw a shadowbomb to the crystals overhead. Return to the hanging post and swing to reach the farthest ledge containing pressure plates and a chest.



City of the Dead

Walkthrough

Once you're in the entrance of the city, soul-split then have your two souls pull the two massive statues outward. They'll lock in place and the door will be open. Once inside, continue until you reach a room with a chest to the northwest. Loot it then continue to the next chamber.

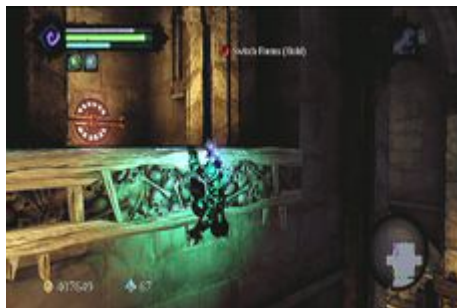


The Welcome Party

Here, you'll be ambushed by two skeletal champions. Take them out and defeat the undead general that will spawn as well. After defeating them, get the Book of the Dead page in the southeast corner.



Before you can move to the next area, you have to unbar the door. Step on the pressure plate to the northeast then soul-split. Send one soul to the next plate and have the other one climb the walls to activate the push-switch in the upper ledge. Proceed to the next area.



Main Hall

Head to the barred door to the north and look to the eastern vent to find a Relic of Renagoth. Head west this time and proceed along the passage. Wall-run past the pit to reach a room with a

unpowered lantern statue.



Head north this time and find some hand-holds on the left wall. Climb them then wall-run to the next wooden post. Look back then leap to the next post. Wall-run again to reach a unique weapon called **Lich Spines**.

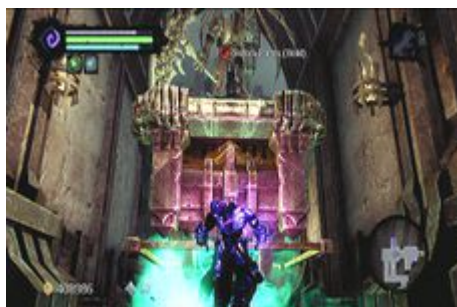
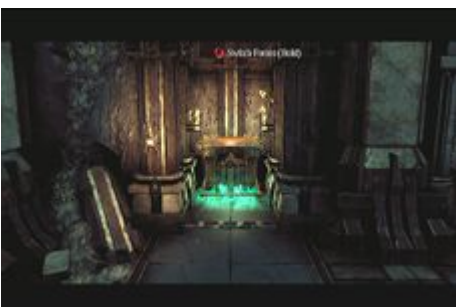


Getting the Skeleton Key

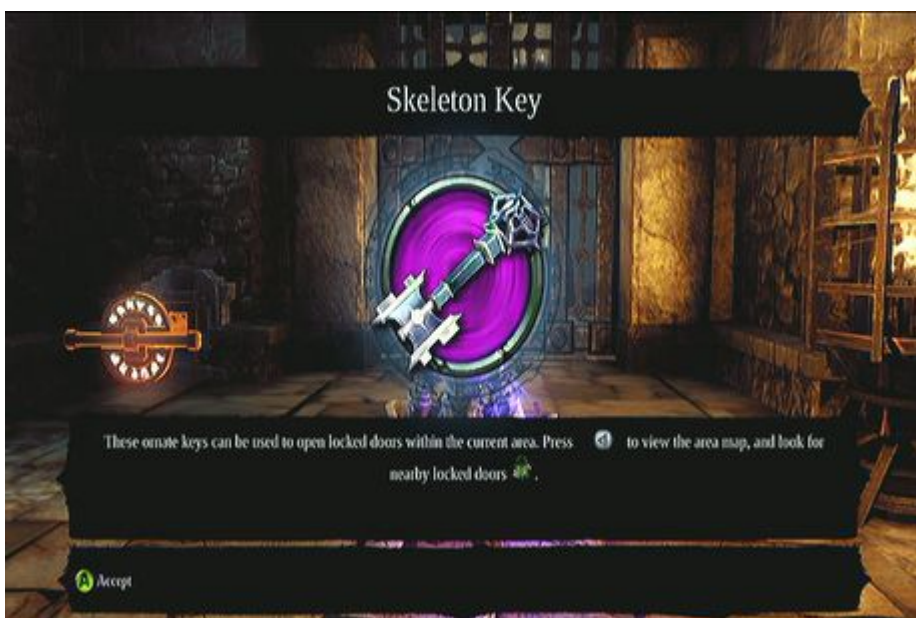
After grabbing it, return to the main corridor and continue to the next area. Soul-split there and have one soul spin the lever and the other get a shadowbomb from the wall past the gate.



Throw that shadowbomb at the push switch across the locked floating platform. Once the gate is lowered, pull the platform out and place it in the open. Cancel soul-split and step on the floating platform. Soul-split again and spin the lever while the other pushes the platform past the gate.

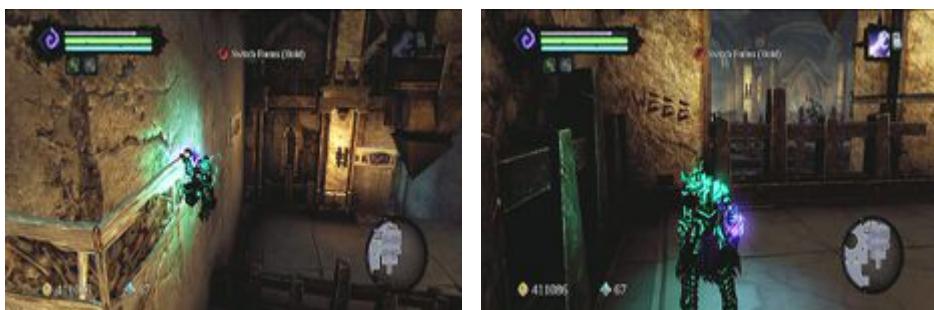


Step on the pressure plate in the corner and soul-split again. Step on the other plate and have the other soul loot the chest. Cancel soul-split and continue upstairs until you reach a balcony with a chest. Backtrack a bit and drop down the hole in the nook at the corner of the stairs. Loot the two chests there to get a **Skeleton Key** from one of them then push the switch to open the gate.



Rotating Bridge

Open the locked door to the east and continue to the bridge. Soul-split there and have one soul scale the wall with the help of the deathgrip hoop. Continue to the balcony but before scaling the shaft to the south, check the corner of the balcony, where the scribed letters are to find a Soul Arbiter's Scroll.



Wall-climb to the south to reach the upper balcony. Before spinning the lever, grab the Book of the Dead page in the southeast corner. Spin the lever afterward and hold it there.



Switch to your other soul and continue north. Get the Bookman Coin to the northeast then climb the vine-covered wall to the west. Cross the gap using deathgrip to loot the chest in the upper balcony. Jump down to the ground level then continue north, looting the chest in the nook there then heading left to find a push-switch. Activate it and return to your main body.



Lantern Access

Return to the main area and check the northeast alcove. Pull the lantern then make your way to the passage to the west. Once you encounter the gap, put the lantern down and wall-run to the other side before pulling the lantern again. Place the lantern on the statue afterward.



Rotate the statue to the south to find a Book of the Dead page. Rotate the statue again so it hits the pillar in the middle. Cross the platform to reach the exterior hand-holds. Scale the walls there to reach the upper floor.



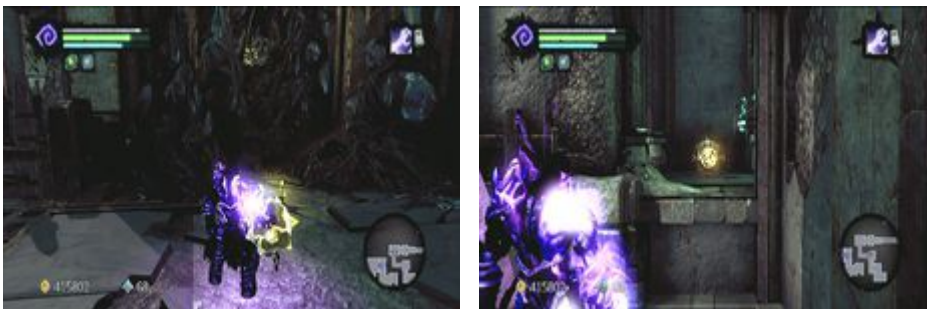
Rotating Walkway

Continue and defeat the wraiths here. Stand in the corner of the walkway then soul-split. Have one soul go to the lever to the southeast and collect a Relic of Eту-goth there. Pull the lever afterward.

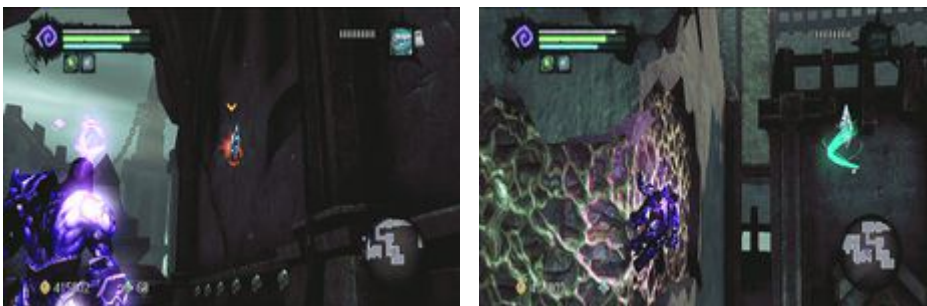




Return to your original body and soul-split again. This time, send one soul to the golden bar to the northeast then switch to the other soul. Grab a shadowbomb from the pod in the northwestern corner then head southeast. Look north for a switch and throw the bomb there.



Once done, continue south and enter the area to the southeast to a chest and a Stone of Power. Defeat the wraiths and loot the chest then backtrack a bit and climb the growth on the wall. Follow the growth and you'll find a Boatman Coin around the corner. Leap for it then return to your main body. Continue to the northeast.



Wall-run across the floorless corridor until you reach the switch in the other end. Push it and head through the door. Continue to the large hall where you have to face three waves of formidable enemies.

More deadlier Encounter

Use this spacious hall to your advantage. Plan ahead and evade often. Focusing on one enemy at a time, using quick counterattacks and using the deathgrip to quickly pull yourself towards the target after evading will help a lot throughout the battle. Don't hesitate to use some potions whenever you need to.

Trap Lift

After the battle, loot the two chests to the east then continue to the next room. Step on the bar and after triggering the deadly trap below, scale the wall until you reach the topmost ledge. There's no special trick to this but proper timing.

Once you've reached the upper floor, pull the lever to open the gate. Exit to there and defeat the undead stalker and prowlers that will ambush you. Look up to the north to find a Stone of Resistance latched on the tower, then head south. Wall-run to reach the chest with the Dungeon Map. Continue along this path and you'll be ambushed two more times; one is composed of a pair of new enemies, called Abominations while the last group will be comprised of three liches. Continue to the next hall afterward. Jump down and loot the chest. Climb back up and wall-run on the right to grab a post. Make your way to the next ledge and continue to the next hall. Once there, continue and exit to the west after a short scene. This will take you to a small room. Climb the wall then jump to the hanging posts. Make your way again to the left.

After reaching the next balcony, approach the pressure plate but don't step on it. Soul-split and have one soul stand on the plate. Send the other to scale the wall and reach the switch. Push it to unbar the nearby door, then climb the post and wall-run to the hand-hold to the left. Stay there, then switch souls. Move away from the pressure plate and allow the wall behind the hand-hold to flip over, giving the other soul access to the interior.

Destroy the crates to the northwest to get a Boatman Coin. Destroy the crates and weapon racks along the way as well. Go downstairs to find a chest and a GnoMAD Gnome. Pick it up to start a new side quest. (GnoMAD's Gnomes) Return to your own body then head to the unbarred door.

Before exiting the door, soul-split again then let one soul step on the pressure plate again while the other loots the chests. Cancel the soul-split and exit through the door.

Push the switch in the next area then use the deathgrip to reach the giant, central lantern. Grab on its hand-hold and rotate it to the west. Swing to that ledge using your deathgrip and go to the next hall.

Defeat all the scarabs and scarab hulks to clear the blockade on the shadowbomb pod. Grab one and blow the crystals up. Climb the vine-covered walls until you reach the upper balcony. Loot the chest outside containing the Skeleton Key.

Backtrack a bit then grab the Boatman Coin floating overhead. Swing to the other side and loot the chest then exit the hall. Upon returning to the previous hall, jump down and continue east. Scale the wall to reach the locked door there. Open it then destroy the crates near the door to get a Book of the Dead.

Follow the path until you reach a pit. Use the hand-holds to the right to shimmy around the corner, then wall-run across. Upon reaching the other platform, climb the hand-holds again and continue until

you need to wall-run and jump to the other wall's hand-hold. Instead of continuing to the right, wall-run to the left first to find a chest. Backtrack and continue to the right this time.

Once you reached the lower balcony, jump down to find two pressure plates below. Step on one then soul-split and order one soul to step on the other. Switch to the other one and climb back up. Enter the room with the floating platform then collect the Soul Arbiter's Sacred Scroll in the corner to your immediate left. Just look for the corner with the skeleton and scribble on the wall. Pull the platform out then revert to your original form.

Step on the platform then soul-split again. Send one soul to step on the plate to the left, then have the other one push the platform inside. Switch to the stepping soul then have him trigger the plate to the right this time. Switch again and push the platform on the plate in the corner. Revert back again and go through the door.

You'll be back again in the main room. Push the switch to remove the gates then grab a shadowbomb nearby. Use that bomb to destroy the corruption crystal stuck on the giant lantern's push-switch. Once done, you can swing to the central platform and push it to descend.

After reaching the lower floor, rotate the large lantern so it hits the crystal on the locked door to the north. Before heading there, you can fast-travel to the Eternal Throne to upgrade your equipment, sell some stuff and restock in potions if you're low in supplies. Otherwise enter the door and continue to the boss area.

Boss: The Wailing Host

Don't let this boss' size intimidate you. It only has some basic attacks you'll normally expect from a monster this size. First, the boss will swipe inward and outward. You can evade this since you have a good few moments of warning before it connects. Stay close to the boss' face and use your heavy combos to quickly bring down its HP.

Once considerable damage is dealt, it will get knocked down for a few seconds, giving you free chances to hit it. It will retreat next, summoning several skeletons. Use this chance to refill your wrath, reaper gauge or even health, if your gears have supporting abilities to do so.

Repeat the process and wait until an execution trigger appears over the boss' head. The first one will remove its mask and the last one is the actual execution itself.

After defeating the boss, continue to the next chamber to find the Crowfather. After the conversation with him ends, the quest will now be complete.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-city-of-the-dead-5-of-5-part-36>

Road to Earth

Walkthrough

After reaching Lostlight, talk to the Crowfather then ride north. The whole realm is pretty small so you don't have to spend that much time here. Continue to the north and ride Despair when you can. Continue forth until you find a fork in the road with a chest in the middle. Loot the chest then take a quick detour to find Vulgrim. Trade with him should you need to, then find a Relic of Etu-goth hidden in the bush near the stairs.



Return to the main path and ride north. Loot the chest you'll find along the way. Shortly after, you'll find the third Death Tomb however, you don't have the capability to open it at the moment. However, get the Boatman Coin located to the left of the Tomb's entrance and the Stone of Mystics above its entrance.



After getting the two collectables, head further north until you reach a bridge. Disembark from Despair before crossing the bridge and look for the Book of the Dead page to the southeast. Cross the bridge when ready.



Corrupted Angels

You'll have to fight a few corrupted angels here. Defeat a few of them and Nathaniel will come to your aid. Take out the remaining angels to proceed with the story.

During the conversation with Nathaniel, you can select the blue text option to start a new side quest. (The Lost Soul) though you may have to do this much later in the game. Trade with him or ask him questions, otherwise; you can end the conversation.

Get the Boatman Coin behind him then ride to the southeast. Stop by the large Angel statue to find a Stone of Mystics. Shoot it then continue riding to the south.

Continue to the dead-end to find a Relic of Renagoth. There's also a chest upstairs near the wall. Loot it and destroy the vengeful spirits that will appear afterward.

Return to Nathaniel's position then ride further to the southwest to find another Stone of Mystics attached on the blade of another angel statue. Enter the spire and pull the lever to operate the elevator. After it stops, exit and go around to the east.

Destroy the corrupted angels and collect the Stone of Power latched on the statue near the trench. Drop down the broken floor to find another Boatman Coin.

Soul-split and have one of your souls to cross the broken floor by traversing the hand-holds. Kill the remaining angels then grab a shadowbomb. Throw it to your counterpart across and have that counterpart throw the bomb to the crystal formation as soon as he can see it. Return to your main body afterward. Head to where the crystal is and loot the chest as well. Scale the wall up and go upstairs to trigger a scene. This completes the quest. Before leaving, loot the chest in the other end of the stairs.

Video Walkthrough

[Click this link to see the video](#)

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-road-to-earth-part-37>

The Rod of Arafel

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-earth-and-the-rod-of-arafel-6-of-6-part-43>

The Ivory Citadel

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-archon-part-49>

The Black Stone

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-black-stone-3-of-3-part-52>

Ending

Final Boss: Absalom

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-credits-and-end-scene-part-54>

Side Quests



Below you can find hints and guides for various side quests in Darksiders 2. These side quests are arranged in alphabetical order per quest giver for your convenience.

Alya

- The Hammer's Forge

Blackroot

- Sticks and Stones

Draven

- The Bloodless

Muria

- Shaman's Craft
- Spark of Life

Nathaniel

- The Lost Soul

Oran

- Silent Stone
- The Wandering Stone
- Makers Chronicle

Ostegoth

- Lost Relics

Thane

- The Maker Warrior

To access the following, you must first defeat Thane as part of the quest, The Maker Warrior.

- Find and Kill Achidna
- Find and Kill Bheithir
- Find and Kill Gorewood
- Find and Kill The Deposed King

The Chancellor

- The Chancellor's Quarry

Uriel

- Light of the Fallen

Vulgrim

- The Book of the Dead
- Death Tomb Locations

Extra

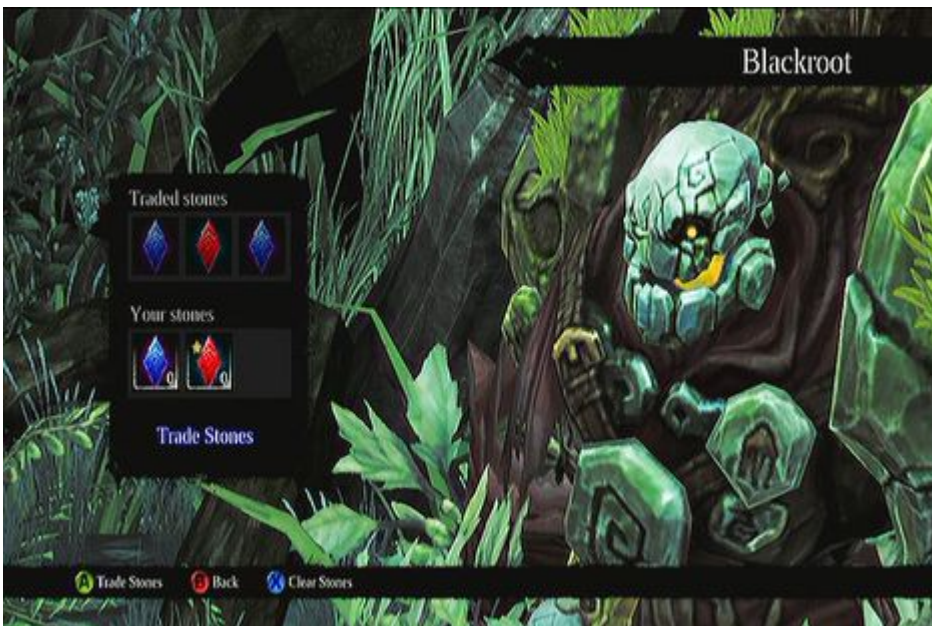
- The Crucible
- GnoMAD's Gnomes

Sticks and Stones

As soon as you enter the Fjord, head west and go to the trader icon to find a construct among the vegetation named Blackroot. He will give you this sidequest and a Lure Stone. You need to find all 69 stonebites and collect them by shooting them using Redemption.



For each three stones you give to Blackroot, he'll give you a reward. Refer to this wiki's Collectibles section for more details.



Draven

Draven is an undead warrior, and the weapons master, in the Eternal Throne. When you arrive to talk to the Lord of Bones you will notice a few spirits in the center standing in a circle. Much like with Thane, you will notice Draven jumping around and practicing fighting moves. Speak with him to gain access to the "Bloodless" side quest.

You only have access to this side quest if you have the "Death Rides" DLC pack.

The Bloodless

This quest will only be given if you have the "Death Rides" DLC pack.

The Bloodless is a quest given by Draven (he is the advanced moves trainer), he is found at the eternal throne. When you speak to him he gives you the quest to find and destroy The Bloodless and a Talisman that needs to be equipped in order to see and defeat The Bloodless. (They appear as Ethereal Versions of Stalkers and Scarab Hulks). There are six Bloodless; Three in the forge lands and Three in the Kingdom of the Dead.

Forge Land Locations

Stonefather's Vale - In the north eastern part of the vale, where the Book of the Dead page was located, you will find the Bloodless.

Baneswood - In the south western portion of Baneswood there is a hill with ruins on top of it. It is here that you will find the Bloodless.

The Fjord - When you reach the end of the Fjord there is a left path and a right path. The right path leads to the Drenchfort, while the left path leads to ruins. Along the left path you can find the Bloodless.

Kingdom of the Dead Locations

Lair of the Deposed King -

Mistmount - Go to Serpent's Peak. There's a pathway leading away from the base into what appears to be a dead-end; it's curved (on the map you should spot it easily). Follow it and you'll encounter the Bloodless in an open, outdoor area.

Boneriven - Sentinel's Gaze. Enter the dungeon, solve the puzzle (you'll need Soul Splitter to do it). At the top behind chest that is a hole leading into Boneriven. Just jump into that hole. Finish the dungeon and u will fight the bloodless at the end of that dungeon.

Here is the video with their locations (they do not appear marked on the map).

Karn Side Quest

Karn is one of the old ones. He is often seen as the screw up and the failure of the Makers. He is often referred to as "Pup".

If you have the "Death Rides" DLC pack then you will be able to complete a three part side quest called "Lost and Found". In each of these parts you search for an item that Karn has lost.



Lost and Found

This side quest is only available if you have the "Death Rides" DLC pack.

Karn, the youngest of the Old Ones, asks you to find for him an item that he has left behind in each of the Forge Lands dungeons. These items are pretty easy to locate. They are a great source of early XP and gilt when starting a new adventure.

Lost and Found Part 1: Karn's Silver Platter

Before you enter the Cauldren dungeon you will see Karn standing to the right of the bridge. Speak with him and he will ask you to locate his **Silver Platter** from inside the dungeon.

Spark of Life

After Completing the Side Quest "Shaman's Craft" and Obtaining the Death Grip ability. Talk to Muria. She will explain to you that she tried to make a construct without using her soul and what she made instead was a monster. A creature called Ghorn. Ghorn lives in the Scar located in the Charred Pass.

Outside of Scar

When you first locate Scar you will have to scale a nearby wall and just across some banisters to get to the entrance. When you go to jump off the final banister look around and you will be able to net yourself another **boatmans coin**. Once you are at the door to the dungeon turn around and look up. If you look around you will be able to see a **Stone of Power** that you can shoot. With those things gathered turn around and enter the dungeon.

Upon entering the Dungeon

Upon entering the dungeon you'll descend a set of stairs. Once at the bottom turn around and wall run to grab the pegs. This will lead you to a secret chest. From here back track to the bottom of the stairs where Ghorn will antagonize you.

You will encounter him as soon as you enter the Scar and he will antagonize you throughout the entire dungeon. Ghorn is a Magma/Fire version of a Construct Commander.

Ghorn will smash the walkway causing you to fall to the basement.

Basement and lava pit

Once in the basement you will be attacked by Corrupted Constructs. Slay them and then continue down the west stairs. You'll find a hole where you can drop down. Once you've gone through the hole you will be encountered by a swarm of stingers. Destroy all of them and the hive before progressing.

From here head south to wall run and wall jump.

This will bring you to a chamber where Ghorn will once again antagonize you. You will have to ascend the pit, but you will have to do so very fast as the lava will chase after you.

Follow these steps to survive the evil lava pit of doom:

1. Climb onto the lowest handhold and scale it around the pit. Then climb to a handhold above Death and jump across the cavern (180 degrees) to Death grip the hoop.
2. Circle along the cavern again and climb the pegs again, however, you will then need to jump across the cavern and Death Grip again.
3. Continue to wall run to the right and climb the pegs out of the pit.

From here go through the south door.

Western Cavern

Upon entering the room run over and activate the Maker Custodian. Destroy all the debris and kill the Corrupted Warriors that appear. After dispatching them travel across the lava and place the custodian in the slot. Fire the chain across the room and make your way across that thin chain, you nimble little man.

At the end of the chain Death Grip across the hoops, turn west and Death Grip across two more. Kill the Corrupted Construct Warriors that appear. After this turn north and continue along by wall running and using the wall grips. At one point you will wall run and Death Grip to get to a new hand hold. Then climb up and find the skeleton key.

Once there, turn around and jump on to the handhold on the left side of the valley. This will take you around the building to an overhang that has a Book of the Dead page (#27). Then back track to the chest and jump off to claim the Boatman's Coin (#76).

Make your way back to the Custodian and use him to take out the trash that appears near you. Kill the Corrupted Warriors and smash through the corruption to continue on through the eastern door, sadly leaving the Custodian behind.

East wing

Back in the area with the pit of doom, Death Grip across the pit and continue through the eastern door. Once in this area kill all the Corrupted Warriors that appear and then wall run and climb the peg to make your way to the locked door. Use the skeleton key and continue onwards.

In this new room you will have to make your way across the pillars while they sink into the lava. It's a lot easier than it sounds. Have Death Grip ready so you can use it to expediate your journey, and once you finish climbing across the pillars you will end up at the Eastern door.

Slay the enemies in the next room, and locate a peg. Climb the peg to access the hidden chest. Then drop down and continue south.

You will become trapped in an area where you will fight Corrupted Construct Warriors, Corrupted Construct Adjuncts, and a Corrupted Construct Champion. Destroy the weaker enemies first, and then focus on the Champion to survive.

After slaying them all, climb up to the upper level of the room and pull the lever. Now climb back down to activate the Maker Custodian and kill the enemies that just spawned. After they are slain claim the map, climb back on the Custodian, and continue down the corridor smashing corruption along the way.

Crank room

This room has two cranks, one on the left and one on the right, that must be activated if you wish to proceed. First place the Custodian in the slot and dismount. Find the nearby handhold and follow that along, waiting for when the lava stops pouring from above. Get to the crank, turn it, and make your way back to the Custodian.

Now take the Custodian left and shoot his chain across the room. Follow the chain, again stopping for lava falling from above, and turn the final crank. Make your way back to the Custodian and continue forward out of the room.

Ambush!

As you take the Custodian North you will have to park him and continue forward. This will lead you to an ambush where you will fight Corrupted Construct Adjuncts, Warriors, and Champions. This battle has 3 waves. The first is pretty simple as all you need to do is kill the enemies, the second ups the danger by having lava fall from the ceiling, and the third pits you against two champions at once.

After you slay all the enemies grab the Custodian and continue ever onward. You will come to an area with a door and some corruption crystals. Shoot the Custodian's chain to destroy the crystals, this will cause a bridge to fall. Roll across the bridge to the main central area.

Aim the Custodian towards Ghorns lair, fire the chain and start your way across.

Final Chest before Ghorn

As you crawl across the chain you will notice a chest on the map. To get this chest was half way across the chain and you will notice a dark hole in the wall. If you look into the hole you will notice there is a place to use Death Grip. Jump into the hole, use Death Grip, and then scale the wall to the chest. With this done you are now ready to go challenge Ghorn.

Ghorn

Ghorn is a pretty easy boss as far as side quests go. If you have Exhume, level up even slightly, then this fight should take very little time.

Ghorn has a few basic attacks that can do some moderate damage. The real killer of his attacks are that if you get hit it will set you on fire. This means that you need to avoid him as much as possible. If you summon the Ghouls they should do a good job of distracting him so that you can go in for kills.

Once you lower Ghorn to almost half of his health he will add on a new area type move. This move can be pretty damaging, so be sure to evade if you notice him winding up or jump in the air.

Every once in a while Ghorn will summon corrupted constructs to attack you as well in the hopes that he can sucker punch you. Using Harvest or Exhume should help take care of them so that you can get back to Ghorn.

Once you defeat him claim your loot and the chest in the back of the room before returning to Thane for even more Gilt.

The Lost Soul

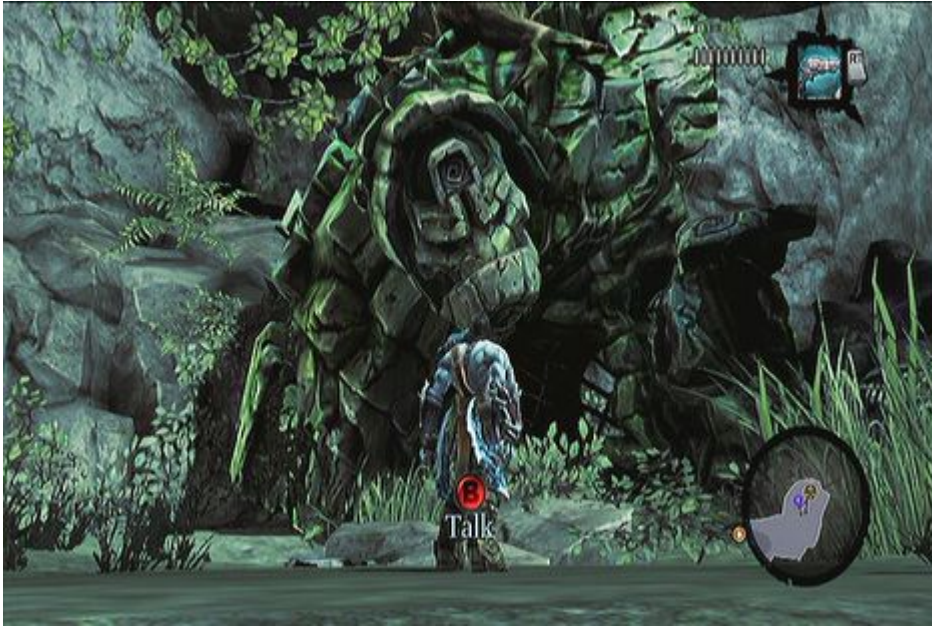
After speaking to Nathaniel in Lostlight, Death will be asked to carry a scroll to the Eternal Throne.

Once there, speak to the Chancellor and Death will be granted another side quest, "The Chancellor's Quarry".

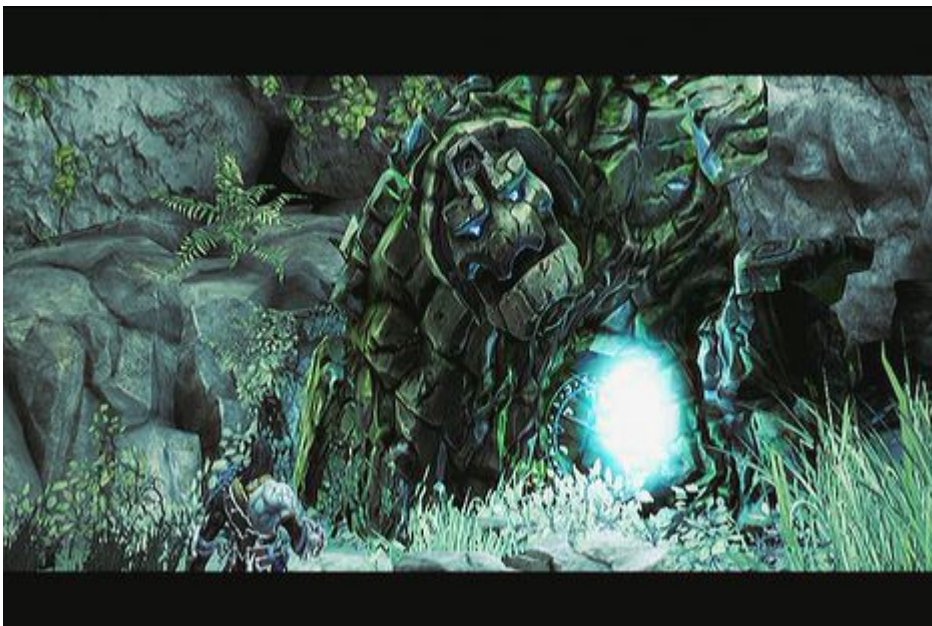
Complete Nathaniel's quest by delivering the scroll to Muria in Tri-Stone, which will unlock another side quest, "Spark of Life".

Silent Stone

As soon as you reach the Fjord for the first time, head to the middle of the map and swim to the southwest of the harbor to find a sleeping giant. It won't respond and you can't do anything but examining it should be enough to trigger the quest.



As soon as you complete the Drenchfort, you'll obtain the story item Maker's Key which allows you to wake up sleeping constructs. Fast-travel to the Fjord and use the key to activate Oran. The quest will be completed and the follow up quest, The Wandering Stone will become available.



The Wandering Stone

The Wandering Stone

This quest is located in the Fjord, and is able to be undertaken until after the player has obtained the Makers Key.

The quest starts at an inert stone giant at the back of the lake near the bottom of the Fjord. After receiving the quest to locate the missing body parts the player must travel to these locations to find them:

1. Left Arm: The Scar

Located in the South East section of the map, east of the Cauldron. Once the player arrives either by fast travel or by foot the limb is directly ahead of the entrance.



2. Charred Pass

Follow the path out of The Scar and you will find the next limb on the road out.

3. Shadow Gorge

The fastest way to obtain this limb is by fast traveling to the Shattered Forge and then following the path back to the middle of the gorge. The limb is blocking half of the path so it is difficult to miss.

4. The Fjord

The last limb is located in the South Eastern part of the Fjord. Fast travel to the Drenchfort and follow the path back, the limb will be on the left side as you make your way out.

Return to Oran to complete the quest.

Rewards: ~500 xp, 2500 Gilt

Video Guide

Below is the video detailing the locations of the wandering body parts.

Makers Chronicle

This is a quest given to you by Oran.

This quest is only available as DLC through the "Death Rides" pack.

If you talk to Oran after finishing the Wandering Stone side quest he will assign you with another one. He talks about a time about a lost item called the Maker's Chronicle. It has long been lost and he hopes to give it back to the Makers but he needs your help to do so. He tells you to go speak to Muria back at the Tri-Stone.

Once you get back to the Tri-Stone go talk to Muria. There she will tell you that she doesn't know where it is but that she can give you an item that will help you locate it's whereabouts. However, there is a catch. Muria asks you to first collect for her 6 life seeds for her practices.

These items are pretty common in enemies you kill. If you can find a large assortment of enemies. The easiest place to get these is the Fjord or Drenchfort. There you can find a respawning insect like enemy and hive. By continually killing the insects and leaving the hive alone you can gather the life seeds in no time flat.

Once the seeds are gathered head back to Muria and she will reward you with the Lodestone. The Lodestone will allow you to locate the Chronicle, which if you bring up the map and set the quest to active will allow you to track it down no problem. Fast travel to Banewood and you can locate the Chronicle there.

After locating the Chronicle take it to Oran and you will finish the quest.

Relics

All Relic Locations - Video Walkthrough

A side quest for Ostegoth will begin upon entering the Kingdom of the Dead. He will ask you to find relics that are strewn about the worlds and sell them back to him. By selling them to him you will unlock skill points, weapons, gilt, and experience.

There are three types of relics that he wishes you to find.

- 1) Relics of Etu-Goth - The most common relic. (15 relics)
- 2) Relics of Renagoth - The second most common relic, but still slightly rare. (10 relics)
- 3) Relics of Khagoth - The rarest relics, which offer the best rewards. (5 relics)

Continue on to the next page to learn the locations of each one.

Find and Kill Achidna

Achidna

As part of the side quests given to you by Thane in Tri-Stone, you are tasked with killing Achidna, along with several other creatures.

Unlike the other quests, Achidna cannot be sought out whenever the player desires. She can only be found by progressing through the main quest line. As a result she cannot be missed.

You will find Achidna as the last boss in the Psychameron who is accompanied into battle by Basileus.

Video Guides

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-basileus-achidna-gameplay>

Bheithir

Bheithir

Location

This optional boss is part of a series of side quests given to you after challenging Thane to a fight, and winning. Also in this quest are the bosses: Gorewood, Achidna, and Argul The Deposed King. Bheithir is located in the Nook dungeon and is only accessible after having obtained Deathgrip.

To reach Bheithir travel to the Nook and make your way to the main court yard. Anyone who has completed the dungeon can take the door on the right hand side of the first room and follow it down. From the court yard you look for a stream of lava in the corner and follow the door next to it.

After wall running down the broken stairway Bheithir will be flying around the room in front of you. To start the fight simply Deathgrip your way over to the platform.

Fight

The boss fight itself is reasonably simple, the fact that Death has to fight on a narrow platform is what makes it difficult. One method is to use Redemption and shoot the boss repeatedly...however the minimal damage it does makes that method take awhile.

You can roll past the frontal melee and try attacking from behind, so long as you can dodge the tail swipe as well. The flame breath will coat the platform in front of the boss causing you to take damage over time if you step in it. Bheithir will also charge to the end of the fire afterwards.

The wooden ledges allow you to dodge both of these attacks.

Note: You can abuse the fact that jumping off the edge doesn't kill you, making jumping off the edge an effective way dodging every attack. However, if the fire trail is still on the stage, you may respawn in it. Also jumping off the edge makes the fight take longer as the boss will fly off and you will need to wait for it to come back.

When fighting him on Apocalyptic, make good use of the Teleport Slash. Due to the small nature of the platform, getting behind him can be tough. Teleport Slash will not only get Death behind him, but it will also give the player a bit of health. Staying behind him is a great way to stay safe as his only real way to counter this is through his tail attack.

If Wrath starts to run low, simply back away and fire Redemption at him. A full clip will refill enough Wrath to preform at least one more Teleport Slash. This can be very helpful as the fight drags on and Wrath becomes scarce.

Exploit: Kill Bheithir Easily

While fighting Bheithir, lure her to the right side of the platform. If you're locked on her as a target,

you'll be walking backwards. Time things correctly and you'll fall onto a little lip on the edge of the platform. From that position, shoot her. She will continue trying to walk toward you, occasionally breathing fire (it won't hurt you) until finally she starts to fly. At that point, a cutscene of you killing her will play and you will have killed her without having to actually fight her...

Video Guide

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-bheithir-gameplay>

The Deposed King

Lair of the Deposed King

The Lair of the Deposed King is located in the main plains area of the Kingdom of the Dead. Check the video below for the dungeon walkthrough, but for tips on how to slay Argul read on.

Boss Fight: Argul

Argul can be a real pain. It is suggested that the player be level 17 or so to fight him. Be sure to come fully equipped with health and wrath potions as well. Argul's attacks can do some real damage that can last quite a while, or instantly kill you if your level is too low.

Argul's attacks

- 1) Charge Mace - This is his most common and devastating attack. He will hold the mace in the air for a few seconds and then smash it into the ground freezing anything near him. To avoid this attack stand close to Argul and roll around to his back when he pauses, then attack.
- 2) Shield Bash - Argul will slam his shield into the ground and then slam it towards you. It is pretty easy to dodge if you pay attention. He will do this automatically if Death attacks him while his mace isn't stuck.
- 3) Regular Mace Attacks - Argul will use a trio of mace smashes from time to time. This can be avoided really easily, but they don't allow for counter attacks.
- 4) Spin Attack - When Argul loses a fourth to half of his health he will unleash a spin attack. The attack is easy to dodge if you pay attention. He will raise his mace to the sky and fist pump a few times (Be sure to destroy him for doing so....evil jerk). This is your cue to run and roll to the other side of the map. He will spin three or four times but that should give Death enough distance to survive. He will normally follow this up with a charge mace attack if the player is still close to him.

Strategy

Start the fight by approaching Argul. Be sure to stand close to one of the far walls. Never stand in the middle of the arena. You'll need the length of the map to get away from him later on.

He'll start the fight by using his standard, most devastating attack. He will hold his mace in the air for a second or two (the pause is noticeable) and then slam it into the ground. The slam will have a freezing effect on the nearby area, and if you get caught in it then you will drain health constantly. The key to dodging the attack is staying closer to Argul rather than further away. This way when you strafe to the side you will roll behind him. If you are further away when you strafe you stand a better chance of getting caught in the ice and that is not good.

The key moment to attack Argul is when his mace is stuck in the ground. **DO NOT ATTACK HIM UNLESS HIS MACE IS STUCK.**

Doing so will only cause him to counter with his shield. If you have exhume or murder use it when his mace is stuck and this will allow for an more powerful attack on him.

Once Argul loses around a fourth to half of his health he will pull out a new attack. This new attack will have him raise his mace to the sky and fist pump two or three times, this is the cue to move. He will then unleash a devastating spin attack. To avoid this attack, run and roll 3 times, aka get to the other side of the map. He typically like to follow up the spin with his powerful mace attack. So once he is done spinning get close to trigger the attack and then roll behind him so you can evade. Then attack him once the mace is stuck.

Do this and Argul will fall leaving being some gold and his very powerful mace.

Video Guide

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-thanes-side-quests-the-makers-warrior-part-2>

Gorewood

Gorewood

This optional boss fight is part of a series of side quests given to you by Thane after defeating him at Tri-Stone. The other bosses include Bheithir, Achidna, and The Deposed King, Argul. Gorewood is located in the optional dungeon called the Weeping Crag. Click the link to the dedicated page on how to explore the Weeping Crag completely.

Boss Fight

Gorewood himself is fairly easy, dodge the vines he shoots out and avoid his frontal attacks. It is worth noting however that he does hit very hard for lower level characters and unless you're good at dodging he will most likely one shot you.

A decent strategy is to use the Teleport Slash to move through him when he goes to attack. Once the fight is over, collect your treasure and dont miss the Power Stone located in the back of the lair.



This is actually part of a side quest. Once you defeat Thane he will give you a bunch of quests in which you have to seek out and kill certain individuals. Gorewood is one of them.

Video Guide

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-gorewood-gameplay>

The Maker Warrior

You should be ready to challenge him after completing The Fire in the Mountain / cleared the Cauldron.

His attacks are powerful yet slow. All of them can be easily evaded; just be careful of the move where he throws stone blocks at you three times. Don't let your guard down during this sequence then use quick counterattacks and slashes until you generate wrath. Use your skills as well to make the battle easier.





Light of the Fallen

Upon reaching Earth you'll encounter Uriel, one of Heaven's Hellguard. Uriel will ask you to find and kill ten of her corrupted brothers while you search Earth for the Rod of Arafel. This side quest is pretty easy to do along side the main campaign.

Corrupted Hellguard Locations

1. As you make your way through the northern streets, after talking to Uriel the first time, you'll see a Hellguard trapped in a side wall. Kill him to grant him mercy from the Corruption. If you are attacked by a large blue/yellow monster named Suffering then you have gone too far.
2. Upon entering the subway, after the first flight of stairs, look around. There will be another trapped Hellguard on the wall to the side of the corridor.
3. After descending the second flight of stairs, shortly after the first flight and second Hellguard, you will find the third Hellguard trapped to the side of the corridor.
4. After getting the map, in the center portion of the 1st floor map you will come across an area, literally right after the map, where you can go left or go straight. Go straight and then turn right. Run to the end of the street where you'll find a relic but then turn around and as you head back to where you came from look around and you shall see the next Hellguard trapped in a wall.
5. After claiming the map and Hellguard #5 head south on the map. You will very quickly enter a wide street. Don't run down the street right away! Instead, turn around to face the end of the street to your back (eastern side of map), and you'll see the Hellguard trapped on high rooftops.
6. After fighting the Noss in the wide street continue along the map. You'll follow it through the long curving street. After the curving street you'll reach a large rectangular area that leads to tunnels and containing broken walkways. In the south east corner of this area the Hellguard is trapped on a broken walkway.
7. Continue along the map until you reach the next curve in the map, this time it is a large tunnel filled with cars. Blow up the cars and fight all of the enemies until they are all destroyed. Once they are all defeated you will notice a small passage way to the south. The Hellguard is in this small area. Free him before heading north.
8. Soon you will come to another area when you must fight another of the towering monsters known as Noss. This area is on your maps 1st floor on the western side. It is shaped like an L with holes in it. After defeating the Noss, run to the south western section of this area, where a chest is located, and the next Hellguard is trapped there.
9. While crossing the upper bridge you will fight a third Noss. After fighting the Noss you can proceed half way across the bridge and turn around. Look up at the right stone support of the bridge to locate another Hellguard.
10. In the northern most room on the second floor of the hotel, after the area where you can find the Fists of Elhazar, you will locate the last Hellguard trapped on the floor.

With all of these Hellguard freed return to Uriel to complete the quest, and you will receive a new secondary weapon called **Sunder**.

The Book of the Dead

The Book of the Dead

Scattered throughout Darksider 2's massive world are 40 Book of the Dead pages that the Demon merchant Vulgrim has his eyes set on. Every time you collect 10 pages, you can bring them to Vulgrim for a special key that will unlock one of the four Death Tombs.



Each Death Tomb is packed with treasure chests, weapon stands, gold, and a special unique item, making this particular side quest one of the most rewarding in the game.

All Book of the Dead Pages - Video Walkthrough

Part 1: Pages 1-10

1. **Stonefather's Vale:** The first page can be found when you first reach the Stonefather's Vale. Simply head northeast until you spot the page.
2. **Baneswood:** Head to Baneswood and search the eastern ruins. Look behind a statue to find the next page.
3. **Cauldron Dungeon:** When you reach the room with the two orbs, look near the caged orb for a page in a small nook next to it.
4. **Cauldron Dungeon:** When you reach the crank that restores the fire at the end of the dungeon, break the crates beyond the crank to find a hidden page.
5. **Drenchfort Dungeon:** When you first reach the main room of Drenchfort, head around to the back of the statue and look a break in the small wall where you can drop down. You should be able to land on a platform where the next page awaits.

6. **Drenchfort Dungeon:** After you flip the second switch to restore water to the main room, swim into the aqueduct and make a left when you can. Look for a broken pipe to head inside and then look behind a rock to find the page.
7. **Shattered Forge:** The Shattered Forge is a side dungeon located in the Shadow Gorge, just before entering the Fjord. Near the end you'll face off against a Corrupted Champion. After the fight, destroy the pots in the room to find the next page.
8. **Lost Temple Dungeon:** You'll eventually reach a puzzle involving bringing a custodeon up an elevator. When you reach the end of that puzzle, backtrack back across the chain and follow the path until you see a small area that has been recently unlocked. Inside is the next page.
9. **Lost Temple Dungeon:** Near the end of the dungeon you'll come across a room where you have to use a shadow bomb to knock an orb loose from a statue's mouth. After doing so, follow the beams into the room to the left for another page.
10. **Foundry Dungeon:** After you get the Deathgrip, return to the previous room and grab the handhold. Drop down and be ready to use your death grip to pull yourself to a hidden area where the 10th page is located.

After you get the first 10 pages, return to Vulgrim and sell the Book of the Dead chapter to get a special key. Now fast travel to the Lost Temple and use the key to unlock the large door with the multi-colored panel. Once inside the Death Tomb, collect all of the chests, destroy the weapon stands, break all of the pots, and pull the statue out from the middle to find a unique Blade Master talisman

Death Tomb Locations

All Death Tomb Locations - Video Walkthrough

Forge Lands - Lost Temple

Once you have collected all ten pages of the first chapter of the Book of the Dead, sell the chapter to Vulgrim to obtain the key to the tomb.



Fast-travel to the Lost Temple and loot the chests inside. Don't forget to destroy the weapon racks to obtain various weapons, and pull the stone block in the middle to get the Blade Master Talisman



Land of the Dead

As you progress your way through Thane's quest, and head to kill the deposed king, before you enter his door, make your way to the lowest floor and there you will find the Deaths Tomb, use the key Vulgrim gave you from the Second chapter of the book of the dead and enter to claim your reward.

World of Shadow

When you first enter the world of shadow and proceed along the Crowfather's quest to talk to the Mad Queen, you will see the door for the Death's Tomb on you right. Enter it with the key that you recieve from Vulgrim for turning in the fourth chapter of the Book of the Dead.

The Crucible



The Crucible is an optional combat arena divided to four stages, each with 25 preset waves of enemies. The combat difficulty increases as you go through the waves. Special rewards await those who complete each stage. There are random loot chests that will appear every 5 waves. Opening them however, will end your streak and you'll have to start again.

Take note that you need to download or redeem a *Crucible Pass* before you can access this feature.

Stage	Waves	Reward
I	1-25	Heartstone Talisman
II	26-50	Abyssmal Armor Boots
III	51-75	Barbed Defilers
IV	76-100	Abyssal Spaulders, Assassin Talisman

Other rewards

Complete 100 waves in a single session:	Aftermath
Defeat Wicked Killington	Elemental Talisman

Unlocking the Crucible

After defeating the Guardian, you'll receive an invitation to the Crucible, sent to your inbox. Retrieve it by visiting any Tome (such as the one in Tri-Stone). A **Tarot Card** will be attached in the invite that will serve as a pass for you to challenge the first stage of the Crucible. New Tarot Cards will be sent to you by meeting various milestones in the game.



Tarot Card	Unlocks	Milestone
The Fool	Stage 1	Defeat the Guardian
The Emperor	Stage 2	Defeat the Wailing Host
Strength	Stage 3	Defeat Samael
The Devil	Stage 4	Reach LV.25
Death	Wicked Killington	Beat all stages in one session
The World	... Trophy/Achievement ...	Defeat Wicked Killington

Recommended Build

In case you have a different build, you may visit Vulgrim and buy a Respec from him so you can re-assign your skill points.

Take note that this is just a recommendation; feel free to use whatever skills and build you're most comfortable with.

- **Boost Attributes:** Strength and Critical Damage
- **Second Weapon:** Heavy Hammer or Axe
- **Harbinger Skills:** Teleport Slash, Immolation, Unending Fury, Inescapable, Rage of the Grave
- **Necromancer Skills:** Exhume, Undying, Enervation, Death Allure

Achidnas Fang Build

A powerful setup for The Crucible involves Achidnas Fangs. These secondary weapons are acquired after the final Dead Lord boss fight. The reason these weapons are so important lies in their special power. It causes all critical hits to return health to you. The formula seems to be 25% of the critical hit damage is returned as health. It is important to note that this applies to all criticals and not just ones obtained while using the secondary attack.

With Achidnas Fang as your secondary, the rest of the gear Death wears should then focus on Critical Hit Chance and Critical Hit Damage. By increasing these two stats, the player will increase the chance of being healed along with increasing the amount you are healed for. Using this combination of weapons and stats will make you nearly invincible. This setup can't counteract the damage you take directly, but so long as you do not die, you will be able to refill your health very quickly and continue on in The Crucible.

Ice Warrior Build

The most important item that you need for this build is a relatively powerful set of Possessed Scythes. The easiest way to get this is to play the Crucible and grab the loot at the last stage you feel comfortable. Upgrade the Scythes with Ice Damage, Health on Crit, and Critical Chance. For your secondary weapon, the Deposed King's Scepter is great but any powerful heavy weapon should do the trick. For magic, you must have both Exhume and Teleport Slash and you should have them sufficiently juiced up particularly Exhume's Death Allure skill. A third skill is useful and up to you though Unstoppable's ability to jack up your critical chances and damage is great for boosting your health with your scythes.

The basic strategy with the build is to, without exception, unleash your minions at the start of every round. This gives you breathing room and a chance to formulate a strategy. Then pick off the small enemies by using death grip and pulling them towards you. Immediately following up the grab you should use an overhead smash with whatever strong weapon your using. This strategy is unbelievably useful during the angel/demon rounds. Your scythes should then go to work on whatever big baddies are in the round, freezing them and allowing you to put on the punishment. If you need health or to escape, Teleport Slash will become your best friend. If you suddenly notice your health is almost gone, avoid the urge to mash the potion button unless it's absolutely necessary. Instead, try and isolate an enemy on the Crucible's edge, freeze him and work your Health on Crit modifier. If you face away from the enemies and don't have them in your screen, most of the time they won't attack you. Make use of this when trying to isolate an enemy.

Note: The Deathgrip is an extremely useful "Weapon" in both builds.

Stage 1 Enemy List

Wave Breakdown

The list of enemies per wave is listed below. You may use this to plan ahead and to know what to expect. It is recommended that you go see Vulgrim before you attempt this so that you can respect your skills to fit the challenges of the crucible, get rid of any moves you dont use, and level up the ones you do.

It is RECOMMENDED that you get at least one skill to help you take health from the enemies and give it to Death. You'll need it.

Stage 1 (Recommended for Levels 15-20)

Wave 1

- Construct Warrior x3

Wave 2

- Construct Warrior x5

Wave 3

- Construct Adjunct x3
- Construct Warrior x3

Wave 4

- Construct Champion
- Construct Adjunct x2

Wave 5

- Construct Champion x2

Wave 6

- Stinger x10

Wave 7

- Prowler x4

Wave 8

- Prowler x9

Wave 9

- Stalker
- Stinger x10

Wave 10

- Stalker x2
- Prowler x3

Wave 11

- Tainted Construct Adjunct x5

Wave 12

- Construct Sentinel x1
- Tainted Construct Warrior x3

Wave 13

- Tainted Construct Champion x1
- Tainted Construct Warrior x5

Wave 14

- Construct Sentinel x1
- Tainted Construct Champion x2

Wave 15

- Gharn x1
- Tainted Construct Warrior x4

Wave 16

- Stinger x30

Wave 17

- Savage Prowler x2
- Tainted Construct Adjunct x4

Wave 18

- Savage Stalker x1
- Stinger x5

Wave 19

- Tainted Construct Champion x1
- Savage Stalker x1

Wave 20

- Savage Stalker x2
- Tainted Construct Champion x1

Wave 21

- Tainted Construct Champion x3

Wave 22

- Corrupted Rideable Construct x1

Wave 23

- Gorewood x1

Wave 24

- Gharn x1
- Ghorn x1

Wave 25

- Gorewood x1
- Tainted Construct Champion x2

If you complete all 25 of these waves you will be rewarded with the Heartstone Talisman.

Video

The video below is a run of The Crucible on Normal. It can give the player a feel of the arena and the enemies they will face. Death has been setup with the Achidnas Fang build which can be read here

Click this link to see the video

<http://www.ign.com/videos/2012/09/04/darksiders-ii-the-crucible-waves-1-25-gameplay>

Stage 2 Enemy List

Wave Breakdown

The list of enemies per wave is listed below. You may use this to plan ahead and to know what to expect. This stage is unlocked after you defeat the Wailing Host.

Stage 2 (Recommended for levels 20-25)

Wave 26

- Skeleton x3

Wave 27

- Skeletal Archer x5

Wave 28

- Skeletal Warrior x4
- Skeletal Archer x2

Wave 29

- Skeletal Champion x2
- Skeletal Warrior x5

Wave 30

- Skeleton Champion x3

Wave 31

- Night Prowler x5

Wave 32

- Nightmare Stalker x2
- Nightmare Prowler x4

Wave 33

- Skeleton Champion x1
- Nightmare Prowler x4

Wave 34

- Skeleton Champion x2
- Nightmare Stalker x1

Wave 35

- Undead General x2

Wave 36

- Wraith x5

Wave 37

- Lich x1
- Wraith x3

Wave 38

- Scarab x20

Wave 39

- Lich x3

Wave 40

- Scarab x8
- Scarab Hulk x2

Wave 41

- Skeletal Champion x4

Wave 42

- Abomination x1
- Wraith x3

Wave 43

- Abomination x3

Wave 44

- Scarab Hulk x2

Wave 45

- Bone Giant x1

Wave 46

- Undead General x1
- Skeletal Champion x2

Wave 47

- Tormentor x1

Wave 48

- Bone Giant x1
- Skeletal Champion x2

Wave 49

- Undead General x1
- Tormentor x1

Wave 50

- Tormentor x1
- Bone Giant x1

The reward for beating stage 2 are the Abyssal Armor Boots.

Video

The video below is a run through of waves 26 through 50. Death is using the Achidnas Fang build which can be found here.

Click this link to see the video

<http://www.ign.com/videos/2012/09/04/darksiders-ii-the-crucible-waves-26-50-gameplay>

Stage 3 Enemy List

Wave Breakdown

The list of enemies per wave is listed below. You may use this to plan ahead and to know what to expect.

Stage 3 (Recommended for levels 26-30)

Wave 51

- Corrupted Angel x3

Wave 52

- Ayfid x2

Wave 53

- Corrupted Angel x3
- Ayfid x1

Wave 54

- Corrupted Angel x4
- Corrupted Champion x1

Wave 55

- Corrupted Champion x3

Wave 56

- Corrupted Construct Warriors x8

Wave 57

- Corrupted Construct Adjunct x3
- Sycophant x2

Wave 58

- Corrupted Champion x2
- Corrupted Angel x4

Wave 59

- Corrupted Angel x6
- Corrupted Angel x4 (they appear immediately after you kill any one of the original six, a good strategy here is to just lower the first six angels health and kill all six in one shot leaving just the other four)

Wave 60

- Sycophant x3

Wave 61

- Undead scarab x16

Wave 62

- Undead Scarab x5
- Undead Prowler x5

Wave 63

- Undead Prowler x3
- Undead Scarab Hulk x1

Wave 64

- Undead Stalker x3

Wave 65

- Undead Scarab Hulk x2

Wave 66

- Legion Soldier x3

Wave 67

- Legion Soldier x1
- Legion Champion x1

Wave 68

- Legion Soldier x4

Wave 69

- Legion Soldier x2
- Malestrom x1

Wave 70

- Legion Soldier x2
- Malestrom x1
- Legion Champion x1

Wave 71

- Ice Skeleton x12

Wave 72

- Ice Skeleton x5
- Nightmare Prowler x3

Wave 73

- Nightmare Prowler x3
- Malestrom x1

Wave 74

- Maelstrom x1
- Nightmare Stalker x2

Wave 75

- Argul

For completing this section of the Crucible you will be given the **Barbed Defilers**.

Video

The video below is a run through of waves 26 through 50. Death is using the Achidnas Fang build which can be found here.

Click this link to see the video

<http://www.ign.com/videos/2012/09/04/darksiders-ii-the-crucible-waves-51-75-gameplay>

Stage 4 Enemy List

Wave Breakdown

The list of enemies per wave is listed below. You may use this to plan ahead and to know what to expect.

Stage 4 (Recommended for level 30)

Wave 76

- Skeleton Warrior x3

Wave 77

- Undead Prowler x 5
- Skeletal Warrior x5

Wave 78

- Skeletal Champion x5

Wave 79

- Skeletal Champion x3
- Undead Prowler x4

Wave 80

- Undead Stalker x3
- Skeletal Archer x5

Wave 81

- Wraith x4

Wave 82

- Abomination x1
- Wraith x3

Wave 83

- Sycophant x1
- Skeletal Champion x3

Wave 84

- Sycophant x2
- Abomination x1

Wave 85

- Tormentor x3

Wave 86

- Corrupted Champion x1
- Corrupted Angel x3

Wave 87

- Fleshburster x6

Wave 88

- Corrupted Champion x2

Wave 89

- Fleshburster x12

Wave 90

- Ayfid x3

Wave 91

- Corrupted Angel x8

Wave 92

- Maelstrom x2

Wave 93

- Legion Champion x1
- Legion Soldier x3

Wave 94

- Maelstrom x1
- Corrupted Champion x1

Wave 95

- Legion Champion x1
- Maelstrom x1

Wave 96

- Corrupted Custodian x1

Wave 97

- Gorewood x1

Wave 98

- Bone Giant x2

Wave 99

- Suffering x1

Wave 100

- Absolam

For besting the 4th stage of the Crucible you will be awarded with the **Abyssal Spaulders** and **Assassin Talisman**. Talking to the Keeper will unlock a 5th and final stage for the Crucible.

Video

The video below is a run through of waves 26 through 50. Death is using the Achidnas Fang build which can be found here.

Stage 5 (recommended for level 30)

Wave 101

- Wicked K

Wicked K is an easter egg from the first game quite, the only difference is that he's way more dangerous now. Be careful fighting Wicked Killington or Death will end up dead, but no matter how you cleared the crucible Wicked K's defeat will make it all the more satisfying. Plus it will also net you the **Elemental Talisman**.

The End...

After beating each individual section of the Crucible you think you would have done it all. However, there is more to do. You can unlock more prizes by beating the Crucible in one sitting from start to finish. Now FIGHT!

Collectibles

The **Collectibles** sections contain the locations and information on Darksiders II's various hidden items.

- Book of the Dead Pages
- Boatman Coins
- Relics

Stonebites

- Stone of Mystics
- Stone of Power
- Stone of Resistance

Scrolls

- Soul Arbiter's Scrolls
- Soul Arbiter's Sacred Scrolls

The Book of the Dead

The Book of the Dead

Scattered throughout Darksider 2's massive world are 40 Book of the Dead pages that the Demon merchant Vulgrim has his eyes set on. Every time you collect 10 pages, you can bring them to Vulgrim for a special key that will unlock one of the four Death Tombs.



Each Death Tomb is packed with treasure chests, weapon stands, gold, and a special unique item, making this particular side quest one of the most rewarding in the game.

All Book of the Dead Pages - Video Walkthrough

Part 1: Pages 1-10

1. **Stonefather's Vale:** The first page can be found when you first reach the Stonefather's Vale. Simply head northeast until you spot the page.
2. **Baneswood:** Head to Baneswood and search the eastern ruins. Look behind a statue to find the next page.
3. **Cauldron Dungeon:** When you reach the room with the two orbs, look near the caged orb for a page in a small nook next to it.
4. **Cauldron Dungeon:** When you reach the crank that restores the fire at the end of the dungeon, break the crates beyond the crank to find a hidden page.
5. **Drenchfort Dungeon:** When you first reach the main room of Drenchfort, head around to the back of the statue and look a break in the small wall where you can drop down. You should be able to land on a platform where the next page awaits.

6. **Drenchfort Dungeon:** After you flip the second switch to restore water to the main room, swim into the aqueduct and make a left when you can. Look for a broken pipe to head inside and then look behind a rock to find the page.
7. **Shattered Forge:** The Shattered Forge is a side dungeon located in the Shadow Gorge, just before entering the Fjord. Near the end you'll face off against a Corrupted Champion. After the fight, destroy the pots in the room to find the next page.
8. **Lost Temple Dungeon:** You'll eventually reach a puzzle involving bringing a custodeon up an elevator. When you reach the end of that puzzle, backtrack back across the chain and follow the path until you see a small area that has been recently unlocked. Inside is the next page.
9. **Lost Temple Dungeon:** Near the end of the dungeon you'll come across a room where you have to use a shadow bomb to knock an orb loose from a statue's mouth. After doing so, follow the beams into the room to the left for another page.
10. **Foundry Dungeon:** After you get the Deathgrip, return to the previous room and grab the handhold. Drop down and be ready to use your death grip to pull yourself to a hidden area where the 10th page is located.

After you get the first 10 pages, return to Vulgrim and sell the Book of the Dead chapter to get a special key. Now fast travel to the Lost Temple and use the key to unlock the large door with the multi-colored panel. Once inside the Death Tomb, collect all of the chests, destroy the weapon stands, break all of the pots, and pull the statue out from the middle to find a unique Blade Master talisman

Book of the Dead Pages Part 3

Book of the Dead Part 3: Pages 21 to 30

1. **Forge Lands:** In the Fjord area of the Forge Lands you'll find ruins in the East (known as East Keep to some special people, you now among them). Here there are a set of pressure plates. Use the Soul Splitter to activate both plate and claim the page.
2. **City of the Dead:** In the second large room that you enter the page will be in the south east corner.
3. **City of the Dead:** In the rotating chamber, at the crank located to the south, the page will be just to the side of the crank.
4. **City of the Dead:** In the first room on the eastern side of the dungeon there will be another lantern puzzle. After bringing the lantern to the statue turn it south. The book of the dead page is just beyond that gate.
5. '*City of the Dead*': On the fourth floor you'll be in some sort of catacombs or burial area. Located in the crate on the northern wall is the page.
6. **Lostlight:** Upon reaching the bridge that leads to the Crystal Spire you will notice ruins to the south of you, or right of you if you want to be technical. Inside there is the 26th page.
7. **Scar:** After surviving the race up the lava pit of doom, that is it's official name by the way, you will use a construct to shoot a chain across a chamber so that you can obtain a skeleton key. Once you are at the top ledge where you can jump back down onto the chain then do not. Instead turn around and locate the wall holds, then shimmy like spiderman and reach the hidden book of the dead page.
8. **Earth:** After freeing the first Hellguard and defeating a big bad scaly monster called "The Suffering" (on the Northern part of your map) you will come across an area with red Corruption crystals. It is around here that you'll find the next page.
9. **Earth:** As you ascend a stair well that leads back to Uriel and the main central yard turn around. There you will find the next page high up on a pipe. Use Death Grip to grab this hidden page.
10. **Earth:** After talking to Uriel for the second time you enter a tunnel to the south. The book of the dead page is on the eastern end of that tunnel when you enter it.

Death Tomb #3 Location

The third Death Tomb is located in Lostlight along the main trail about halfway to the Crystal Spire. Go there to claim some chests, two boatman coins, and the **Hoardseeker Talisman**.

Book of the Dead Pages Part 4

Book of the Dead Part 4: Pages 31 to 40

1. **Earth:** After getting the map and in the area before the Noss boss battle, around the 5th trapped Hellguard, you'll see a building you can enter. In side this building, which would be on your right, is the next page.
2. **Earth:** After claiming the Eye of Arafel you'll speak to Uriel for the third time. You can claim the next page by running and searching along the south wall after speaking with her.
3. **Ivory Citadel:** In the west tower, before dropping through the crack in the floor, search the south wall. It will be located near some corruption.
4. **Ivory Citadel:** In the Northern Courtyard, after an ambush, you will see a Holy Fire Node and a warp portal. Along the western landing/ledge you will find the page.
5. **Fjord:** Located in the souther ruin, which you gain access to by swimming, you can find Vulgrim. There are also a set of portals. By utilizing these portals you can locate the next Book of the Dead page.
6. **Shadows Edge:** Upon entering this realm go North from the Tree of Death. At the fork in the road go left and follow the path for a short bit. Around the end of the path go right to find a wall that you can climb. There will be a pressure plate to activate, and doing so will allow you to find the next page.
7. **The Black Stone:** On the eastern side, far end, of Lilith's chamber.
8. **The Black Stone:** After claiming the map in the past climb to the top of the circular pit. The page will be right outside the top of the pit, before you leave the room.
9. **The Black Stone:** On the map in the present you will see in the bottom left corner of the first floor a room that looks like an E, this is where you got the skeleton key. Attached to this room are three small squares that lead to a larger square right above the E. Use the portals to get to the large room and search near some black corruption. This is where the page is located.
10. **The Black Stone:** The final page is located in the present. As you make your way to Samael's chamber, and are continually going from the past to the present, you will enter the Great Foyer for a final time as you make your final approach. Just before entering the throne room you will find a portals that are lower down. Open the west warp portal and then look for another portal to the east. If these are the right portals it will take you to the final page of the book.

Death Tomb #4 Location

The last Death Tomb is located in Shadow's Edge just below the Black Stone. A multitude of loot is located here, including a relic, some stones of power (two of them), and the Spear of Storms, a powerful/unique secondary weapon.

Boatman Coins

Boatman Coin locations:

1. In the first area after leaving Tri-Stone, there is a body of water in the middle. You can see the glowing green Boatman coin from above quite easily. Jump in and dive down to get it.
2. Once you enter Stonefather's Vale, veer west towards a door with large yellow rocks in the way. Just to the left of that door.
3. As you're walking past The Weeping Crag, the coin is in the water below the black metal bridge you cross over.
4. Follow the southern wall as you enter Baneswood and you'll go up a slight hill to find a coin hovering between a tree and a large rock.
5. Inside of The Nook (NE corner of Baneswood), once you reach the top of the stairs, turn 180 degrees and you'll see some breakable barrels next to the stairs. The coin is inside one of the containers.
6. Once you leave Baneswood on your way to the Charred Pass, you'll see a large hill/cliff along the right of the path. Hug that wall, and you'll come to a path which leads you to a chest on the hill. Go beyond the chest and you'll see it floating above the edge of the hill/cliff.
7. When you reach The Charred Pass, you'll see a large hollow log broken in two. The left side contains a coin.
8. After grabbing #7, if you head to the right, there is a well surrounded by some debris. Dive down into the well and after you emerge from the bottom of the cylinder, there is a coin behind you.
9. Inside The Cauldron, you only have one path you can take initially. In the 4th room (the one with plenty of lava below you immediately after passing through the room with the large blue lock requiring a skeleton key to unlock it) just walk straight ahead down a bit of a ramp and the coin is at the end of it in plain sight.
10. At the north end of The Cauldron, there is a large circular room with various breakable containers along the wall. Inside one of them by the north wall is another coin.
11. After using the first skeleton key, the next room you walk into will have a large blue sphere you have to roll into the indentation on the floor. On the upper platform of this room, there will be a coin in front of the large statue. To obtain it, run up a wall and jump backwards at it.
12. Immediately after using the second skeleton key in The Cauldron, you'll be in a large square room at the south end of the dungeon. Turn to your left as you enter and the coin will be inside one of the breakable containers in the corner.
13. After returning the flow of lava, you walk down a set of stone stairs to return to the entrance of the

dungeon. A coin is floating in the middle of this staircase, just jump over the railing to grab it.

14. As you make your way through the Shadow Gorge, there will be a small path that takes you north. Follow it to find The Shattered Forge with a destroyed bridge in the water. Jump into the water, and the coin is behind the far piece of bridge.

15. Inside The Shattered Forge the second room is a large and circular with a large amount of water in it. Jump into the water and swim to the north side of the pillar in the middle.

16. On your way to The Fjord, you will reach a locked gate. You have to shoot a shadow bomb to clear a path for yourself up a wall. Once you scale the wall, jump onto the ledge to your left, the coin is there.

17. Right after 16, you'll enter a room with a bunch of shadow bombs on the far wall and a pile of enemies that attack you. Clear that room and walk out onto the balcony ahead of you but don't jump down. On the right is another coin.

18. After entering The Fjord, head to the western wall where you find Blackroot (the construct who wants Stonebites). Hovering above his hill will be another coin. Best advice is to use your horse to jump and reach this one.

19. While in The Fjord, to the south is a large body of water. You know what that means by now; jump in and swim to the inevitably coin waiting for you. This one is underwater where there's a large gap between the two chunks of bridge.

20. Towards the end of The Fjord, there is a more northern path than the one which takes you to The Drenchfort. It leads you up as winding hill and into a small building. Walk in, and there will be two chests out in the open. Walk past the one on the right and follow the small corridor around a corner to find the coin.

21. In the central room of The Drenchfort (the room with the large construct statue and several dried-up waterways), there is a coin on the western side of the room not quite at the bottom on one of the rock plateaus.

22. In The Drenchfort, when you're in the process of getting the eastern waterway flowing again, you will come to a large room with a statue and you will have to use two of those glowing blue spheres to progress. When you scale the wall to free up the sphere from the northern side of the room, there is a coin just above the closed gate you can reach simply by walking across it.

23. After restoring the first waterway, you jump down and swim through a mostly flooded pathway to the south. Just as that path ends and you enter a larger room, there is a coin directly down, by the floor. You will likely see the glowing green top if you're swimming underwater.

24. After climbing the walls and leaving the room you found #23 in, you'll enter a small square room where you get ambushed by enemies. Inside of a breakable container in the SW corner is another coin.

25. After restoring the second waterway, ride down through the water until you reach the room immediately before the large central area. From here, go back up the northern path where you must

go to pull another level. In the room with the small concrete platform in the NW corner, jump off of the southern wall as you scale it to collect the coin floating in the air.

26. After you get the key to bring constructs to life, you head to The Nook. A couple rooms into this mini dungeon, there will be a fairly large open room involving one of those nests spitting out flying enemies at you and a ton of breakable containers. A coin is inside one of the containers in the NE corner by the remnants of a well.

27. At the end of The Nook (in the room immediately following the one holding coin #26), you find yourself in a large room with a lot of water at the bottom, a winding staircase, and a number of enemies that emerge from the ground. As per usual, dive into the water, swim down the stairs as if you were walking, and there is a small doorway at the bottom of them. Swim through it and there's a coin near the ceiling.

28. In The Lost Temple, the third room you enter will be fairly large and have a bunch of yellow rocks as well as a locked door requiring a skeleton key. Turn left immediately as you enter and inside one of the breakable containers along the wall, there will be a coin.

29. After getting #28, you'll go down a hallway to the north and find yourself in a room with a deactivated construct sitting across a body of water from you. As usual, there's a coin under the water on the left hand side. You can see it clearly from above.

30. After clearing the circular room where you get ambushed by those glowing yellow stone heads and various other enemies, you'll go through two doors and cross a large gap by running along the walls. At the end of the hallway, turn to the right in the small room and you'll find the coin sitting in the open.

31. The room immediately following where you found coin #30 is a large open area where you find the Journeyman Compass. There is a large tree in the eastern corner and behind it is another coin.

32. After you shoot a shadow bomb and dislodge a blue sphere, the next room you enter is full of breakable containers and some enemies. Along the southern wall about halfway down is a container with a coin inside.

33. After waking up the large construct and returning to Tri-Stone, a bridge will be raised for you to walk across. Behind the large statue on the right hand side is another coin.

34. Inside of The Foundry, on the eastern side of the dungeon, you will come across a room where Karn will toss you over a wall and you'll have to dive down into some deep water containing a construct on a submerged platform. In the northern end of this body of water, there is a coin.

35. After returning the first large blue stone to the giant construct in the central room, you go through a path in the SW corner. The room you enter through that first pipe has a pipe embedded in the eastern wall and there's a coin inside of it.

36. Once you get thrown across the gap in the room after #35 and make it to the room with the construct you can bring to life, there's a coin inside one of the vases in the NE corner.

37. Shortly after #36, you enter a large area containing the second large blue stone you need. Under

the water on the western side, there's a coin in front of a large pipe.

38. In order to progress from that area, you have to scale a wall and you find yourself on the other side, with another large body of water. I hope by now your instincts are telling you to dive into the water and search. The coin is in the eastern end of the water.

39. Inside of the Lair of the Deposed King on the B2 floor (accessed through the top floor), there is a room to the north requiring a skeleton key. In the room beyond this one, there are some breakable crates on the platform you have to wall-run in order to reach. Behind the crates lies another coin.

40. Going down the main staircase in the Lair of the Deposed King, if you enter the second door you come across, it's a very straightforward little path and ends in you coming out to a treasure chest. Above this chest is a coin. Run up the wall and jump back to reach it.

41. In the Breach, after you've use the skeleton key to progress, you drop down another level in an oval-shaped room. You exit through a door, and if you immediately turn to your left as you walk through it, you'll find a coin.

42. After finding #41, the next door you go through will lead you into a room full of skeletons. There are statues on the ground floor at either end of the room, and behind the one on the eastern side, there's a coin.

43. Once your out of the Breach, you'll cross a bridge and come to a 4-way intersection. If you turn to your left, the bridge is mostly destroyed, but there is a coin at the edge of the bridge.

44. If you cross the bridge going to the south instead of the west towards your main objective, there is a building on your right hand side. Enter it, and take another right. You'll come out to the ledge holding the coin you likely saw while crossing the bridge.

45. Returning across the bridge and heading towards the main objective, there's another coin if you turn to your left immediately after the bridge ends.

46. After grabbing #45, the path splits into two. The one on the left which leads to the south will take you towards the objective. Take the other path on the right, and you'll enter a building filled with skeletons. Walk into the room and turn around so you're facing the direction you just came from. On the right, there should be a mini hallway containing a couple of crates. In one of them is a coin.

47. When you reach the Eternal Throne, there is a staircase leading down at the south end of the area. In the area near the Serpent Tome, there are a large number of breakable containers and one of them holds a coin.

48. Now, this coin can actually be grabbed once you have the Death Grip, but it's easiest to grab whenever you decide you want to kill Bheithir. Go to The Nook, and head downstairs to where the boss is, and you have to grab this coin in order to reach the platform you fight Bheithir on.

49. Inside of the Gilded Arena, on the B2 floor, you'll pass through a circular room with 2 waves of skeleton enemies. Following this you'll walk through a hallway and into another large room. Almost directly ahead of you, there is a coin floating on top of a small mound with some breakable containers nearby.

50. On the second floor of the Gilded Arena, when you're trying to find the second animus stone, you enter the western side of the arena. Inside of the ruins, in the northern part, there is a narrow hallway and you'll see a coin floating on one of the walls. Run along the wall to grab it.
51. Once you've grabbed the second animus stone, there is a path to the right which opens up. Follow it into the next room and in the southern part of it, you climb a wall to find all sorts of breakables. Run across the wall to reach the other platform full of breakables and a coin is amongst it all.
52. Just to the north of the entrance to Sentinel's Gaze. It's covered up by a branch-like thing coming out of the ground.
53. Inside of Sentinel's Gaze, on the northern side of the main area.
54. Inside of the Phariseer's Tomb. Once you take the elevator down, walk forward and pull a 180 degree turn to your left after you've left the elevator platform.
55. After taking the elevator down to the 1st floor (or trying to reach the second and getting sent to the first), go through the northern door and scale the wall to the left of you as you enter. Follow the path as far as you can and jump backwards off the wall to grab the coin floating in the air.
56. Once you use the skeleton key to gain access to the room on the third floor, you'll get trapped inside of a large square room in the SW part of the map. There are a couple wraith enemies and a big guy with a shield. There's a coin inside a crate in the SE corner of this room.
57. After you've defeated Phariseer, you head south and find yourself at a dead end with a building. Use your new-found power to have Phariseer walk through the gates and pull a lever to give you access. Head to the right first and run up a wall. When you reach the top, turn around and jump towards the floating coin that should be right in front of you.
58. When you reach The Spine (on your way to the Judicator's Tomb) there is a large rock formation towards the SW corner of the open area. On the western side of this formation, behind two small rocks is another coin.
59. In the SE corner of The Spine, there is a large tower you can scale. After you've made your way around it and descended, you'll see a coin floating in front of the doorway you have to jump out of to reach the ground again. Use the Death Grip to grab it, you can't jump far enough.
60. Inside the second tower of the Judicator's Tomb, in the room you fight the Tormentor in, there's one in a crate in the NE corner.
61. In the third tower of the Judicator's Tomb, after you free the elevator and get up to the 2nd floor, the next room will have some water in it. Just look down and you can see it.
62. Inside of the City of the Dead, after using a skeleton key to gain access to an eastern room, there is a bridge which rotates. Use the Soul Splitter power to turn the bridge and then grab the coin in the NE corner of the room.
63. On the second floor of the City of the Dead, there's is an L-shaped bridge you have to turn and

use your Soul Splitter power. Around where you toss the shadow bomb to open up the gate, there is also a wall you're able to climb. Follow it up and around and then jump backwards to grab the floating coin.

64. On the 4th floor of the City of the Dead, in front of the western chest, it's floating in the air. Grab it with your Death Grip.

65. In the northern part of the 4th floor, there is a pressure plate to stand on which flips out two panels. One contains the Death Grip hook and the other is a small railing. Use the Soul Splitter and have one soul stand on the plate. The other will jump onto the small railing which flipped around and once there, have the other soul step off the plate. The other soul is now in a secret area behind the wall containing a coin in the western corner.

66. In Lostlight, just to the left of where the Bone Tomb is for this realm. It's along the main path, where that circular area is on the left-hand side of the map.

67. After the fight involving a bunch of angels, you have a conversation with Nathaniel. After you're done talking, just to the left of the doorway you're in front of is another coin.

68. Whenever you decide to complete the sidequest requiring you to kill the construct who's gone mad (any time after you acquire the Death Grip), head to The Scar and you'll see it floating in the air after you death grip your way across a gap before you even enter the building.

69. Still inside of The Scar, on the western side of the dungeon, you find the skeleton key. The coin is floating just beyond it. Jump or grab it with your Death Grip.

70. Back in Lostlight, you will enter the Crystal Spire and take the elevator up. As you go around the building (there's only one actual way you can progress), you'll get attacked by two angels in the SE corner. You will have to scale a wall and work your way across a gap to advance, but down in the gap there is a coin.

71. Once you go through the portal to Earth at the top of the Crystal Spire, you have to fight alongside the Hellguard and kill a bunch of zombie-like enemies. Once the fighting is done, you should be able to see the green glow of a coin in a building on the southern part of this area. It's poorly hidden behind a desk.

72. In that same area, in the NW corner, there is a coin behind a car.

73. In the small area where you fight the Noss, there are two cars in the SW corner hiding a coin.

74. On the B1 level of Earth, you walk through a tunnel with several waves of enemies as you head north. When you first enter the small area, you can see the green glow through the grate ahead of you. You must walk through a small hallway to the left in order to advance and the coin will be right there once you get back into the main tunnel.

75. After getting the second piece of the rod, you come out to find Uriel already standing in front of another barrier. Just to the right of the barrier, in the corner, is another coin.

76. Once you've killed a second Noss, you cross a large bridge with a ton of waves of enemies. On

the left hand side of the bridge by the third gap, there is a small room. Inside of it is a coin.

77. Once you have all three parts of the rod, you'll walk through a building. Once you make it onto the second floor and pass through a square room, you'll head through a passage in the NE corner. Down this hallway is a small square area to the right, containing a dead Hellguard. Opposite the body on the left side of the hall is a coin in a broken wall.

78. At the Ivory Citadel, once you use those two golden orbs to clear your path, you begin to walk north along a thin path. A short ways up, on the right, there is a break in the wall. Follow it around the wall to grab the coin.

79. A short ways after #78 you'll climb a wall, walk down a corridor and be outside again with a brief cutscene showing you all sorts of separated chunks of land and portals. Once you use your Death Grip to get to the first chunk of land, kill the angels that attack you, and there is a coin on the south side of a tiny wall in the SW corner.

80. Immediately after #79 you have to run across a lengthy wall to reach the next chunk of land. The coin is in the SW corner.

81. Once you get the Voidwalker and drop back down to the first floor of The Ivory Citadel, use the portals to make your way across to the NE corner of the area. In the far NE corner of the NE chunk of land, there's a coin behind a tree.

82. After clearing the path using portals and the two glowing golden orbs, you start to walk around the base of a tower. As you walk around it, there is a coin up against the SW corner of the tower.

83. After you've made it up to the top floor of the Citadel and you walk through the room with the giant statue, you drop down a hole onto the 3rd floor and land in some water. You should automatically pick up the coin upon impact, but if you don't, the coin is up against the wall behind you.

84. You'll find yourself outside of the Citadel again, with a path leading you past numerous dead Hellguard and you'll see that teleporting creature show up again. There will be two Death Grip hooks in front of a portal. Once you've gone through that portal and then used another one to launch you along a wall, you should be able to see the glowing green in the corner when you land from your wall run.

85. Once you're finished lighting up all of the golden orbs and returning the water to normal, run along a wall, and use two portals to get onto the other side of a wall. Drop down the hole and on the right side of the path you take, there is a body of water. Jump in, and dive underwater. When you can, turn left, and then turn left again, and you'll see it in front of you.

86. Inside of the Bone Tomb in Lostlight, just to your right as you enter the main area. Easy to spot, use your Death Grip to grab it.

87. Look to the left after grabbing #86 and you'll spot another coin in the exact same location, only on the other side of you. Once again, use your Death Grip.

88. When you first walk into The Black Stone, you'll likely see the green glow of a coin behind the rocks on your left. At your first chance, go around those blocks and grab the coin.

89. After using the Phasewalker and going through the portal, you'll see a brief cinematic. During this cinematic, it will be hard to miss seeing the next coin. It's on the eastern side of the platform you start on.

90. In the past within The Black Stone, there will be a coin floating at the end of a platform which you'll see almost immediately after entering a room. In order to reach it, just follow the path forward and head up the southern most path when the map branches out into an 'E' shape.

Relics

All Relic Locations - Video Walkthrough

A side quest for Ostegoth will begin upon entering the Kingdom of the Dead. He will ask you to find relics that are strewn about the worlds and sell them back to him. By selling them to him you will unlock skill points, weapons, gilt, and experience.

There are three types of relics that he wishes you to find.

- 1) Relics of Etu-Goth (15) - The most common relic, can be sold to Ostegoth for 3000 gilt each.
- 2) Relics of Renagoth (10) - Can be sold to Ostegoth to earn permanent HP and wrath increase
- 3) Relics of Khagoth (5) - Earn 1 free skill point by selling this to Ostegoth.

Continue on to the next page to learn the locations of each one.

Relics of Etu-Goth

Relics of Etu-Goth Locations

1. **Leviathan's Gorge** - After talking to Ostegoth for the first time you'll head south and come across a bridge. Turn left before the bridge and you'll find the relic on the edge of the cliff.
2. **Lair of the Deposed King** - After descending the stairs and entering the dungeon at floor B2 head east on the map. Go down the stairs and to the side of them (in the east most room) is the relic.
3. **Gilded Arena** - While looking for the second animus stone you will encounter a broken stairwell that is on the second floor, B2, and B3. Slowly descend the stairwell and backtrack occasionally to find the relic at the top of one of the segments.
4. **Eternal Throne** - Behind the Lord of Bones throne.
5. **The Maw** - Upon entering the Maw there is a ruin in the north eastern part. Find the climbable wall in the ruin and the relic will be there waiting for you.
6. **Phariseer's Tomb** - On the third floor there is a large square room in the south west corner. In this room you will be ambushed by Wraiths and Undead Generals. After destroying all the enemies go to the northwest corner of the room to find the relic in some breakable crates.
7. **The Spine** - In the western portion of the Spine, before the bridge, head north towards the Soul Arbiter's Maze. Behind some rocks/thorns on the cliffs edge is the relic.
8. **Judicator's Tomb** - In the eastern wing there is an outcrop that goes north, this is the first door you pass while in the eastern wing. In this room summon the Phariseer. Have him stand on the pressure plate that causes the pegs to rotate out from the walls. Make your way up and around the room to the point where you Death Grip the Phariseer. Continue even further through the corridor by running along the wall and Death Gripping the hoop, then find the lever that activates another wall hoop. Look around and you'll notice a place to climb the wall. Follow this and it will take you to a chest above the Phariseer. Then carefully drop down through the hole by the chest to locate this cleverly hidden relic.
9. **The Psychameron** - On your travels through the final caverns that lead you to Achidna and Basileus, you will be attacked by scarabs and other small creatures. It is on the first large island that you'll find the relic to the right (or western side).
10. **The City of the Dead** - On the second floor you will encounter a room with two wraiths and lots of gates. You'll have to use the soul splitter, and activate the lever to the south. Along the southern wall you'll find the relic.
11. **Lost Light** - After speaking with the Crow Father, follow the path north, but stick to the right side. If you follow the right path it will bring you to Vulgrim, and located behind him is the relic.
12. **Earth** - After completing the Rod of Arafel you'll find yourself wandering in the hotel. On the third floor, according to your map, you can find another relic. You'll find a chest on this floor and in the dark hole in the wall across from the chest await the relic.

Relics of Renagoth

Relics of Renagoth Locations

1. **Gilded Arena** - Once you are in the central room, the actual arena, run along the area to the right. Locate the first handhold and climb up. Then go right to the next, climb, and then go left, and climb yet another. This will put you on the third floor of the balcony. This is where you will find the relic.
2. **Gilded Arena** - After speaking to the Lord of Bones return to the Gilded Arena and descend the main stairwell all the way to the bottom. Go through the basement door and find yourself on a cliff face. Hug the edge of the cliff and you will find the relic behind some plants/thorns.
3. **The Spine** - Before entering the Judicator's tomb travel to the south eastern portion of the area. There is a ruin here that you can only access by riding up a hill. At the top of the hill hug the cliff edge and you'll find the relic behind a rock.
4. **The Psychameron** - After the chamber with the three push switches to unlock the gate and gain the skeleton key (room on floor B2) you'll have to make your way back up to the first floor. On your ascent back up you'll notice a hoop you can Death Grip that you couldnt see before. Climb this to find the relic.
5. **The City of the Dead** - In the third large room, the first room where you have the options to go east, west, and north, head towards the north door. The door will be sealed, but you can find the relic near the door.
6. **Crystal Spire** - Circle around the outside of the spire towards the east. In the south east corner, next to the spire, you will find the relic.
7. **Earth (subway)** - Upon going north you'll enter the first subway. There you will fight a bunch of monsters, but the cue of the relic is defeating a Suffering. After dispatching him you'll find part of the Staff of Arafel, but then you need to go explore to the north. You'll find some growth/red corruption, and next to that is the relic.
8. **Earth** - Once you are out of the subway head south. You'll find the dungeon map, and then, before heading further south, follow the path west. Follow this short path west and then north, and at the end of it you will find the relic.
9. **Ivory Citadel** - In the eastern aquaduct, after cleansing the water, you'll have to climb down the aquaduct levels. After dropping the second time (leaving you on the third floor of your map, still in the aquaduct) turn around. The relic is behind the waterfall.
10. **Ivory Citadel** - In the west tower, western portion of the second floor, you'll find an area that has two cranks to lower portals, and a switch to lower another portal. North of this switch is the relic.

Relics of Khagoth

Relic of Khagoth Locations

1. **The Mismount** - Head to the southern most portion, there you will find ruins. Find the push switch to activate the rotating wall pegs. Climb the pegs to discover the first Relic of Khagoth.
2. **Judicator's Tomb** - While looking for the first soul you will enter the western tower. In side the tower you will solve a lantern puzzle and then be able to head north so you can ascend the tower. Before climbing to the top of the western tower jump into the water that is at the bottom. Swim here to find the relic.

Gnomad Gnomes

Gnomad Gnomes

These pesky little gnomes are hidden all around the worlds Well...really there are only four of them, but they are very well hidden. Collecting all four gnomes allows for you to unlock a new weapon at the Serpent Tome, the **GnoMAD Scythes**.

If you are wondering what they look like....well...they look like gnomes. Lawn gnomes, but they are EVIL!

All Gnome Locations - Video Walkthrough

Locations:

1. **City of the Dead:** On the 4th floor of the City of the Dead there is a northern room that doesn't appear attached to any of the others. When you are in the long room below it there will be a pressure plate puzzle where you use the Soul Splitter, allowing for you to use the rotating hand holds on the wall. When running against the wall wait for Death to grab the wall hold and then switch souls as he grabs it. Once the soul has switched, run off the plate so that Death rotates with the hand hold on the wall. Once inside this secret passage run your way to the chest at the end and there you will find a Gnome to it's left.
2. **Ivory Citadel:** After you have cleansed the water in the western portion of the citadel go to the northern most passage of the western citadel (on the second floor). It is here in the northern passage that you can walk in the water up to a rock and claim the second gnome.
3. **The Weeping Crag:** Return to the Weeping Crag and find the portal that you need to open on the third floor. From here run north and to the east and locate another portal in the adjacent room's ceiling. Activate that portal, run back to the original, and warp to the new location. Once you have warped, run into the new room. Inside here you will find a multitude of treasures to collect. If you jump into the water you will find the gnome in the northern part of the room.
4. **The Black Stone:** If you look at your map, on the first floor, there will be a cluster of rooms that makes a square in the top left part of the map, with a room that looks like an E being in the middle. The top right corner of this square looks like a rotated Z and that is where the gnome resides. Before entering the Great Foyer on your final approach to Samael's throne you should reenter the western wing, but from a balcony on the northwest side, and in the present. The final gnome is in the western wing, in a small passage way.

After finding all 4 gnomes the Scythe will appear at any tome for you to pick up whenever you want.

Stonebites

All Stonebite Locations - Video Walkthrough

Stonebites are special stones that are part of the side quest Sticks and Stones which is given by Blackroot in the Fjord. There are three types of stonebites scattered in the realm and this section will track their individual locations.

Here are the breakdown of stonebites you can find. The game will also track your progress in the quests log.

- Mystic Stonebites (34)
- Power Stonebites (25)
- Resistance Stonebites (10)

You'll know if there's a stonebite nearby if you hear a low humming noise, akin to a long chime. Usually they're hanging overhead so you have to enter aim mode and shoot them with Redemption to collect them.





Rewards for Stonebite combination:

3 Stones of Mystics = +5 Arcane boost

3 Stones of Power = 5 Strength

3 Stones of Resistance = 20 Resistance

2 Mystic, 1 Power = 2% Arcane Crit Chance

2 Mystic, 1 Resistance = 10% Arcane Critical Damage

2 Power, 1 Mystic = 2% Critical Chance

2 Power, 1 Resistance = 10% Critical Damage

2 Resistance, 1 Mystic = 20 Wrath

2 Resistance, 1 Power = 20 Defense

1 Power, 1 Mystic, 1 Resistance = 30 Health

Stone of Mystics

These are the blue Stonebites scattered throughout the game.

Stone of Mystics locations:

1. In the tower immediately to the north as you enter Baneswood. Across from the opening containing the chest
2. Along the northern wall of Baneswood, on top of the large hill roughly NW of the large tree in the middle of the area.
3. After leaving Baneswood towards the Charred Pass, you'll see a large hill/cliff on your right. Hug the wall and you'll find a path that leads you up the path to a chest sitting in the middle of a white structure. The stone is at the top of the pillar which is missing its bottom.
4. In The Charred Pass' NE corner, there is a building containing a treasure chest. Climb and run along the walls until you reach the top of the building, and the stone is in the NE corner.
5. Where The Charred Pass splits into two paths leading you to The Cauldron or The Scar, on a rock face at the start of the path to The Scar, you'll find a stone.
6. On your way to The Cauldron, just before the path becomes an inverted U shape on the map, there is a small area to the south containing a chest. Once you climb to the top, to the right of the small staircase, there is a section of wall missing. Walk through it and the stone is on the north wall.
7. In The Fjord on the wall beside Blackroot.
8. Near the end of The Fjord as you make your way to The Drenchfort, the path takes a sharp 90 degree turn south and then heads west. Immediately after turning west, look up at the northern rock face and you'll see the stone.
9. Inside of The Drenchfort in the central room (large construct statue and multiple dried-up waterways), the stone is in front of the south door. Stand on the sides of the room or by the large construct to see it.
10. In the basement of The Nook (where you fight Bheithir once you have the Death Grip, or down the winding staircase from the large open room with plenty of breakable containers and a nest of those flying enemies), there is a room with two cylindrical elevators and one of those glowing blue spheres. One you ride up on the first elevator, if you're looking across at the other elevator, turn to your right and you'll see the stone tucked in behind a piece of the elevator's machinery.
11. In The Lost Temple, when you bring the first construct into the large room with the locked door requiring a skeleton key, you have to destroy the yellow rocks on the southern side of the room to progress. There is a small pit that the chain you cross is above, and on the far wall of the pit is the stone.

12. After you meet the Chancellor, the door to the Gilded Arena opens up. Once you're inside, there's a very narrow hallway for you to walk down, and the statue on the right had the stone on the front of it. Very hard to miss.
13. In the Gilded Arena, when you're on the B2 floor and after you've moved the glowing lantern, you enter a large open room with cages hanging from the ceiling. One of them on the left has a stone attached to it.
14. Inside of Phariseer's Tomb, on the 4th floor you will come across an elevator with four crystals on it. The window-like hole in the wall in the SE corner of the room contains a stone.
15. After you finish up with the Phariseer, you head further south with your newfound ability. You will have to enter a large building at the dead end, but before going in, there is a stone up in one of the left-hand windows.
16. At the top of the 3rd tower in the Judicator's Tomb, there's a stone up in the SE corner.
17. Inside the Psychameron, after you make it through that large series of puzzles involving the Dead Lords, you'll enter a doorway leading south and opens up into a cave-like area. Head down the stairs and then turn around. The stone is above the doorway you just came through.
18. On top of the doorway of the Bone Tomb in Lostlight. It's right along the main path on the left hand side
19. After you finish fighting off a pile of angels and talk to Nathaniel, head back towards the circular area you just fought in. When you turn to face the Spire itself, you will see two large statues standing in front of it. There are Mystic Stones on the front of both of these statues.
20. When you've shot the first statue, go to the other one and shoot the stone on it.
21. On Earth, after helping the Hellguard kill all of the zombie enemies, the stone is in that first area on the northern side. It's on the edge of a building, closer to the NW corner.
22. After you find the first piece of the Staff of Arafel, you'll pass through a small tunnel in the SW corner of the main Earth area. When you come out of the tunnel, to your right up on the building is another stone.
23. After fighting the second Noss, you cross a long bridge with chunks taken out of the road. After passing the first one on your left, turn around and look down into that gap. You'll see the stone attached to a pillar.
24. On the second floor of The Ivory Citadel, after you scale the wall, turn around and run across the wall to where the map is showing the treasure chest. Across from the chest is the stone.

Stone of Power

These are the red Stonebites you find within the game. There are 25 of them total.

Stone of Power locations:

1. **Charred Pass** - Upon entering the charred pass head towards the left, and area with small debris and water. In the center is a well. Dive on in and swim to the hidden chamber. Turn around to find the stone.
2. **Fjord** - Towards the end of The Fjord, there is a more northern path you can take rather than the one which will lead you to The Drenchfort. It's a winding path up a hill and leads you to the eastern keep. Walk into the main room and turn around, the stone will be above the doorway.
3. **Lost Temple** - In The Lost Temple, after you walk outside and get ambushed by a group of enemies, you'll find yourself in a room where you have to scale a wall and shoot a shadow bomb to loose a blue sphere. Look to the left and up a little to see the stone sitting on the edge of the ruins.
4. **Weeping Crag** - After fighting Gorewood, before leaving the area, look to the ceiling towards the south east. There you will find the stone.
5. **Lair of the Deposed King** - Upon entering the dungeon you will descend a long stair well. Follow the stair well all the way to the bottom, where the Death Tomb is located. On top of the door to the tomb is the stone.
6. **Phariseer's Tomb** - On the 3rd floor, in the NE section of the map you enter a room with a large bottomless pit separating you from a large statue. On the statue is a stone.
7. **Mismount** - After entering the Mismount stay along the north west path. The path will lead you to a building containing a number of skeletons. Clear them all out and turn so that you're facing the way you came in. In the upper left corner of that wall, you'll see the stone.
8. **Soul Arbiter's Maze** - Before entering the maze itself, you'll find yourself in a square room with purple Death Grip spots hanging from the ceiling. Climb up the wall at the back of the room and jump, using the Death Grip to make it to the other side. As you swing, you'll likely see this stone hanging near the ceiling.
9. **The Spine** - In the SE corner of the field, there is a large tower. Scale the tower but as you begin to descend, head to the left to grab a chest. As you're doing this, face the wall opposite the platform and you'll see the stone sitting in plain sight.
10. **Judicator's Tomb** - In the large room with two elevated platforms where you must summon the Phariseer to stand on a pressure plate, there is a stone on the underside of one of the hanging cages.
11. **City of the Dead** - On the second floor, when you have to use the Soul Splitter power and turn the L-shaped bridge in order to progress, there is a passage to the south containing a chest and two wraith enemies. On the western wall is the stone.

12. **The Scar** - When you reach the entrance to The Scar, there is a large pipe hanging above the ground to the east of the entrance. On the end of it is the stone.

13 **The Crystal Spire** - After taking the elevator up, you walk around the Spire counter-clockwise. When you reach the SE corner, before traversing the gap in the ground, look north and you'll see the stone on a statue.

14. **Earth** - After fighting the Noss, you go through a tunnel filled with wave after wave of enemies. You follow it around a slight bend, and to the south, there is a chest. Behind that chest on the ceiling is the stone.

15. **Earth** - After nabbing the third and final piece of the rod, you follow the path and are brought to a square room that resembles a destroyed hotel. On the second floor on the north side, there is a stone.

16. **The Ivory Citadel** - On the 3rd floor of the tower, when you enter the central room with the giant statue, look up at it's chest and you'll see the stone. It might take several shots to hit due to the distance, but keep your reticle over the stone and you'll hit it.

17. **The Ivory Citadel** - On the 3rd floor in the northern area (with two revolving puzzles, several glowing golden orbs, and portals galore), if you walk to the southern-most puzzle and look to the rock directly to the south of the rotating puzzle, you'll see the stone.

18. **The Black Stone** - After using the Phasewalker for the first time and fighting off several enemies on a circular platform, there large statue to the north has a stone on its chest.

Stone of Resistance

These are the yellow stones you find scattered throughout the game. There are 10 of these stones in total.

Stone of Resistance locations:

1. **Foundry** - Just as you enter the Foundry, you can find one of these attached to the side of a huge moving metal bucket (The things hanging from the ceiling, moving around the room).
2. **Leviathan's Gorge** - Once you've made it through the Tree of Life, you'll have to cross a long bridge to reach Leviathan's Gorge. Turn right once you've crossed the bridge and you'll find a wall to climb that will take you down below the bridge. At the far end of this path (towards the end of the bridge nearest the Tree of Death), stand against the gate and look up and directly to the east. It is tucked away tightly in the corner and you can shoot it even with the gate still up. If you have trouble shooting it you can lower the gate and get closer once you have the Soul Splitter.
3. **Eternal Throne** - Once you make your way to the Eterneal Throne you'll meet Draven and the Chancellor to the Lord of Bones. To the right of the stairs that take you to the Chancellor you find another stair case that takes you below the throne room. There are a lot of crates and even a serpents tome. To the left of the tome, on a pillar that is slightly blocked by a tarp, you can find the stone.
4. **The Breach** - After completing the lantern puzzle on top of the Maw's northwest ruin you can access this. Start by going to the ruin at the north west portion of the Maw. Climb it to the very top and rotate the lantern statue north, to face the Breach. Once this is done, head back to the Breach and climb to the top. You can now reach the lantern statue here. Rotate it back to the Maw to unlock the chests over there BUT before climbing down run past the statue on the Breach. It is over here that you'll find the stone.
5. **City of the Dead** - On the third floor, all the way to the east, you'll find yourself on some exterior walkways. After you fight an Undead Stalker turn to the north. On the top of one of the towers to the north you will find the stone.
6. **Earth** - After fighting the first Noss, before continuing south along the long curving path, look to the north east corner of the area. The stone is on one of the northern buildings, slightly to the east.

Scrolls

There are two kinds of scrolls that you can find in the game. These scrolls are extremely helpful for attempting the Chancellor's Quarry side quest.

Soul Arbiter's Scroll - These supply you with hints that allow you to solve the Arbiter's maze.

Soul Arbiter's Sacred Scrolls - These supply you with hints that lead to the treasures of the Arbiter's maze.

Skills



The **Skills** section contains Skill Trees and information on the Skill system in Darksiders 2.

Every kill earns Death experience points, and he advances in level when enough experience is earned. each level increase boosts Death's basic stats, but more importantly, it gives him a skill point to spend in one of the skill trees. most skills have three tiers of power. in other words, in most cases three skill points can be spent on a single skill. the first skill point adds the Ability to Death's repertoire; the next two make that Ability more powerful.

There Are two skill trees to choose from in Darksiders 2 – the Harbinger tree And the Necromancer tree. in simple terms, the **Harbinger** tree is a warrior track; the **Necromancer** tree is a spellcaster track. players can focus on one track or mix and match between the two.

The skill trees do branch, and selecting a skill on the tree will make skills on connected branches available. it's worth noting that the more powerful abilities require Death to be a certain experience level before they can be acquired.

Harbinger Tree

HARBINGER TREE



TELEPORT SLASH: Death teleports across the battlefield and delivers a violent scythe attack that deals damage and restores Death's health.



TRAUMA: Enemies struck by Harvest increase the damage dealt by all of Death's attacks for a short time.



IMMOLATION: All enemies struck by Teleport Slash are set ablaze.



RED HARVEST: Enemies struck by Harvest grant Reaper Energy.



INESCAPABLE: All enemies struck by Teleport Slash are slowed by Frost.



UNSTOPPABLE: Death's unearthly strength is increased for a short time.



RAGE OF THE GRAVE: Death gains health from enemies killed by Teleport Slash.



INEVITABILITY: While Unstoppable is active, Death is more likely to deal a Critical Strike.



UNENDING FURY: Enemies killed by Teleport Slash reduce the Wrath cost of Death's Harvest attack.



EMPOWERMENT: Death's Critical Strikes deal additional damage while Unstoppable is active.



DEATH BLOSSOM: Enemies slain by Teleport Slash blast apart on impact, damaging nearby foes.



KILLING BLOW: While Unstoppable is active, Death has a chance to deal a second strike with each attack.



HARVEST: Death's true incarnation appears, unleashing a spinning scythe attack that devastates surrounding foes.



CALL OF THE GRAVE: The duration of Death's Unstoppable ability is increased.



REAPING: Reaping increases the chance of scoring a critical hit on enemies struck by Harvest.



FRENZY: Death is infused with unnatural speed and ferocity. Enemies move slower while Death moves faster.

Necromancer Tree

NECROMANCER TREE



EXHUME: Death summons bloodthirsty Ghouls from beyond the grave to fight alongside him.



REFLECT: Death's Aegis Guard reflects a portion of any damage dealt to Death back at its source.



UNDYING: Increases the health of the summoned Ghouls.



GROUNDING: Threads of lightning arc from Death while Aegis Guard is active, damaging nearby enemies.



ENERVATION: Damage dealt by the Ghouls is awarded as Wrath for Death.



ENRAGED GUARDIAN: The arcane power of Aegis Guard increases Death's Arcane Critical Chance while active.



DEATH'S ALLURE: Death's enemies are driven to attack the summoned Ghouls.



DEATH GUARD: Death's Aegis Guard lasts longer and requires less effort to summon.



FIERY SOULS: Ghouls deal additional fire damage to surrounding enemies.



MURDER: A murder of crows emerges from the ether, called by Death to attack his foes.



CORPSE EXPLOSION: Summoned Ghouls explode when killed or the ability ends, damaging and knocking back nearby enemies.



BLESS: Death's crows restore their master's health by attacking his enemies.



AEGIS GUARD: Death surrounds himself with a necromantic shield, significantly increasing his Defense and Resistance.



HERALDS OF DEATH: The summoned crows restore Reaper Energy to Death with every strike.



GRAVE DEFENSE: Aegis Guard enhances Death's Arcane attribute while the ability is active.



ICE CROWS: Death's crows, imbued with the chill of the Abyssal Plains, deal ice damage to all enemies they strike.



BONE STORM: Death's form rips apart into a tornado of debris and fragments of ancient bone, laying waste to those caught in the maelstrom.

Harbinger Tree

The Harbinger skill tree focuses on enhancing Death's offensive capability. The sub-trees under this skill tree increases the lethality of Teleport Slash, the damage of standard attacks, increase wrath gain and Reaper energy to name a few.

Teleport Slash: Death teleports across the battlefield and delivers a violent scythe attack that deals damage and restores Death's health.

- **Immolation:** All enemies struck by Teleport Slash are set ablaze.
- **Inescapable:** All enemies struck by Teleport Slash are slowed by Frost.
- **Rage of the Grave:** Death gains health from enemies killed by Teleport Slash.
- **Unending Fury:** Enemies killed by Teleport Slash reduce the Wrath cost of Death's Harvest attack.
- **Death Blossom:**

Harvest: Death's true incarnation appears, unleashing a spinning scythe attack that devastates surrounding foes.

- **Reaping:** Reaping increases the chance of scoring critical hit on enemies struck by Harvest.
- **Trauma:** Enemies struck by Harvest increase the damage dealt by all of Death's attacks for a short time.
- **Red Harvest:** Enemies struck by Harvest grant Reaper Energy.

Unstoppable: Death's unearthly strength is increased for a short time.

- **Inevitability:** While Unstoppable is active, Death is more likely to deal a critical strike.
- **Empowerment:** Death's Critical Strikes deal additional damage while Unstoppable is active.
- **Killing Blow:** While Unstoppable is active, Death has a chance to deal a second strike with each attack.
- **Call of the Grave:** The duration of Death's Unstoppable ability is increased.
- **Frenzy:** Death is infused with unnatural speed and ferocity. Enemies move slower while Death moves faster

http://darksiders.wikia.com/wiki/Harbinger_Tree

Teleport Slash

This skill allows Death to deliver a fatal scythe attack by dashing toward the target in a blink of an eye - hence, the name of this sub-tree. Aside from delivering damage, this attack also recovers a bit of HP and will allow Death to slip past through an incoming enemy attack, making this a life saver in dire situations.

Teleport Slash

Death teleports and delivers a scythe attack that deals heavy damage and restores a portion of his health.

- LV: 1
- Pre-Requisite: None

Level 1	<ul style="list-style-type: none">• Costs 200 Wrath• Deals 99-117 Damage• Heals 10% of damage dealt
Level 2	<ul style="list-style-type: none">• Costs 200 Wrath• Deals 111-130 Damage• Heals 12% of damage dealt
Level 3	<ul style="list-style-type: none">• Costs 200 Wrath• Deals 122-144 Damage• Heals 15% of damage dealt

Immolation

All enemies hit by Teleport Slash have the chance to catch fire.

- LV: 3
- Pre-Requisite: Teleport Slash

Level 1	<ul style="list-style-type: none">• Deals 102 damage every 0.5 seconds• Lasts 5 seconds• 25% chance to set target on fire
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Level 2	<ul style="list-style-type: none"> • Deals 153 damage every 0.5 seconds • Lasts 6 seconds • 25% chance to set target on fire
Level 3	<ul style="list-style-type: none"> • Deals 179 damage every 0.5 seconds • Lasts 7 seconds • 25% chance to set target on fire

Inescapable

All enemies hit by Teleport Slash have the chance to be slowed down by frost.

- LV: 3
- Pre-Requisite: Teleport Slash, Immolation

Level 1	<ul style="list-style-type: none"> • Slows target by 20% • Lasts 2 seconds • 25 % chance to slow down target
Level 2	<ul style="list-style-type: none"> • Slows target by 25% • Lasts 3 seconds • 25 % chance to slow down target
Level 3	<ul style="list-style-type: none"> • Slows target by 30% • Lasts 4 seconds • 25 % chance to slow down target

Unending Fury

Wrath generation is increased for a few seconds after performing Teleport Slash.

- LV: 5
- Pre-Requisite: Teleport Slash, Immolation

Level 1	<ul style="list-style-type: none"> • Increases wrath generation by 40% • Lasts 10 seconds
Level 2	<ul style="list-style-type: none"> • Increases wrath generation by 45% • Lasts 10 seconds

Level 3	<ul style="list-style-type: none"> Increases wrath generation by 50% Lasts 10 seconds
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Rage of the Grave

Critical hit chance increases on Teleport Slash attacks.

- LV: 5
- Pre-Requisite: Teleport Slash, Inescapable

Level 1	Teleport Slash critical hit chance +10%
Level 2	Teleport Slash critical hit chance +15%
Level 3	Teleport Slash critical hit chance +20%

Death Blossom

Enemies hit by Teleport Slash explodes, dealing splash damage to nearby foes.

- LV: 8
- Pre-Requisite: Teleport Slash, Immolation, Unending Fury

Level 1	Deals 684 damage
Level 2	Deals 1027 damage
Level 3	Deals 1370 damage

Harvest

Harvest is a Harbinger skill, allowing Death to shape his Dual Scythes into his ultimate weapon, **Harvester**. In combat, Press **X, X, (Delay), X**, to unleash a spinning throw after a wide slash. It should be noted that this will stagger all opponents except sub-bosses and bosses.(Savage Stalkers, ect.) More upgrades link to this, including Reaping, Trauma, and Red Harvest, all amplifiers of this skill.

Harvest

Death's Reaper Form is unleashed for a brief moment while doing a spinning scythe attack, dealing damage to surrounding enemies.

- LV: 5
- Pre-Requisite: None

Level 1	<ul style="list-style-type: none">• Costs 200 wrath• Deals 1210 damage
Level 2	<ul style="list-style-type: none">• Costs 200 wrath• Deals 1478 damage
Level 3	<ul style="list-style-type: none">• Costs 200 wrath• Deals 1747 damage

Reaping

Increases critical hit chance when using Harvest

- LV: 8
- Pre-Requisite: Harvest

Level 1	Critical hit chance + 15% when using Harvest
Level 2	Critical hit chance + 20% when using Harvest
Level 3	Critical hit chance + 25% when using Harvest

Trauma

Enemies struck by Harvest briefly increases the damage dealt by Death's attacks for a short time.

- LV: 8
- Pre-Requisite: Harvest, Reaping

Level 1	Damage increased by 10% per enemy hit
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Level 2	Damage increased by 15% per enemy hit
Level 3	Damage increased by 20% per enemy hit

Red Harvest

Enemies hit by Harvest generate Reaper Energy.

- LV: 12
- Pre-Requisite: Harvest, Reaping Trauma

Level 1	Adds 8 Reaper Energy per enemy hit
Level 2	Adds 10 Reaper Energy per enemy hit
Level 3	Adds 12 Reaper Energy per enemy hit

Unstoppable

This sub-tree allows Death to go on a carnage by increasing his strength, critical damage and critical hit.

Unstoppable

Death's strength is enhanced for a short time.

- LV: 8
- Pre-Requisite: None

Level 1	<ul style="list-style-type: none">• Costs 300 wrath• Increases strength by 30• Lasts 8 seconds
Level 2	<ul style="list-style-type: none">• Costs 300 wrath• Increases strength by 40• Lasts 8 seconds
Level 3	<ul style="list-style-type: none">• Costs 300 wrath• Increases strength by 50• Lasts 8 seconds

Inevitability

While Unstoppable is active, Death's critical hit chance is increased.

- LV: 12
- Pre-Requisite: Unstoppable

Level 1	Critical hit chance + 10%
Level 2	Critical hit chance + 15%
Level 3	Critical hit chance + 20%

Empowerment

Increases critical hit damage when Unstoppable is active.

- LV: 12
- Pre-Requisite: Unstoppable, Inevitability

Level 1	Critical damage +20%
Level 2	Critical damage +30%
Level 3	Critical damage +40%

Killing Blow

While Unstoppable is active, Death has a chance to deal a second strike with each attack.

- LV: 16
- Pre-Requisite: Unstoppable, Inevitability

Level 1	5% chance of second strike
Level 2	10% chance of second strike
Level 3	15% chance of second strike

Call of the Grave

Unstoppable's duration is increased

- LV: 16
- Pre-Requisite: Unstoppable, Inevitability, Empowerment

Level 1	Increases duration by 3 seconds
Level 2	Increases duration by 4 seconds
Level 3	Increases duration by 5 seconds

Necromancer Tree

The Necromancer Tree can be used to gain defensive or area attacks, unlike the Harbinger Tree which mainly increased Death's own powers. The Necromancer Tree has three main abilities that can be increased and changed as you spend further points down the line.



The first of these is Exhume. This particular skill allows you to summon two ghouls to aid you in your fight against the forces of Heaven and Hell. These ghouls start off pretty weak, but if you level the skills up they can be a great ally as they can distract enemies, even bosses. You can even level them up to the point where they deal fire damage, and to where they explode upon death.

The second of these skills is Aegis Guard. This skill puts a shield around death that allows for him to absorb more damage. This will allow for you to deal more damage without worrying about your health for a short period. The higher you level it up then the more damage you'll be able to deal and more powerful attacks you can use.

The third move in the Necromancer tree is Murder. Murder is similar to Exhume in that you summon creature to be your ally, but in this case you summon a murder of crows. As you increase the levels of this skill and its subsequent branches you can summon more crows, inflict more damage, and even buy yourself a slight distraction, at least enough to choke down another health potion.



The final move in the Necromancer tree is called Frenzy. Like the final move in the Harbinger tree it is very powerful and can help you deal with those extremely resilient enemies.

Exhume

Exhume is a greatly beneficial skill tree. Exhume allows for Death to summon ghouls to his side in a fight. These ghouls can deal a great amount of damage and can even distract enemies, buying you those precious extra seconds in combat.

Branching of Exhume

Exhume - Default move in skill tree. Costs 300 Wrath

- Level 1 - 26 damage per attack, 2 ghouls summoned
- Level 2 - 40 damage per attack, 2 ghouls summoned
- Level 3 - 53 damage per attack, 2 ghouls summoned

Undying - Increased Ghoul health

- Level 1 - Health increase of 451
- Level 2 - Health increase of 632
- Level 3 - Health increase of 813, summon 1 extra ghoul

Enervation - Damage dealt gives Death wrath

- Level 1 - 1 wrath given per attack
- Level 2 - 3 wrath given per attack
- Level 3 - 4 wrath given per attack

Fiery Souls - Ghouls deal fire damage

- Level 1 - 13 fire damage, fire aura deals 16 damage every 0.5 seconds
- Level 2 - 20 fire damage, fire aura deals 32 damage every 0.5 seconds
- Level 3 - 20 fire damage, fire aura deals 32 damage every 0.5 seconds, gains 5% Arcane Critical Strike Chance

Death's Allure - Ghouls attract enemies attentions

- Level 1 - Ghouls attract nearby enemies
- Level 2 - Radius increased by 50%
- Level 3 - Radius increased by 100%

Corpse Explosion - Ghouls explode upon their death

- Level 1 - Deals 402 damage
- Level 2 - Deals 562 damage
- Level 3 - Deals 723 damage

Aegis Guard

Aegis Guard is a skill that is all defense. Well...mostly defense and some retaliation. Either way, if you are hurting for some defence, resistance, or anything similar then Aegis Guard is for you.

Branches of Aegis Guard

Aegis Guard - Default move, Death surrounds himself in a shield; Costs 300 Wrath

Lv 5; Prerequisite - None

- Level 1 - Adds 321 Defense, Adds 321 Resistance, Lasts 8 seconds
- Level 2 - Adds 642 Defense, Adds 642 Resistance, Lasts 8 seconds
- Level 3 - Adds 963 Defense, Adds 963 Resistance, Lasts 8 seconds

Grave Defense - Increases Arcane momentarily

Lv 8; Prerequisite - Aegis Guard

- Level 1 - Increase of 20 Arcane
- Level 2 - Increase of 25 Arcane
- Level 3 - Increase of 30 Arcane

Reflect - Reflects a portion of damage back to the attack

Lv 8; Prerequisite - Aegis Guard, Grave Defense

- Level 1 - Reflect 10% of Damage
- Level 2 - Reflect 15% of Damage
- Level 3 - Reflect 20% of Damage

Grounding - Lighting arcs from the shield, damagin enemies

Lv 12; Prerequisite - Aegis Guard, Grave Defense

- Level 1 - Strikes 1 enemy every 0.5 to 1 second, 176 lightning damage
- Level 2 - Strikes 2 enemies every 0.5 to 1 second, 268 lightning damage
- Level 3 - Strikes 3 enemies every 0.5 to 1 second, 321 lightning damage

Enraged Guardian - Increases Arcane Critical Chance

Lv 12; Prerequisite - Aegis Guard, Grave Defense, Reflect

- Level 1 - 10% increase
- Level 2 - 15% increase
- Level 3 - 20% increase

Death Guard - Guard lasts longer and reduces wrath consumption

Lv 16; Prerequisite - Aegis Guard, Grave Defense, Reflect, Enraged, Guardian

- Level 1 - Lasts 3 additional seconds, reduces cost by 10%
- Level 2 - Lasts 4 additional seconds, reduces cost by 15%
- Level 3 - Reduces cost by 20%

Murder

Murder is a move that allows for Death to summon a murder of crows to aid him in his fight.

Murder mainly contributes to resupplying Death with health or reaper energy.

As you upgrade/follow it's tree Murder allows for you to summon up to three murders at once, deal ice damage, obtain reaper energy, and steal health.

Murder is a great move to utilize if you need some extra health or damage while you dodge. The enemies will still focus on Death, but Murder will continue to attack the enemies and give you health. This is why it is especially useful. The ability to give you health and possibly freeze your enemies while dealing damage is the main draw of Murder.

Scythe Combos

Move	Command
Cross Slash	(A)
Return Slash	A, A
Double Slash	A, A, A
Twin Humanities	A, A, A, A

Legend

- A - Attack Button
- LT - Xbox 360 Left Trigger
- L2 - PS3

Heavy Weapon Combos

By holding the Alternate Weapon (Y on Xbox Controller or Triangle on PS3 Controller) button down Death lunges forward in a power attack. By pressing the Alternate Weapon button three times, heavy weapons do a traditional three hit combo.

The Heavy/Alternate weapons can also be chained together with Death's scythe attacks. When done as move 3 or 4 of Death's scythe attacks the heavy weapon is added to the combo in a movement that is much faster than when it is done on it's own. If you are looking for a fast way to inflict damage then using the scythes and heavy weapons one after the other is a good way to do it as it allows you to use the slower heavy weapons at a much faster speed.

Heavy Weapons

Death gets to use different weapons in his adventure, and these include axes, hammers, maces, spears/halbreds, and bucklers. These are typically considered the heavy weapons because they are slower, but much more powerful. While Deaths scythes might be able to deal a hundred or two of damage the heavy weapons can possibly get into the thousands. This makes them a very essential, and power, asset to be utilized.

Alternative/Fast Weapons

Death is also give a variety of alternative fast weapons that can be used as his secondary. These include arm blades, claws, and gauntlets. These weapons can be connected in combinations with the scythes just like the heavy weapons but have a much faster attack attached to them. Unfortunately this makes them weaker as well, in some cases even weaker than the scythes. It is the speed that makes up these weapons power.

Dungeons

There are 11 "Main **Dungeons**" and numerous "Side Dungeons" as well in Darksiders II.

Main Dungeons

- The Cauldron
- The Drenchfort
- The Lost Temple
- The Foundry
- The Gilded Arena
- Phariseer's Tomb
- Judicator's Tomb
- Psychameron
- City of the Dead
- Earth
- The Ivory Citadel
- The Black Stone

Side Dungeons

- The Shattered Forge
- The Scar
- The Nook
- The Weeping Crag
- Lair of the Deposed King
- The Soul Arbiter's Maze
- Boneriven

The Cauldron (The Fire of the Mountain Part 2)

Walkthrough

Upon reaching the entrance, you'll find Karm fighting some constructs. Join in and help him clear the area. Once done, talk to him about Muria's craft to advance the sidequest then select the other two options to proceed with the story. After he lowers the drawbridge, head to the right first to loot the chest then enter the dungeon afterward.



Sleeping Cauldron

Push the switch to the right to open the door. Head to the main chamber and head to the right. You should find a shadowbomb there. Grab one, press R3 to aim then throw it at the switch to unbar the northern door.



Before leaving, grab another shadowbomb and run to the west. You should see some crystal spikes there. Throw the shadowbomb to the crystals to destroy them. You should now be able to loot the two chests there.



Fiery Chamber

Head north twice then look down the ramp of the fiery chamber to find a Boatman Coin. Use the handholds to the left then back leap. Make your way to the right and you'll find another scalable wall to your immediate left.



Climb up the wall then extend the wall-run using the handhold. Immediately focus and jump back to reach the hanging post. Hop across the wooden beams and use the hand-holds again to perform wall runs until you reach the vine wall. Drop down and use a shadowbomb to trigger the switch.



Finding the Dungeon Map

Head to the next area and you'll be ambushed by constructs, including a new enemy type. (Construct Adjuncts) Use the open space to evade often. Defeat them all to unlock the next door. Grab the Dungeon Map from the chest along the way then proceed to the next open area. You'll find a Stalker there fighting some constructs.



Hunting the Stalker

Join the fray and concentrate your attacks first on the stalker as it can withstand much more punishment. Use Wrath Moves as necessary to give you an edge in combat as well evading frequently to avoid taking too much damage. Defeating the stalker will make it drop a Stalker's Bone and update Muria's side quest.(Shaman's Craft)

Once the area is clear, open the chest to the west to get the Skeleton Key. Before leaving, destroy the objects in the area to get random loot and a Boatman Coin.



Unlocking the purple-locked door

From the stalker arena, wall-run to the south then backtrack to the purple locked door. Use the key to open it. Once inside, find the blue ball and roll it to the hole.



This should activate the wall nearby and reveal a wooden peg that can extend your wall-run. Wall run on the wall, grab the hand-hold and back leap to reach the floating Boatman Coin.



Wall-run again then grab on the hand-hold then wall-run again to the right to land on the upper ledge. There's a chest behind the statue so loot it. Once done, grab the hand-hold again then wall-run to the left to reach some growth on the wall. Go up to reach the next floor.



Upper Level

Open the chest to the right, along the way then wall-run up when you reach the end of the path. Before shimmying to the left, perform a back leap to grab on the ledge behind you to find a chest as well. Once done, keep going to the left until you spot some growth to hold onto. Wall-run towards it then drop to the ground. You should see a switch ahead so go there and push it.



To the next Skeleton Key

Enter the next chamber to the west and grab a shadowbomb from the pod to the northeast corner of this chamber. Throw it to the yellow crystals and watch the explosion free the blue ball. Push the blue ball not on the nearest hole, but on the southernmost (farthest) hole to activate the iron gates holding another blue ball. Grab the Book of the Dead page near the second ball.

Tip: If you accidentally inserted the ball in the wrong hole, attach a shadowbomb to it. The explosion should dislodge the ball.





Move the second ball to one of the holes near the stairs. Dislodge the other ball and place it on the second hole near the stairs to access the chest containing a Skeleton Key. Now exit the room and proceed south. Use the skeleton key to open the chamber.



In the Smoldering Chamber

Before pushing the switch to the right, turn left and destroy the debris there to find another Boatman Coin. Push the switch next. You only have a limited time to do the following actions before the cauldron lowers back to its original position and resets the switch.



After pushing the switch, immediately run to the hand-holds to the right then make your way to the cauldron and use the hand-hold there. Turn around and grab the upper hand-hold then perform a back leap to reach the other ledge.



Enter the next small chamber and climb up, making your way to the top. You'll find a shadowbomb pod here. Before throwing it at the switch, aim for the crystals below. Once the crystals are destroyed, carefully jump down and open the chest behind it.



Go back to the switch and destroy the two constructs that will appear there. Push the switch again and make your way back to the upper ledge. Grab a shadowbomb and throw it at the switch across this time. Cross the walkway and head to the boss chamber.



Tip: You'll be reminded to fast travel and purchase some supplies should you need to before crossing. You can conveniently fast-travel back to the same spot since the game will leave a dungeon waypoint for you automatically.

Boss: Gharn

This is a really easy boss and you shouldn't have problems dealing with it. First, use focus. Wait for it to finish its charge then quickly counterattack. While it's smashing around, simply dodge, counterattack or even use Teleport Slash to cancel its attack and deal damage (while recovering some HP) at the same time. When dealt with enough damage, it will fall down to its knees; use this precious time to inflict as much damage as possible.



Once Gharn starts recovering, quickly get away as fast as you can since it will explode and deal splash damage around it. Repeat the same process and you should be able to take out this construct.



Igniting the Fire of the Mountain

Once done, enter through the next door. Destroy all the clutter to get random items and open the chest along the way as well. Continue to reach the next balcony where you'll find a lever.



Don't examine it yet; destroy the clutter in the northwest corner to get another Book of the Dead page. Don't forget to open the chest in the nearby room as well. Examine the lever afterward to complete your main task in this area.



Take the nearby staircase and you should find another Boatman Coin there. There's also another chest in the middle of the staircase so loot it before leaving.



Once outside, talk to Karm and ask him about the Mordant Dew to update the Shaman's Craft side quest. Open up the map then fast-travel to Tri-Stone.



Back to the Village

Talk to Alya to continue with the quest and obtain Redemption, a powerful-pistol. Alya will now allow you to trade with her as well. After the conversation, this whole mission is complete.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-cauldron-dungeon-part-5>

The Drenchfort

Walkthrough

Continue until you reach the a barred door with two prowlers. Dispatch them then head to the right. Climb the wall then grab a non-volatile shadowbomb. Throw it to the blue ball then shoot it dislodge it from the statue's graps. Jump down and push the blue ball in the hole to unbar to door.



Tip: The area may be confusing so the directions given in this guide will be based on the map. Remember to pull your map open if you're unsure about the direction.

Empty Basin

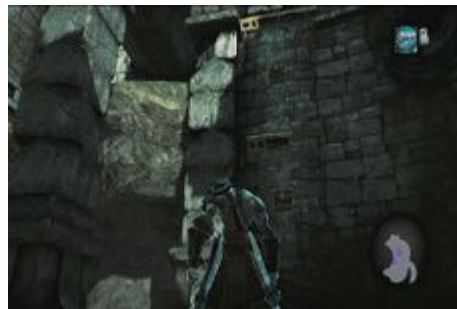
Enter the main basin. Your objective is to the left (eastern door) but for now, we can collect various collectibles in the area. First, head to the right and look down. Ignore the Boatman Coin for now. Instead, drop down the hand-hold then wall-run to the right. Drop this time to loot the chest below.



Now look to the south to find a Stone of Mystics hanging above the alcove. Shoot it to collect it, then proceed to grab the Boatman Coin nearby.



Jump down to the bottom of the basin and follow the tunnel going south. You should find another Boatman Coin at the end. Backtrack to the main area then scale the wall to the east.



After reaching the upper floor, walk a bit and you'll find two pegs to the left. Climb them then shimmy to the left. Drop down after the first corner to reach the chest. Now jump down and repeat the process again so you can reach the eastern door. However, don't enter it yet.

Return to the starting position and drop again to the hand-hold. Wall-run and continue to the far right until you reach a ledge, containing a Book of the Dead pag. Now climb the same two walls again and enter the door to the right (east).



Eastern Aqueduct

Once inside, loot the chests in the middle and northeast. Ignore the eastern door for now and proceed to the southern door instead. Once there, dispatch the prowlers and stingers. A new brute-class enemy called the Earth Crag will appear. Be careful of its charging and jump attacks; they deal considerable damage. However, they're still predictable and easy to avoid. Once the area is cleared, loot the chest here.



Return to the previous room and go through the eastern door. Follow the hallway until you reach another large area.

Just another ball puzzle

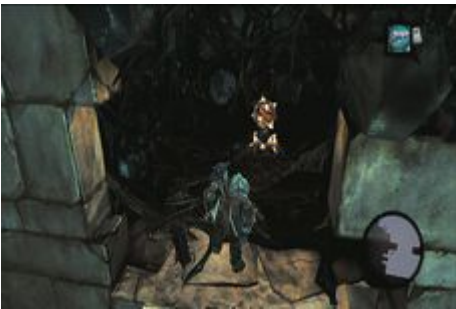
You need to place the blue balls on the two holes to fully remove the gate on the eastern door, where you need to go. But first, dive underwater to the south to reach a chest and loot it. Climb out of the water and the game will instruct you to perform extended and cornering wall-runs to reach the first ball. Do so and push the ball to the hole.



Next, get the Dungeon Map from the chest in the northwest corner, then get the boatman coin above the gate arc.



Drop down on the other side of the gate and loot the chest as well. Climb up the hand-holds to the east and you'll find a non-volatile shadowbomb pod there. Blow up the crystal to free the ball and push it to the gate.



Now grab another shadowbomb and place it on the ball itself. Step on the pressure plate in the middle to lower the gate then shoot the shadowbomb so that the explosion pushes the ball outside. Push it on the second hole to lower the gate on the eastern door.



Releasing the water

Follow the passage and destroy the hive along the way. Continue to the next area and kill the prowlers. Grab the shadowbomb nearby and use it to blow the crystals off the lever. Pull the lever to allow the water to flow in. Jump to the current and go along with it. Make sure to loot the chest above a ledge along the way. Exit to the main area.



To the Western Aqueducts

Dive down and follow the southern tunnel. Once you've reached the other side, climb the wall and do an extended wall-run to the left to reach a chest.



Backtrack then head to the right this time. Enter the next room and repel the prowler ambush. Destroy the objects inside to get a Boatman Coin.



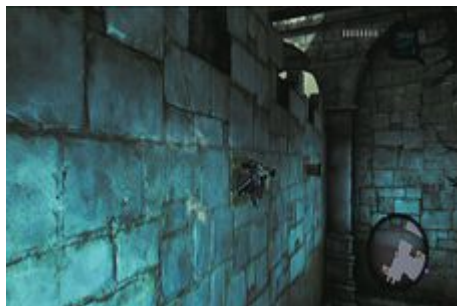
Obtaining the Skeleton Key

Continue to the next passage and you'll see the empty aqueducts. Proceed north and use the hand-holds to reach the northernmost tip of the aqueducts, where aBook of the Dead page is hiding. Jump down and take out the prowlers to get the Skeleton Key. Backtrack to the locked door and enter it.



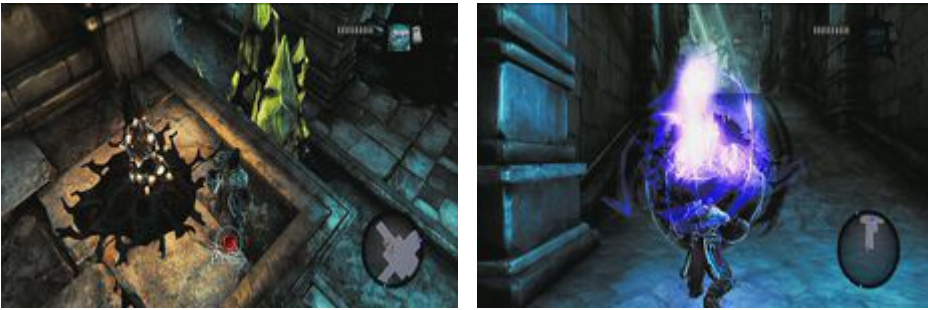
Ball Puzzle

Destroy all enemies that you'll encounter and you'll find yourself in another puzzle area. Before getting the ball out, head north (turn to the right) and loot the chest behind the wall in the northwest corner, then climb the hand-holds and do wall-runs to reach the other chest.



Head to the shadowbomb pod on the upper ledge near the crystals. Place one in the crystals and

detonate them to clear the path. Jump down and loot the nearby chest. Grab the ball then press RT to push it up the ramp.

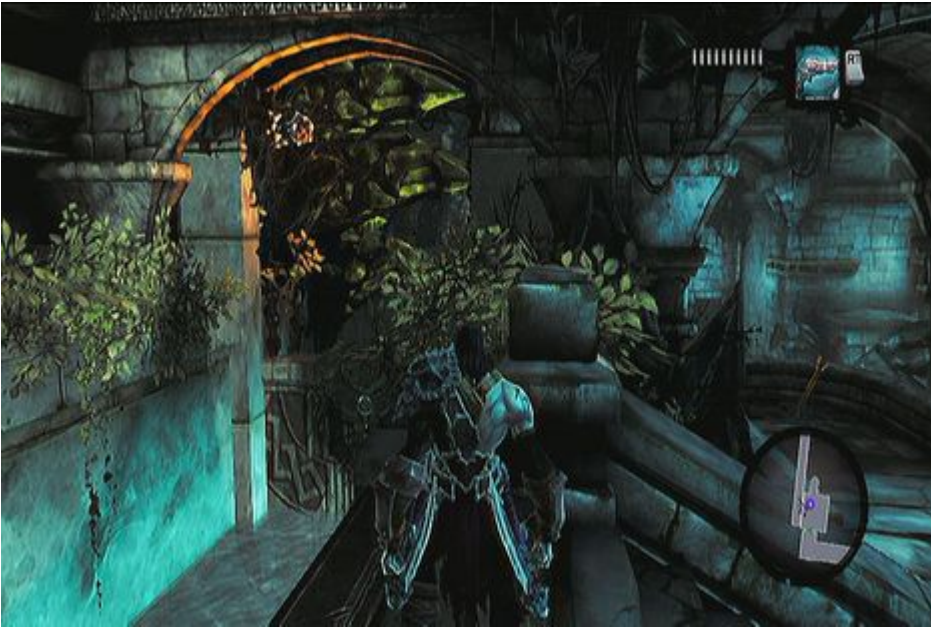


Place the ball in the hole so the platform ahead lowers. Now grab another shadowbomb, place it on the ball then step on the platform. Detonate the bomb to remove the ball in place and for the platform to go up again. Enter the next door.



Raising the western watergates

Destroy the hive along the way and continue until you reach the watergate lever. Before pulling it however, destroy the crystal above the watergate first.



After activating the lever, jump along the flow until you reach another blocked watergate. Return to the area where you got the Skeleton Key then use the hand-holds to reach the upper ledge. A Boatman Coin is available nearby. Pull the lever to open the watergate and unlock the door as well.



Boss: Karkinos

Prepare for a boss battle then head to the last area until you reach the boss chamber. Once inside, push the round egg then press RT to lob it at the mound. This should awaken the boss.

Remember what you did earlier with the blue ball and the egg? That technique will play an integral role in this battle. Wait for the boss to charge and hit the wall, then quickly look for the egg. Aim for the boss, grab it and slam it to make the boss vulnerable.



However, if the egg you thrown didn't hit the boss, it will hatch into an annoying krag. Kill it immediately when you have the chance since it can interrupt your attacks especially when the boss is vulnerable.



When the boss takes more damage, its attack patterns change. It will burrow in the ground momentarily and release homing vines or even perform a jump attack that generates damaging shockwaves. Keep repeating the process until it is defeated.



Closure

Once vanquished, pick all the loot then pull the lever outside to complete the dungeon. Travel to Tri-Stone this time and proceed to the Forge and talk to Alya.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-drenchfort-2-of-2-part-8>

The Lost Temple

Walkthrough

Continue until you find Karm. You can talk to him to update Muria's side quest if you haven't done so already. Loot the chest nearby and enter the temple. Once inside, defeat all enemies then loot another chest beside the stairwell. Continue to the next door.



Activate the construct and mount it. Use its arms to destroy the crystals ahead. Move it to the hole to unbar the door, dismount it and exit.



Construct Sentinel

In the next area, you'll find the Construct Sentinel. This floating head has a shield that deflects all attacks but it lowers its guard when reviving lesser constructs. With that in mind, kill the lesser enemies first, wait for it to attempt to revive them, then land your attacks or simply destroy them using Redemption.



This enemy also drops the last material, the Carven Stone needed for the Shaman's Craft side quest. You can return to Muria to deliver the material and complete the quest if you want. After the battle, destroy the objects near the entrance to find a Boatman coin.



Raising a bridge

Wall-run to the newly-appeared peg and drop down past the crystals. Run along the passage until you reach a large area with an unactivated worker construct. Before going there, jump to the water and dive to find another Boatman Coin. Swim to the southern tunnel to find a chest above the water.



Return to dry land and make your way to the other side. Take out the enemies and activate the worker construct. Aim for the group of crystals to the left, across the bridge and extend its arm to destroy them. The lever should be reachable now so wall-run using nearby wall and pull the lever.



As soon as the bridge is raised, two waves of enemy constructs will appear. You can fight them on foot or you can mount the worker construct and let it do the killing. Roll the construct back to the passage and have it destroy the crystals along the path. Don't forget to loot the chest along the way.

GETting the Skeleton Key

Once you're back in the plaza, destroy the crystals south. Dismount the construct then look below the pit. You should see a Stone of Mystics there. Collect it and drop down to find another chest inside a small cavern. Climb back up, have the construct sit on the hole and aim for the plate. Aim for the plate and extend your arm so you can pass through.



Once you're in the other side, aim for the shadowbomb above the statue to blow it up and push the ball out of its hands. Push the ball to the slot and defeat the enemies that will appear. Now head to the gate, grab a shadowbomb and throw it at the ball. Make sure that you're near the pod at least when doing this. Detonate the shadowbomb and you should be able to access the chest containing the Skeleton Key behind.



To escape, use the vine-covered wall and wall-run past the gate. Return to the worker construct and detach the chain. Dismount it and open the locked door. Use the vine-covered wall again to reach the lever on the next ledge. As you drop down, a couple of enemies will ambush you; defeat them and pull the lever to open the gates.



Clearing the path of corruption crystals

Mount the worker construct again and ride to the crystal-blocked area. Loot the chest to the left (south) to get a dungeon map. There's also another chest across the gap to the north. Simply park the construct in the slot then extend its arm to the activated plate. Cross the gap to get the item. Mount the construct back and park it in the slot to the west to open the gate.



Checkpoint Arena

Enter the gate and you'll find a tedious battle against several enemies. There will be a construct sentinel for each wave so concentrate on taking out the lesser constructs first then destroy the sentinels with a few Redemption rounds. Later in the battle, you'll have to face Construct Champions.



Use any skills at your disposal to take them out and prioritize destroying the sentinels whenever you have the chance. Use any items you deem necessary as well. After the battle, the gate lowers and a

chest appears.

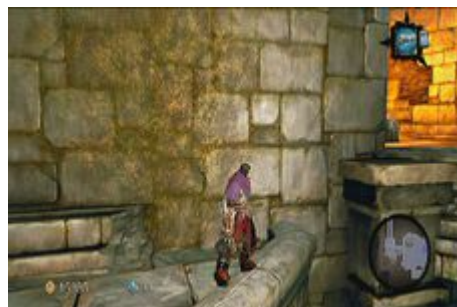
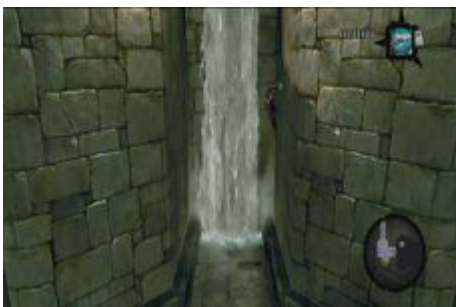


Free Loot Area

Exit through the door and enter the only one that's unlocked at this point. To cross the floor-less corridor, you have to wall-run and jump from side to side. After landing safely, look around for a nearby Boatman Coin.



Continue to the next room and perform a vertical wall-bounce on the falls. Loot the nearby two chests as well. You'll find another Boatman Coin near the tree trunk to the east and another chest as well. Enter the next chamber.



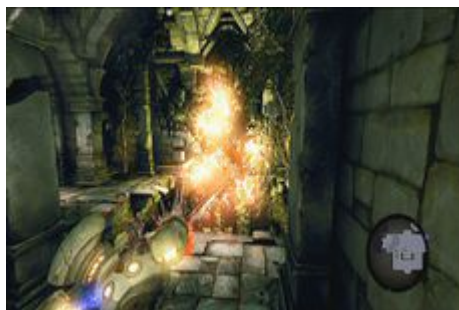


More Worker Construct Action

Once there, activate the construct to the right then move it to the elevator. Now make your way to the upper floor using the hand-holds. After reaching the upper floor, activate another construct and move it to the hole powering the elevator. This should lift the construct you left moments ago.



Mount that construct and park it to the other hole after the stairs. This should lower the gate to the left. Don't forget to grab the chest in the lower ledge ahead to find a chest. Now ride the construct that you used to lift the elevator and ride it to the narrow corridor. Ignore the Book of the Dead page behind the gate along the way and park the construct on the slot near the edge.



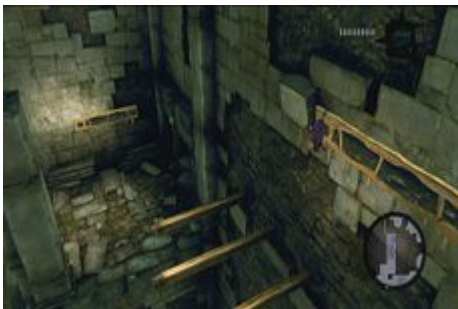
Aim for the group of crystals on the wall to reveal a plate. Aim for it and extend the construct's arm. Cross the chain and ride the other construct this time. Ride it and park on the other slot near the edge

of the ledge. This should unbar the door ahead. Cross the chain again back to the corridor and collect the Book of the Dead page. Exit through the main door this time.



Checkpoint Arena 2

Kill the constructs along the way and scale the walls to reach the next door. As soon as you land, a group of Prowlers will appear. Take out a few of them until a couple of Savage Stalkers join the fray. Avoid getting surrounded as their combos tend to be almost unstoppable. Don't hesitate to use skills and potions to survive this obstacle. Once they're done, enter the next chamber.



Last Ball Puzzle

Stingers and constructs will ambush you so take them out. Both doors are locked so scale the wall ahead to find the ball held by a statue on the upper floor. Shoot the shadowbomb to dislodge it but don't follow suit.



Look for a Stone of Power to the upper left, and hop on the wooden beams to find a Book of the Dead page in the small doorway to the left. Now jump down and push the ball in the slot. The western door should be opened after this. Head there and prepare for battle.



Hallway of Tainted Champions

In this hallway, you'll encounter two Tainted Construct Champions. Concentrate on dealing as much damage as possible to one first. After felling one champion, lesser constructs will appear. Use your crowd-control skills and avoid getting surrounded.



Evade often and single them out if possible. Heal and restock, or fast-travel back to sell some stuff if needed. There's a boss fight awaiting past the door. There's a boss fight awaiting past the door. Don't forget to destroy the objects in the area to find a Boatman Coin.



Boss: Construct Hulk

Don't bother attacking this boss directly yet. Wait for it to slam the ground and look around for some volatile shadowbombs. Grab one, aim at the boss and throw it at him. Wait for the shadowbomb to detonate and it should remove the vulnerable core out of the boss's body. Use this chance to attack him.



Be warned that lesser constructs will spawn and attack you during this phase. Make sure to deal as much damage as possible; if you have the chance, you can unleash crowd-control skills such as Harvest to protect yourself and deal damage at the same time. Repeat the process until the boss is defeated.



Closure

After the battle, go upstairs and loot the four chests there. Activate the warden and watch the following scenes. Return to Tri-Stone and talk to Eideard to complete this quest.



Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-lost-temple-3-of-3-part-12>

The Foundry

This mission has a reported, possibly game-breaking bug. Refer to the appropriate section below.

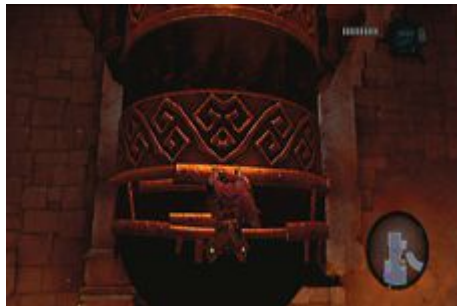
Walkthrough

Once inside, stand still a bit and look up at the passing hanged cauldrons. One of them should have a Stone of Resistance so simply shoot it to collect it. In case you missed it the first time around, just wait for the cauldrons to “re-cycle”. Jump to the left to find a chest by the shallow waters as well.



Karm's Catapult Surprise

Walk around the circular passage up to the dead end. Have Karm toss you to the other ledge the wall-run up and move around the corner. Hop on the wooden beam and wait for one of the cauldrons to pass. Grab hold of one and wait until you pass by a stone pillar to the left. Jump off to land in a ledge with a chest.



Loot the chest and wall-run to the other ledge. Destroy the constructs waiting there and pull the lever to unbar the door.



Lifting Heavy Doors

In the next room, jump on the iron beam on the wall to open the gate. Karm will enter and move under the second massive door. Release the beam and the door will fall down on Karm. He will hold it open, just enough for you to move past it.



The Lift

Go to the northeast and destroy the enemies along the way. Continue following the path until you reach a room with a large, circular lift in the middle. Continue to the east and Karm will toss you again.



Upon reaching the upper ledge, don't jump down immediately; destroy the clutter and loot the chest near the wall. Dive into the water and swim north to find another Boatman Coin. Swim to the northeast to find the exit.



Underwater Passage

Go past the blue ball and swim again until you reach a split path (look at your mini-map). Swim to the northeast to loot a chest. Step on the pressure plate to lower the gate then quickly evade or jump out of the way before it rises up. Swim to the other side to return to where the ball is.



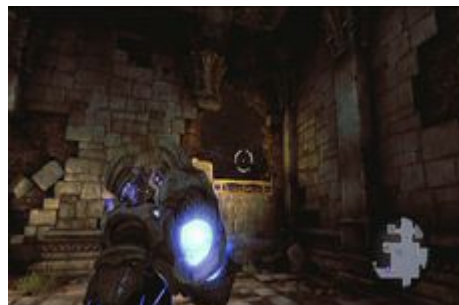
Step on the pressure plate again to open the gate. Karm will hold it open for you so push the blue ball out of the room.

Activating the Worker Construct

Push the ball towards the glyph on the wall. To activate the glyph, you need to blast the ball using RT and allow it to pass over as many ground glyphs as possible. If the ball hits the circle and it turns blue for a few moments before reverting to its original color, that means there's not enough power. Pull the ball a few steps back then try blasting it towards the circle until it turns red-orange and activate the lift.



As soon as you activate the worker construct on the lift, enemies will appear. Abuse the construct's destructive power to take out the enemies and clear the area. Before leaving, aim for the crystals in the upper ledge to the northwest and destroy them to loot the chest inside.



Moving out

Move along the crystal-filled cavern and exit to the northwest. Continue moving to the west then stop on the hole to activate the plate ahead. Extend the construct's arm and mount the chain. Keep moving until you find a vine-covered wall. Jump on it and move up. Move across the two hanging posts until you reach the next ledge. Enter the door.



To the skeleton Key

In this room, wall-run and stop by the hand-hold before the lava flows. Wait for it to disappear then quickly wall-run to the other side.

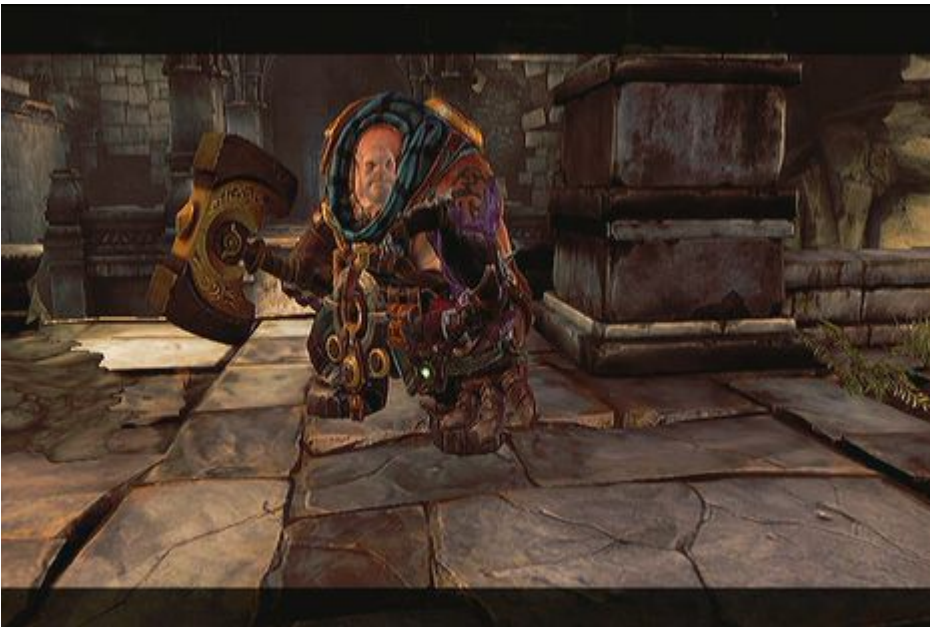


Enter the next room and defeat a wave of constructs and a Tainted Construct Champion. Exit the room and collect the Skeleton Key from the nearby chest. Jump down to the chain again (ignore the chest in the lower ledge for now) then backtrack. Leave the worker construct in its current position.



Getting the Deathgrip

Proceed to the locked door and follow the staircase up to reach another room. Have Karm toss you to the other side.



Defeat the enemies that will appear and loot the chest in the lower northeast corner. Open the door north and attack the curious-looking purple stone in the middle. This will grant you the Deathgrip ability.



Tip: This helpful skill allows you to grab hold of rings placed on ceilings and walls, enabling you to reach areas otherwise unreachable. This skill can also pull light objects such as shadowbombs towards you. The rings where you can connect using the Deathgrip will have a purple glow.

Before returning to Karm, you can peek over the edge of the central gap then deliberately fall down. Keep pressing RT until your deathgrip connects to a lower ring. Follow the dark corridor and take out the enemies along the way. Pull yourself up using the deathgrip to find a Book of the Dead page in that ledge.



Regroup with Karm and return to the stairwell. Before going down, aim for the shadowbomb on the ceiling and pull it to destroy the crystal. You should be able to loot the chest behind afterward.



Deathgrip Exploration

With the Deathgrip in your possession, you can now fully explore the dungeon (and many more extra areas outside) and collect all heartstones as well. Backtrack to where you parked the worker construct then mount its chain. Turn to the right to find a chest that can only be reached by deathgrip. After looting the chest, do an extended wall-run with the help of the pegs to the right.



Return to the massive chamber where the Guardian is and proceed to the west this time. Enemies will spawn here so help Karm clear the area. Once done, grab the shadowbomb from the wall then throw it at the switch. Cross the raised bridge afterward.



Levers and Bridges

In the next room, turn to the left and hop on the wooden beams to reach a lever. Pull it to raise half of the bridge. Turn around to the wall and climb the wooden beam. Jump off from it then deathgrip the hoop above so you can swing towards the vine-covered ceiling.



Move until you reach the end of the growth. Drop and immediately use deathgrip to reach the second level. Pull it to complete the bridge then wall-run to the right to regroup with Karm. Head to the next room and pull the lever again to activate the massive lift.



The First Heartstone

In the next hallway, the heartstone will be immediately visible. Have Karm to toss you to the other ledge. Cross the beams and wall until you can safely drop down near the pressure plate. Before stepping on it, turn around and deathgrip on the hoop above so you can loot the hidden chest. Head back and step on the pressure plate.



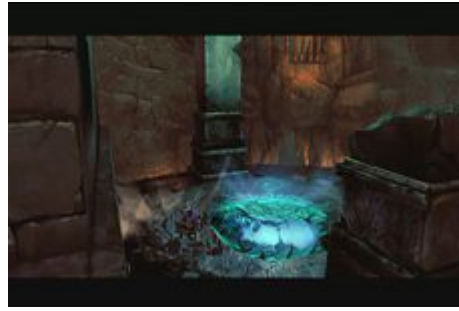
Use the deathgrip on Karm so he can toss you to the opposite ledge this time. Wall-run until you reach a couple of hand-holds. Go up to find another chest.



Once the chest is looted, wall-run again until you're able to grab a wooden post. Jump to the nearby hanging posts and drop down to the next ledge. Drop to the lower ledge then wall-run to reach the worker construct. Activate it and ride it across the lava. Grab the chest along the way.



Proceed to the southwest and destroy the crystals to move on. Continue until you find a hole where you can park the construct and activate the special plate ahead. Extend the chain and use it to reach the upper floor. Destroy the objects nearby if you want then use deathgrip on the heartstone.



Return to the lift and pull the lever to activate the lift. While the lift is taking its time to climb, waves of enemy constructs will appear. Lure them near Karm as the heartstone in his possession is a very effective crowd-control weapon. Defend yourself until you defeat all of them. Make your way back to the Guardian and the stone will automatically get placed on the guardian.



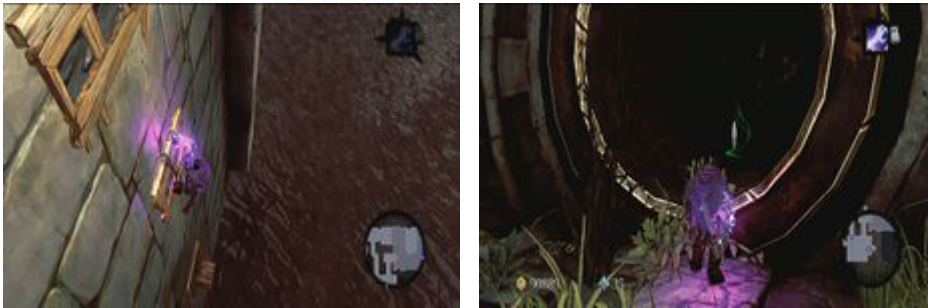
Pipe Dream

After the first heartstone was reunited with its owner, the wooden scaffolding nearby will crumble. Use the deathgrip to swing across the other side. Enter the tunnel afterward and follow it until you reach a large chamber. Don't mind the boatman coin across then enter the next tunnel to find a passage with a pressure plate. Step on it so Karm can get in and hold off the door that will drop down as soon as you step off the plate. Go through the door next.



In the large room, don't let Karm toss you for now. Instead, jump down to the water then swim to the

right (south) to find a smooth wall with a peg on it. Wall-run there to grab hold of a hand-hold then go around the corner so you can drop off to solid ground. Exit through the small tunnel to find yourself in the previous room you're in and so you can collect the Boatman Coin nearby. After collecting the coin, return to Karm and have him toss you.

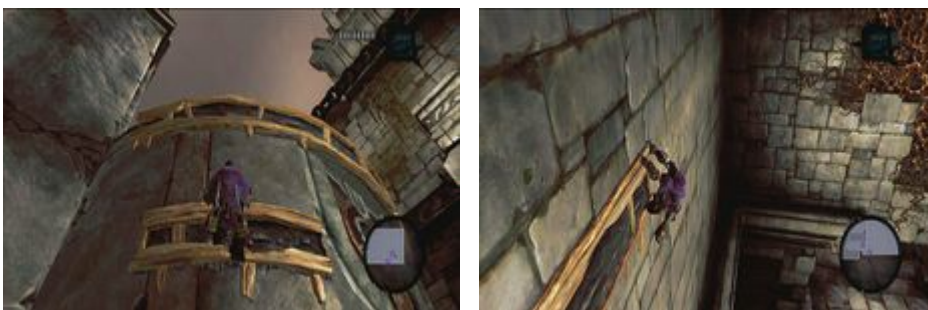


Building Bridges

Use deathgrip to jump across the gap and follow the path until you reach a roofless area. Before activating the worker construct, destroy the objects in the northeastern corner to find another hidden Boatman Coin. Power up the construct and park in the nearby hole. Extend the chain to the plate. Next, turn the lever on the platform to raise the construct.



As soon as you let go of the lever, quickly run and grab the hand-holds to the left while the platform is slowly descending. Mount the chain and use it to jump to the next hand-hold. Climb the nearby vine-covered wall then make your way to the right. Drop down and pull the lever to raise three submerged bridges in the large room.





To the Second Heartstone

Backtrack and ride the construct. Cross the bridges and head south. Clear the path until you reach the location of the second heartstone. Take out the enemies that will spawn as well.



Get off the construct and ignore the nearby lever for now. Go past the lever and dive to the water. You should find another Boatman Coin underwater.



Swim to the northeast and find a vine-covered wall you can scale on. Climb up then use the handholds to head to the right. Continue until you can't go on any further then use deathgrip on the hoop above to reach the next vine-covered wall. Continue going up until you reach a new area.



Tranquil Enclave

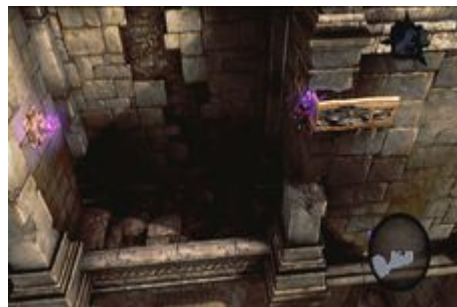
Run to the north then go to the right to find a chest near the edge of the cliff. Jump down the cliff and collect the Boatman Coin underwater.



In the immediate area, look around for a wall where you can use the deathgrip on. After scaling the wall, you'll find yourself hanging in a hand-hold. Wall-run to the right first then back-leap to land on solid ground.

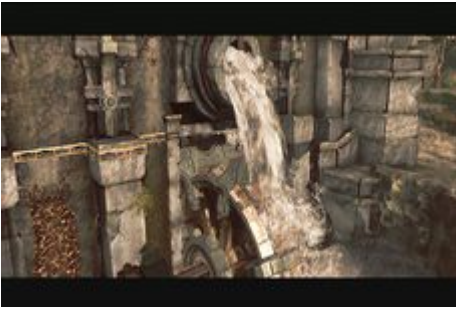


Climb on the raised platform and clear the area. Destroy all objects in the area as well for a chest to appear. Backtrack to the hand-holds you used to reach this platform then shimmy to the left, around the corner until you find a deathgrip hoop across the wall.



Starting up the machines

Go up the platform then pull the lever for water to pour in and power up the machines in the previous area. Swim back to the west and scale the wall to return. Regroup with Karm afterward.



Skeleton Key Action

Go to the corner where the cauldrons are passing overhead, to find some crystals on top of the higher ledge. There's a shadowbomb attached at the bottom of one passing cauldron so wait for it, grab it and throw it to the crystals to destroy them. Have Karm fling you over to the ledge so you can get the skeleton key from the chest.



Now go back to the construct you used earlier, park it to the crusher machine and dismount it. Pull the lever to crush it and for the ball to be recycled and dropped by one cauldron. Open the locked gate and push the ball inside.



To the heartstone

Defeat the Earth Crag and destroy all objects for more loot. Push the ball to the hole to remove the iron gates. Perform a vertical wall-climb to reach the upper floor and make your way to the heartstone. Use deathgrip to pull yourself to the stone and remove it from its position.

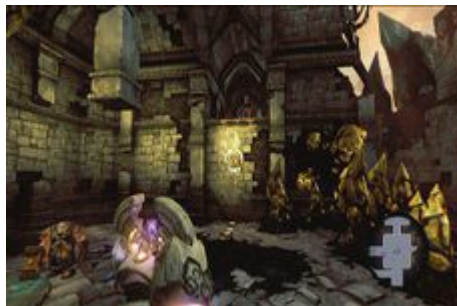
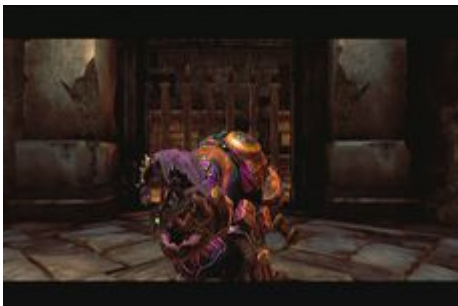


Escort Karm as you make your way back to the Guardian's chamber. You'll finally get blocked by the large metal door operated by a pressure plate behind it. Jump down the water and swim to the left a bit so you can scale the wall and nearby hand-holds. Shimmy to the left to reach the other ledge, then exit through the tunnel to reach the next area. Cross the canal and go through the next tunnel again so you can step on the pressure plate. Let Karm pass then make your way using the other tunnel back to the Guardian's chamber.

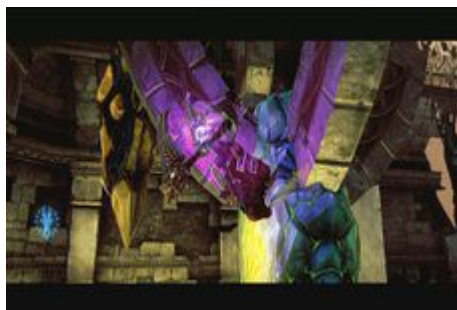
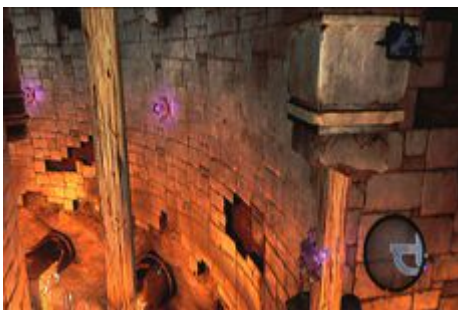


On to the third heartstone

For the third heartstone, follow Karm south and allow him to fling you over the iron gate. Find the nearby lever and pull it to remove the gate. Activate the worker construct outside and use it to clear the path inside. Continue forth and you'll find a chamber where the third heartstone lies. Clear the room off a few more crystals and park the custodian in the hole. Wall-run again to reach the upper ledge.



Use the deathgrip to reach the hanging post across. Look to the left to swing there then jump to the post in the middle. Jump again to the post on the wall then wall-run until you reach the next ledge. Follow the path until the heartstone is within range. Mount it using the deathgrip and you'll be thrown in a boss battle afterward.

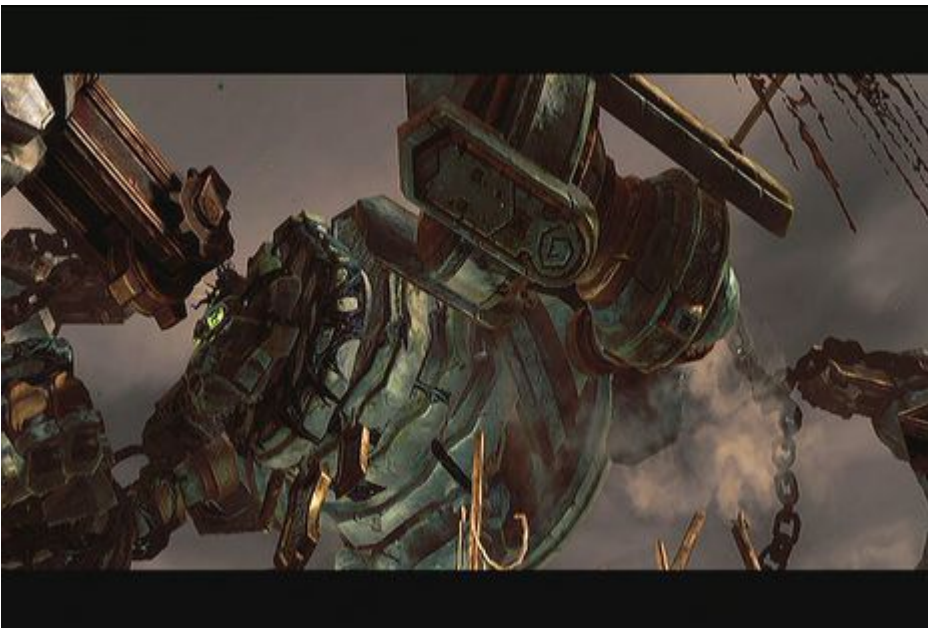


Boss: Corrupted Custodian

This boss is slow but can deal massive damage if you're not careful. You have to be careful of its spinning attack and smashing blows. Anticipate these attacks by evading twice then use the deathgrip to close the distance quickly and counterattack.



Head back to the Guardian's chamber and go in front of it to trigger the next scenes. Once done, you'll have to return to Tri-stone. Your fast-travel won't work so you have to walk all the way back.



After reaching Tri-stone, sell your junk wares and upgrade your gears if necessary. Head to the Stonefather's Vale to face the Guardian itself.

Boss: The Guardian

During this phase of the battle, run around the guardian and wait for it to smash its hammer towards you. When you see it raise it's arm, quickly charge out of the way to avoid getting damaged. While the guardian is raising its arm, aim for the shadowbombs latched on its arms and detonate them using

Redemption's shots.



The explosion will weaken the Guardian and make one of its heartstones vulnerable for attack. Approach the heartstone and use deathgrip to pull yourself towards it. Keep attacking the stone until it is destroyed.



For the second part of the battle, the Guardian will release a large, explosive bomb that will chase you around. Keep shooting it using Redemption until its HP is critically down. Once it starts floating and spinning, quickly make your way behind the guardian and have its legs stand between you and the ball. The ball will then chase you, hitting the guardian's leg when done correctly.

This explosion will then again weaken the guardian. You can use the platforms on its arm to reach the heartstone or you can just simply jump and release deathgrip so latch onto the hearstone itself. Attack it again and if its not destroyed, just repeat the same process.

You don't have to shatter the third heartstone yourself so sit back and watch the scene as Death delivers the finishing blow to the enemy. The whole chapter will be complete afterward.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-guardian-boss-fight-part-18>

The Gilded Arena

Walkthrough

After getting your next objective from the chancellor, exit the main deck and continue north to find Ostegoth. Trade with him if you like then collect the Book of the Dead in the corner, beside the doorway. Continue forth and you should find a Stone of Mystics on the statue, past the second door.



Continue downstairs the stairwell and enter the first door you find. If you continue to the bottom of the stairwell, you'll find the exit to Leviathan's Gorge but since that's not where you're headed, ignore it for now.

Rotate the statue with the lantern so the beam of light hits the crystal above the northern door. Continue forth and before crossing the pit, jump down and loot two chests there. Climb back up and wall-run to the other side. Exit the door towards the Arena itself.



Reaching the Gilded Arena



To summon the champion, you'll have to explore the Arena's ancient hallways to find three animus stones. After the scene, head to the southwest corner to find a hand-hold. Climb up to the second balcony and turn right to the south, to find yet another climbable ledge.

Tip: While exploring, you will encounter many tombstones and coffins - both of which you can break. For some extra gold, make sure to break the coffins that are inlaid in the walls.



After climbing it, head north this time to find another ledge. Get to the upper balcony and cross the gap using deathgrip. Wall-run to reach the hidden Relic of Renagoth at the end.



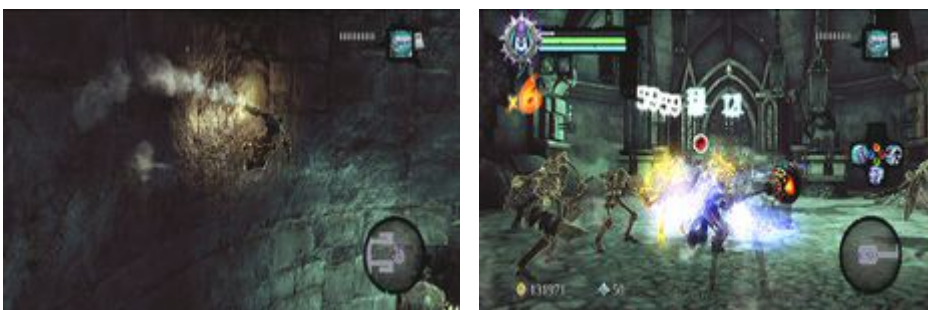
Drop down two balconies then head north then climb the ledge there to find a chest. Loot its contents and go back to the lowest balcony. Go southwest to find some collapsed ruins and a hand-hold. Reach the upper balcony using either of them. Climb the nearby ledge to find yet another chest to the east.

Climb down and follow the path to find a chest to the northwest of the balcony. Once done, go back to the lowest balcony and make your way to the southeast ledge again then enter the door in the middle.

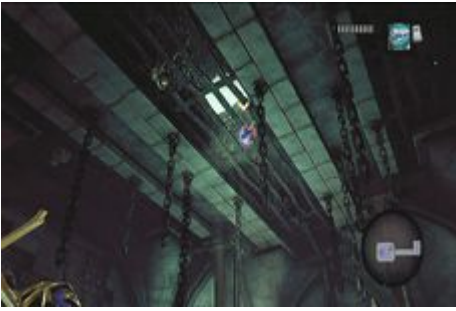


Finding the First Animus Stone

Continue along the stairwell, then wall-run past the gap and to reach the chest. Loot the chest and continue going downstairs to reach the bottom floor. Continue along the path while destroying the objects along the way to find some loot. You'll eventually reach a chamber with several skeletons.



Clear the room then look up to find another Stone of Mystics. Exit through the door and continue until you reach the next room. You should immediately find a Boatman Coin in the corner.



Lantern Pressure

Step on the pressure plate in the central platform then grab a shadowbomb from the pod in the eastern hallway using your deathgrip. Throw that bomb to the south to clear the crystals there and reveal a chest.



Grab another bomb and step off the pressure plate. Find another set of crystals across the pit and throw the bomb there. This should dislodge the lantern. Loot the chest nearby then pull the lantern towards you using the deathgrip. Now, take the lantern to the pressure plate and place it there to keep the plate depressed.



Acquiring the animus stone

Now go past the shadowbomb pod and wall-run until you go around the spiked passageway. Go past the corridor leading north but instead head to the southwest to find a push-switch. Operate it to remove the iron gates, then get close enough so you can pull the lantern. Carry the lantern to the northern room and attach it to the statue. Rotate the statue to open the northern gate.



Exit through the gate to find yourself in a large cavern. At the end, you'll find the animus stone. There's also a Stone of Mystics in one of the hanging cages. Acquire the animus stone afterward.

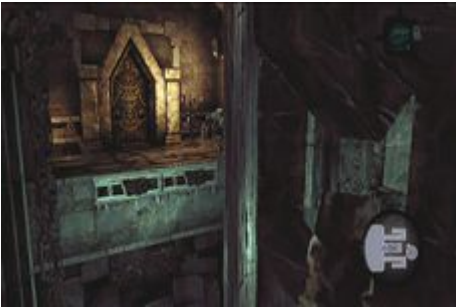


Offering the first stone

Try to exit the cavern and you'll be ambushed by scarabs. Defeat them all then return to the lantern statue. The path to the east should now be open. Walk a bit until you reach a nook. Look up to find a Stone of Power held by a skeleton. Next, investigate the writing on the wall to acquire a hidden Soul Arbiter's Scroll.



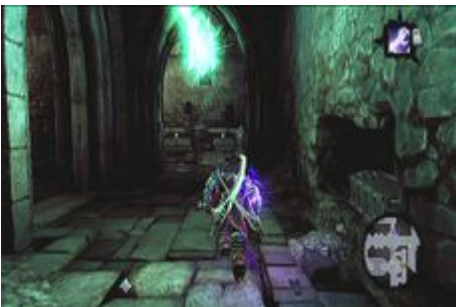
Continue to the small room ahead. Loot the dungeon map from the nearby chest then climb the wall until you reach the topmost ledge. Pull the lever to unlock the heavy, metal door and you'll find yourself in the arena itself. Head to the large skull statue and use deathgrip to place the stone on it.



After placing the stone, the door where the second animus stone is located will open. From the arena, find your way back to the main balcony then head southwest. Go up the ramp and enter the door in the middle-west.

Lighting the Way

Once inside, follow the green light and go upstairs. Ignore the lantern-less statue there the head to the west to find a shadowbomb pod attached in the bridge. Pull one using deathgrip and throw it at the crystals to the south to destroy them.



Loot the chest found at the end of the southern path you just cleared, then get another shadowbomb and return to the lower floor. Detonate the shadowbomb on the crystals to clear the way and reveal another shadowbomb pod. Next, rotate the statue to the west so the beam opens the western gate. Grab a bomb from the pod nearby and use it to destroy the crystals across the west gate.



After clearing the crystals, take the passage north and wall-run to reach the other side and collect the Boatman Coin along the way.

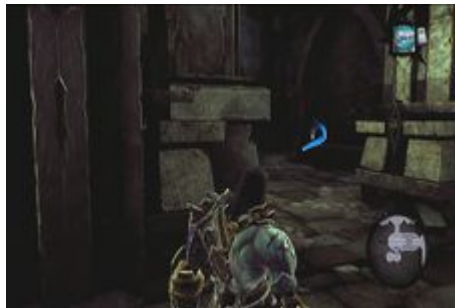
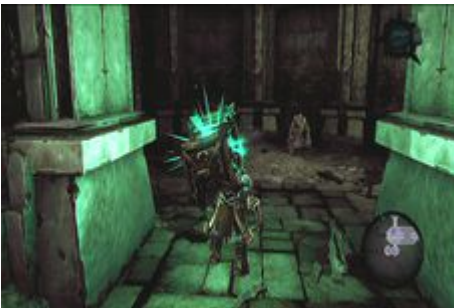


You'll find another lantern-wielding statue around the corner after passing the northern corridor. Rotate it to the west to raise the bridge, allowing you access to the Book of the Dead page. Return to the statue and rotate it to the south this time.



Returning a lost light

Loot the chest to the right then continue south. There's another Soul Arbiter's Scroll to the southwest alcove, right before reaching the southernmost rooms. After grabbing the scroll, enter the room and you'll find a lantern there. Pick up the lantern and attempt to leave the area. Enemies will appear so place the lantern down for a moment and take them all out.



Backtrack to the active lantern statue to the north then place the lantern you're carrying on the pressure plate to the east. Traverse the northern passage again to return to the starting point. Now use deathgrip to grab the lantern you have placed on the pressure plate earlier.



Put the lantern down a bit then rotate the statue to open the locked door. Bring the lantern to the inactive statue upstairs and place it there. The beam of light should raise the drawbridge. Continue forth and enter the door.



Storage of the dead

Continue downstairs until you reach the door at the bottom. Before entering it however, go upstairs a bit then go past the broken flight of stairs to find a Relic of Etu-Goth. Now backtrack to the door below and enter an ancient storage room.



There are a lot of destructible objects in the vicinity so take time to destroy them all. There are also large tombstones there that spawns a group of skeletons when destroyed. Find and destroy all these tombstones for a chest to spawn in the end.



Grabbing the second animus stone

After clearing the room, continue forth to the cavern where the next animus stone is located. A group of scarabs and skeleton archers will ambush you. The archers have a slow rate of fire but can be pretty annoying if left alone. Use deathgrip to interrupt their attacks while you use skills to take out the much softer targets. Defeat the two waves of enemies to clear the area and for you to grab the animus stone without worries.



The second offering

Proceed to the next room and destroy the weapon racks to collect random weapon loots. Exit to the next room and loot the chest there as well. Before scaling the wall in the middle, climb the ledge to the east and destroy the crates there to find a Boatman Coin.



After collecting the coin, scale the wall and reach the topmost ledge. Turn around immediately to find a chest across the gap. Use deathgrip to reach the chest and finally, pull the lever to open the door. Return to the skull altar and place the second animus stone there.



Torrent of Bones

Return to the upper balcony and make for the northernmost door this time. A skeleton champion will greet you as soon as you enter, throwing himself and summoned minions at you. Defeat them all then proceed to the next area. Enter the door to the east and follow the roundabout path until you reach the next chamber. Here, another champion awaits. Defeat him and several of his skeleton spawns until the room is cleared and you're free to proceed.



Once you've reached the throne, stand on the pressure plate and deathgrip a shadowbomb from the bridge. Now stand beside the throne and throw the bomb to the push-switch to activate it. The throne will rotate, allowing you access to the cavern of the third animus stone.



Hulking Scarab



If you thought that you'll be smashing bones again, you're wrong. You'll be in a mini-boss fight against a Scarab Hulk. This enemy can deflect your attacks, more agile and deals considerable damage with its jump attacks. Remain mobile yourself and attack whenever you get the chance to until it is taken care of.



Finally, grab the last animus stone and return to the arena. Place the last animus stone on the altar to complete the offering and summon the champion.

Boss: Gnashor

For the first part of the battle, the boss will be burrowing underground and occasionally attack you. Concentrate on evading first and wait until the boss briefly goes above ground and reveals its skull for a moment. Use the deathgrip to grab the head and render it helpless to attacks for a few seconds. Repeat this until its takes critical damage.



The head will then join its main body. Be careful as this form has really damaging attacks. Focus on the body and make quick counterattacks and rear blows. After dealing significant damage, the boss will let out a howl. Use this chance to grab the skull again, pulling it out of the body and rendering it helpless for a few seconds.



The skull won't rejoin its body immediately but will burrow and attempt to surprise attack you. Concentrate on evading it again. Once you feel that the ground underneath you is shaking, evade immediately to avoid getting damaged. Once the skull rejoins the body, repeat the same process until it falls.



After defeating it, collect your loot and return to the Eternal Throne. Talk to the chancellor to complete the quest.

Video Walkthrough

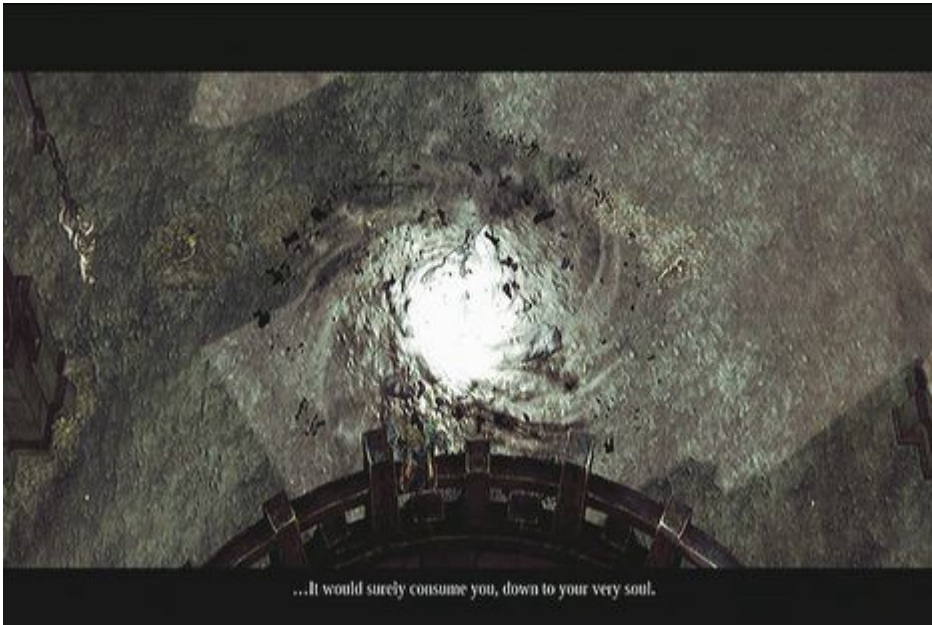
Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-gilded-arena-4-of-4-part-25>

Psychameron

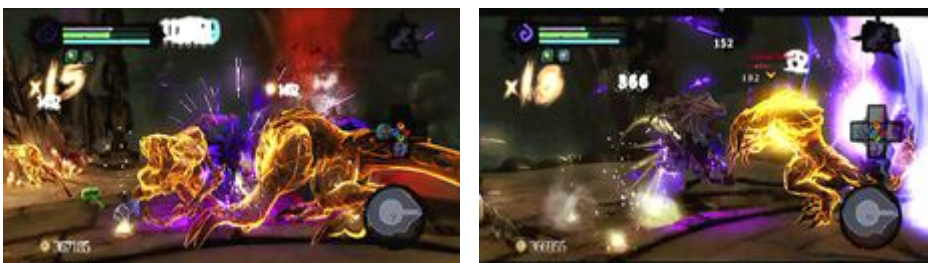
Walkthrough

Fast-travel to the Gilded Arena and enter the door leading to the stairwell. Continue to the first door. If its locked, just wait for a few seconds and it will open. Proceed to the arena itself for a scene and for you to travel to the Psychameron.



Brutal Welcome Party

You'll be fighting two undead stalkers as soon as you arrive. Killing the first one will cause undead prowlers to spawn so make sure take them out then concentrate your attacks until the last stalker is down. Once cleared, continue upstairs to enter the door.

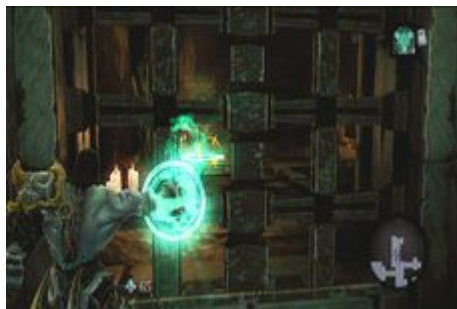


Climb the ledge to the south to find a chest. Loot it then summon your dead lords. Before placing them on the pressure plates, step on the platform and order them to step on both plates to raise it. Enter the next door.

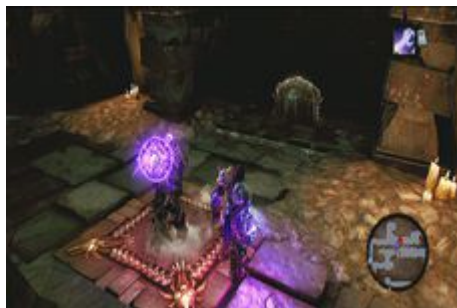
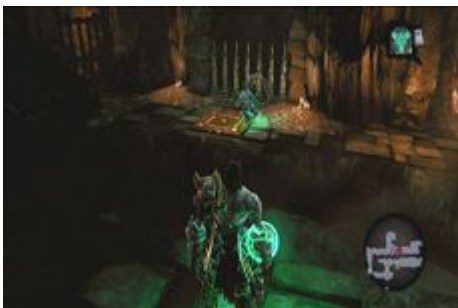


Tricky Passages

Summon your dead lords again and send one to step on the northern pressure plate. A bridge will be raised so cross it and order the other dead lord to trigger the plate behind the gate.



Continue forth and head to the locked door. Order one of your dead lords and activate the plate across the chasm. Once the dead lord is securely strapped there, jump to the chasm and use deathgrip to pull yourself towards him. Loot the chest behind him afterward.



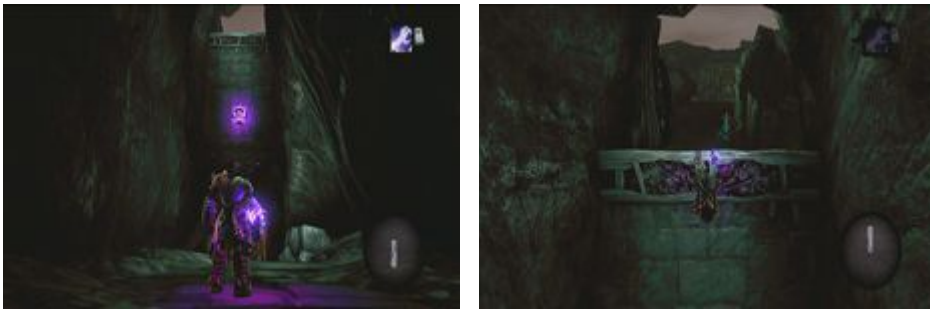
Look down the chasm to find another pressure plate there. Order your dead lord to step on it and remove the gate. Jump to the chasm again and pull yourself towards him. Before continuing south, turn to the left and follow it to find a switch. Push it to remove the gate then backtrack and cross the green field. Jump down the shaft and enter the room next.



In this room, summon the dead lords and trigger the switches in the upper ledge, in correct order. Push the middle, right and left switches to bring the chest nearby. Loot the Skeleton Key from it. Ignore the two chests for now since you don't have the ability to reach them just yet.



Climb out of the shaft then look up to find a deathgrip hoop overhead. Use it to reach the Relic of Renagoth. Jump down and open the locked door. Continue following the path to trigger a scene. Step on the summoning circle and summon your dead lords again.



Chasm Party

Order one of them to step on the nearby pressure switch to raise a bridge. Next, aim for the pressure plate to the southeast, in the far side of the chasm and trigger it. This should open the gate to the northwest.



Before heading there, deactivate the nearby pressure plate and have the first lord follow you through the gate. There should be another pressure switch in the lower ledge across the chasm. Order your dead lord to activate it then wall-run and make your way to the right. Grab onto the hanging posts and leap towards the dead lord. Pull yourself towards him afterward.



After regrouping with the dead lord, order him to get off the plate and follow you. Loot the two chests along the way, then turn right upstairs and activate the push-switch to clear the gate. Backtrack and go to the southeast this time. Trigger the pressure plate there using your dead lord. Go back past the gate and push the switch to the left to connect the bridge ahead.



Cross the bridge and fight your way along the corner. You should be able to regroup with the other dead lord you dispatched earlier. Enter the next door and follow the path to reach a square chamber. Summon your two dead lords and prepare for battle.



Ambushed

After summoning dead lords, a group of skeletal champions will spawn and attack. Get rid of them and a Bone Giant will appear next. Take it out and finally, two Undead Scarab Hulks will take its

place. This battle will be a manageable with your two lords' assistance.



After the battle, exit to the west and wall-run to reach the switch. Push it to raise a bridge and enable the door nearby. You don't have to cross the bridge anymore since it will only take you back to the entrance. Go through the door and follow it until you reach the next area. Before crossing the wooden footbridge, turn around to find a Stone of Mystics above the doorway.



The Depths

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-psychameron-2-of-2-part-31>

City of the Dead

Walkthrough

Once you're in the entrance of the city, soul-split then have your two souls pull the two massive statues outward. They'll lock in place and the door will be open. Once inside, continue until you reach a room with a chest to the northwest. Loot it then continue to the next chamber.

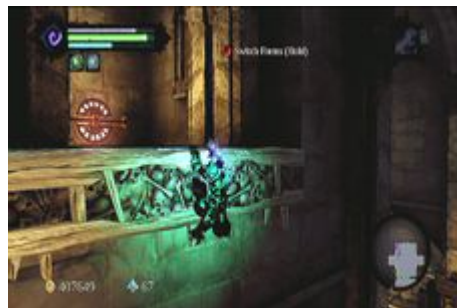


The Welcome Party

Here, you'll be ambushed by two skeletal champions. Take them out and defeat the undead general that will spawn as well. After defeating them, get the Book of the Dead page in the southeast corner.



Before you can move to the next area, you have to unbar the door. Step on the pressure plate to the northeast then soul-split. Send one soul to the next plate and have the other one climb the walls to activate the push-switch in the upper ledge. Proceed to the next area.



Main Hall

Head to the barred door to the north and look to the eastern vent to find a Relic of Renagoth. Head west this time and proceed along the passage. Wall-run past the pit to reach a room with a

unpowered lantern statue.



Head north this time and find some hand-holds on the left wall. Climb them then wall-run to the next wooden post. Look back then leap to the next post. Wall-run again to reach a unique weapon called **Lich Spines**.

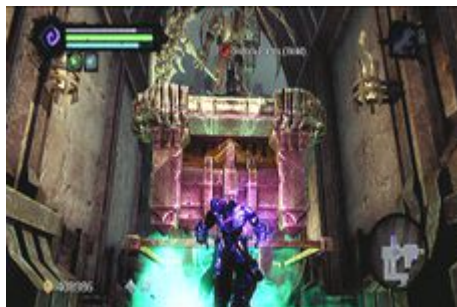
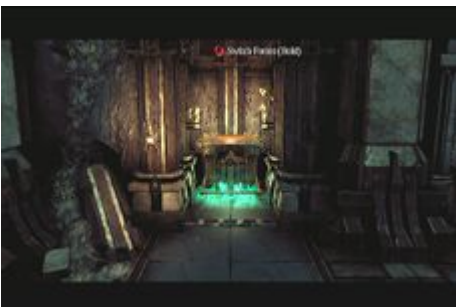


Getting the Skeleton Key

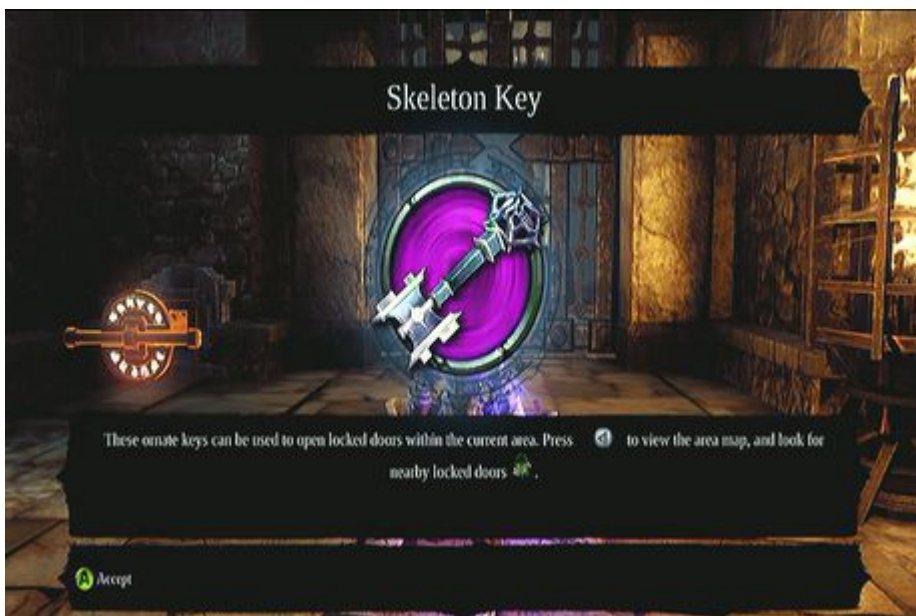
After grabbing it, return to the main corridor and continue to the next area. Soul-split there and have one soul spin the lever and the other get a shadowbomb from the wall past the gate.



Throw that shadowbomb at the push switch across the locked floating platform. Once the gate is lowered, pull the platform out and place it in the open. Cancel soul-split and step on the floating platform. Soul-split again and spin the lever while the other pushes the platform past the gate.

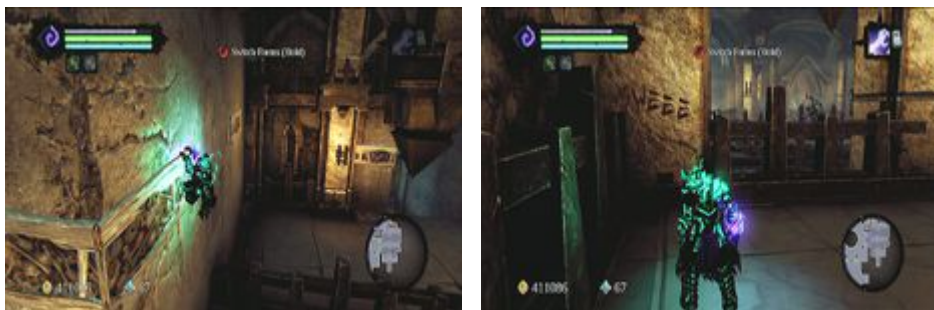


Step on the pressure plate in the corner and soul-split again. Step on the other plate and have the other soul loot the chest. Cancel soul-split and continue upstairs until you reach a balcony with a chest. Backtrack a bit and drop down the hole in the nook at the corner of the stairs. Loot the two chests there to get a **Skeleton Key** from one of them then push the switch to open the gate.



Rotating Bridge

Open the locked door to the east and continue to the bridge. Soul-split there and have one soul scale the wall with the help of the deathgrip hoop. Continue to the balcony but before scaling the shaft to the south, check the corner of the balcony, where the scribed letters are to find a Soul Arbiter's Scroll.



Wall-climb to the south to reach the upper balcony. Before spinning the lever, grab the Book of the Dead page in the southeast corner. Spin the lever afterward and hold it there.



Switch to your other soul and continue north. Get the Bookman Coin to the northeast then climb the vine-covered wall to the west. Cross the gap using deathgrip to loot the chest in the upper balcony. Jump down to the ground level then continue north, looting the chest in the nook there then heading left to find a push-switch. Activate it and return to your main body.



Lantern Access

Return to the main area and check the northeast alcove. Pull the lantern then make your way to the passage to the west. Once you encounter the gap, put the lantern down and wall-run to the other side before pulling the lantern again. Place the lantern on the statue afterward.



Rotate the statue to the south to find a Book of the Dead page. Rotate the statue again so it hits the pillar in the middle. Cross the platform to reach the exterior hand-holds. Scale the walls there to reach the upper floor.



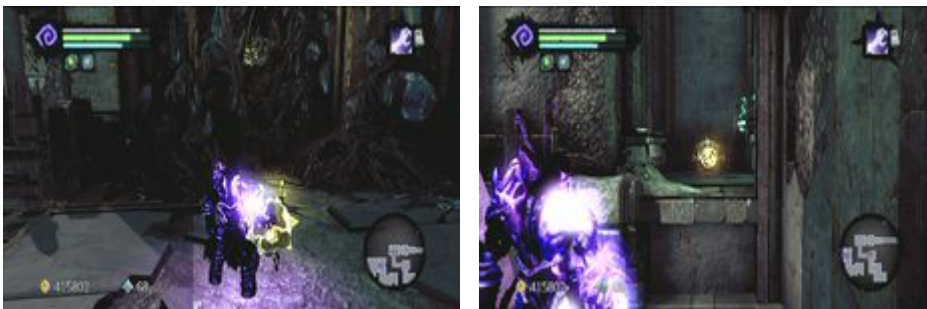
Rotating Walkway

Continue and defeat the wraiths here. Stand in the corner of the walkway then soul-split. Have one soul go to the lever to the southeast and collect a Relic of Eту-goth there. Pull the lever afterward.

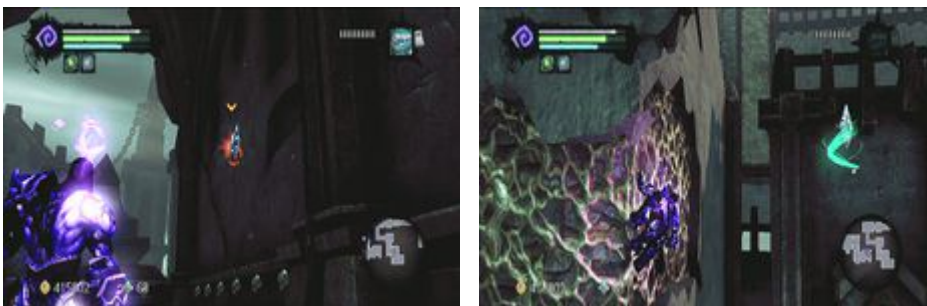




Return to your original body and soul-split again. This time, send one soul to the golden bar to the northeast then switch to the other soul. Grab a shadowbomb from the pod in the northwestern corner then head southeast. Look north for a switch and throw the bomb there.



Once done, continue south and enter the area to the southeast to a chest and a Stone of Power. Defeat the wraiths and loot the chest then backtrack a bit and climb the growth on the wall. Follow the growth and you'll find a Boatman Coin around the corner. Leap for it then return to your main body. Continue to the northeast.



Wall-run across the floorless corridor until you reach the switch in the other end. Push it and head through the door. Continue to the large hall where you have to face three waves of formidable enemies.

More deadlier Encounter

Use this spacious hall to your advantage. Plan ahead and evade often. Focusing on one enemy at a time, using quick counterattacks and using the deathgrip to quickly pull yourself towards the target after evading will help a lot throughout the battle. Don't hesitate to use some potions whenever you need to.

Trap Lift

After the battle, loot the two chests to the east then continue to the next room. Step on the bar and after triggering the deadly trap below, scale the wall until you reach the topmost ledge. There's no special trick to this but proper timing.

Once you've reached the upper floor, pull the lever to open the gate. Exit to there and defeat the undead stalker and prowlers that will ambush you. Look up to the north to find a Stone of Resistance latched on the tower, then head south. Wall-run to reach the chest with the Dungeon Map. Continue along this path and you'll be ambushed two more times; one is composed of a pair of new enemies, called Abominations while the last group will be comprised of three liches. Continue to the next hall afterward. Jump down and loot the chest. Climb back up and wall-run on the right to grab a post. Make your way to the next ledge and continue to the next hall. Once there, continue and exit to the west after a short scene. This will take you to a small room. Climb the wall then jump to the hanging posts. Make your way again to the left.

After reaching the next balcony, approach the pressure plate but don't step on it. Soul-split and have one soul stand on the plate. Send the other to scale the wall and reach the switch. Push it to unbar the nearby door, then climb the post and wall-run to the hand-hold to the left. Stay there, then switch souls. Move away from the pressure plate and allow the wall behind the hand-hold to flip over, giving the other soul access to the interior.

Destroy the crates to the northwest to get a Boatman Coin. Destroy the crates and weapon racks along the way as well. Go downstairs to find a chest and a GnoMAD Gnome. Pick it up to start a new side quest. (GnoMAD's Gnomes) Return to your own body then head to the unbarred door.

Before exiting the door, soul-split again then let one soul step on the pressure plate again while the other loots the chests. Cancel the soul-split and exit through the door.

Push the switch in the next area then use the deathgrip to reach the giant, central lantern. Grab on its hand-hold and rotate it to the west. Swing to that ledge using your deathgrip and go to the next hall.

Defeat all the scarabs and scarab hulks to clear the blockade on the shadowbomb pod. Grab one and blow the crystals up. Climb the vine-covered walls until you reach the upper balcony. Loot the chest outside containing the Skeleton Key.

Backtrack a bit then grab the Boatman Coin floating overhead. Swing to the other side and loot the chest then exit the hall. Upon returning to the previous hall, jump down and continue east. Scale the wall to reach the locked door there. Open it then destroy the crates near the door to get a Book of the Dead.

Follow the path until you reach a pit. Use the hand-holds to the right to shimmy around the corner, then wall-run across. Upon reaching the other platform, climb the hand-holds again and continue until

you need to wall-run and jump to the other wall's hand-hold. Instead of continuing to the right, wall-run to the left first to find a chest. Backtrack and continue to the right this time.

Once you reached the lower balcony, jump down to find two pressure plates below. Step on one then soul-split and order one soul to step on the other. Switch to the other one and climb back up. Enter the room with the floating platform then collect the Soul Arbiter's Sacred Scroll in the corner to your immediate left. Just look for the corner with the skeleton and scribble on the wall. Pull the platform out then revert to your original form.

Step on the platform then soul-split again. Send one soul to step on the plate to the left, then have the other one push the platform inside. Switch to the stepping soul then have him trigger the plate to the right this time. Switch again and push the platform on the plate in the corner. Revert back again and go through the door.

You'll be back again in the main room. Push the switch to remove the gates then grab a shadowbomb nearby. Use that bomb to destroy the corruption crystal stuck on the giant lantern's push-switch. Once done, you can swing to the central platform and push it to descend.

After reaching the lower floor, rotate the large lantern so it hits the crystal on the locked door to the north. Before heading there, you can fast-travel to the Eternal Throne to upgrade your equipment, sell some stuff and restock in potions if you're low in supplies. Otherwise enter the door and continue to the boss area.

Boss: The Wailing Host

Don't let this boss' size intimidate you. It only has some basic attacks you'll normally expect from a monster this size. First, the boss will swipe inward and outward. You can evade this since you have a good few moments of warning before it connects. Stay close to the boss' face and use your heavy combos to quickly bring down its HP.

Once considerable damage is dealt, it will get knocked down for a few seconds, giving you free chances to hit it. It will retreat next, summoning several skeletons. Use this chance to refill your wrath, reaper gauge or even health, if your gears have supporting abilities to do so.

Repeat the process and wait until an execution trigger appears over the boss' head. The first one will remove its mask and the last one is the actual execution itself.

After defeating the boss, continue to the next chamber to find the Crowfather. After the conversation with him ends, the quest will now be complete.

Video Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-city-of-the-dead-5-of-5-part-36>

The Ivory Citadel

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-archon-part-49>

The Black Stone

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-black-stone-3-of-3-part-52>

Weeping Crag

The Weeping Crag is an optional dungeon located between Baneswood and Stonefather's Vale. Vulgrim's portal is located nearby as well. To fully explore the dungeon, you'll need the special items Deathgrip and Phasewalker.

Fast-travel to the crag and go past the bridge. Look up and you should find a Stone of Mystics (7). Next, climb the ledge to the left and ignore the locked door for now. Wall-run to the right to reach a hand-hold, then drop down to grab hold of another hand-hold. Perform a wall-run to the right again to grab into the wooden posts. Climb up to reach the balcony.



The Nook

You'll explore the nook partially on your way to the Lost Temple for the main quest [The Heart of the Mountain]. You'll have to revisit this place later to defeat an optional boss, [Bheithir] and after getting the Phasewalker.

After getting the Deathgrip

Lair of the Deposed King

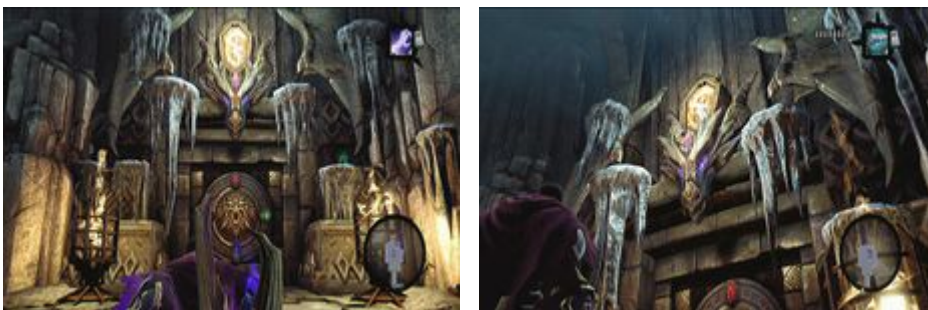
This optional dungeon is located to the east of Leviathan's Gorge. You can explore it as soon as you find it however you'll have to wait until you're at a higher level before you can take out the boss, Argul. Argul is the Deposed King, as part of Thane's side quest.



Stonebite and Death Tomb

After entering the dungeon, go downstairs the stairwell until you reach the Death Tomb. Like the first tomb in the Forge Lands, you can only open this by getting a key from Vulgrim, after turning over a Book of the Dead chapter (collect 10 pages to form a chapter).

Clear the area of skeletons then find the Stone of Power on top the dragon relief on top of the tomb's doorway.



Getting the Skeleton Key

Backtrack to the second door and drop off the ledge to land on a wooden beam below. Use the deathgrip to swing to the other side then climb the wall.

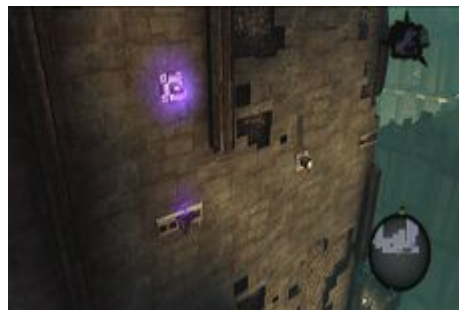
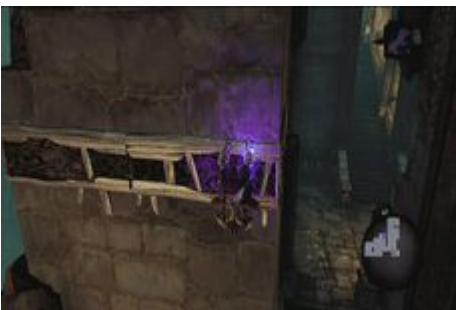


Follow the hallway until you reach the chest containing the Skeleton Key. Before leaving, wall-run then jump to reach a Boatman Coin.



Soul Arbiter's First Scroll

Backtrack to the first door. Once there, find the hand-holds to the right. Climb up and move around the corners to reach the other side of the wall. Wall-run to the next hand-hold, then climb up to reach the ledge containing a Soul Arbiter's Sacred Scroll.





A Relic found

After getting the scroll, jump down then head north. Drop down the broken stairs and look behind to find a Relic of Etu-Goth. Continue forth and loot the chest along the way, then exit through the door.



Lethal Pits

Ignore the locked door for the meantime and go to the northern room. Wall-run past the spear-covered pit then destroy the boxes to reveal a Boatman Coin. Swing using the deathgrip to reach the nearby chest as well. Backtrack to the locked door and unlock it.



Lift to the Depths

Backtrack to the previous room and unlock the door. Before activating the lift, climb the wall nearby to find a lever. Pull it to open the gate so you can easily access the lift later when you come back.



Attack the crystal in the middle of the lift to activate it. The main boss is in the middle chamber. For now, take out all skeleton warriors in both caverns. Check the small corner in the southwest corner of the cavern to the south to find another Soul Arbiter's Sacred Scroll. If there's no symbol, just walk around that small area until you get it.



You can challenge the Deposed King if you want to gauge your strength. For tips on how to defeat him, you can consult [this page](#).

Boneriven

Boneriven

Boneriven is a hidden dungeon in the Kingdom of the Dead. The ability Soul Splitter is needed in order to enter this area. The Keen Talisman is located within the dungeon along with a lot of lootable chests.

Entering Boneriven

In order to enter Boneriven, the player must acquire the Soul Splitter ability by returning to the Dead Lord with all three of his accolates: Basileus, The Judicator, and The Phariseer. Once Soul Splitter has been obtained, travel to the Sentinel's Gaze dungeon in the Maw in the Kingdom of the Dead. The entrance is located just west and north of the entrance to the Phariseer's Tomb. As the dungeon is entered, a bridge to large tower with a statue dominates the screen. First off, destroy all the skeletons you can because they will mess up the next part. Soul Split on the left side of the tower and quickly have your first counterpart climb the platforms on the left as you enter Sentinel's gaze. There will be an explosive shadow bomb embedded in the ground. If you go just past it, you will find a relic of Ostregoth. Then change which soul your in control of.

When you switch Deaths', have the other one go around to the right side of the tower and wall run up the side, catching a ledge on the tower. Follow the platform elements all the way around until you are standing on the first floor of the structure where corruption crystals block a ledge up. Stand near where you climbed up, ensuring that they are in visual range of your other soul. Then soul switch back to the Death next to the bomb-growth, grab a bomb, and throw it at your other soul. He will catch it. Soul Split back and you can throw the newly acquired bomb at the growth. DON'T undo Soul Splitter just yet.

Once you scale to the next floor, more corruption crystals block your a path to a chest. Repeat the process of throwing the bomb to yourself and take care of the cystals. Now end Soul Splitter, have the real Death step forward and climb all the way to the top and claim the chest. Right behind the chest is a mysterious hole. Drop down it to discover the secret dungeon of Boneriven.

Strategies in Boneriven

Boneriven isn't a huge dungeon and is populated with few combat challenges with one notable exception. Once you enter, search around your area to find collectables and kill any bad guys you run into. You will eventually run into a Soul Splitter puzzle. Use Soul Splitter when you are standing right in front of the gate and use your two souls to weigh down the two pressure pads. Now wait until the sound of the gate rising stops and return to your regular form, quickly running through the opening. Various versions of this same puzzle will be found throughout the dungeon so be prepared to get accustomed to that gate clicking sound.

As you continue through the dungeon, make sure to check every nook and cranny that line the various paths. It may seem tedious but there are a variety of treasures to be found including two

pieces of the Soul Arbiter maze directions, a Boatman coin, and a legendary talisman called the Keen Talisman that boosts damage with your scythe.

When you come to the largest room of the dungeon, you'll have your only combat challenge of the area. It starts out simple enough with a Scarab Hulk and a group of baby scarabs and skeletons. If you have Exhume, now's a great time to use it. Clear out all the smaller enemies while the Hulk is concentrating on your minions. Then go to work on him. When he flies up in the air, immediately start dodging and don't stop until he slams down. When he blocks, stop all attacks and wait for him to attack again before going in for more damage. As soon as you bring him down, two more Hulks appear, getting the party really started. Using Exhume will help a lot but they go down pretty fast. Focus on one and use Reaper Form if you have it.

Once you've completed that area, continue forward, checking every one of those nooks that line the area until you reach a circular room where a chest pops out of the ground. That's the end of the area. If you didn't pick up the Keen Talisman, it should be just outside of this room in one of the nooks. Grab the loot from the chest which should be good (I got a Possessed Hammer) and fast travel out of the dungeon.

Bosses



Below are links to profiles for each of the Dungeon **Bosses** in

Darksiders II.

List of Bosses

These are the bosses of the Dungeons in Darksiders II.

- War
- Gharn
- Karkinos
- Construct Hulk
- The Guardian
- Gnashor
- Phariseer
- The Bone Keeper
- Basileus and Achidna
- The Wailing Host
- Jamaerah the Scribe
- Archon
- Samael
- Avatar of Chaos (Absalom)

List of Mini-Bosses

These bosses are related to Side Quests and optional quests like Thane's Side Quests.

- The Noss
- Corrupted Custodian
- Ice Giant
- Find and Kill Gorewood
- Find and Kill Bheitnir
- Find and Kill the Deposed King

War

War is one of the Bosses in Darksiders II.

Bio and Information

War is the protagonist of the first Darksiders. He is one of the four surviving Nephilim, and is one of the Four Horsemen of the Apocolypse.

The Horseman War has charged into countless battles astride his spectral steed Ruin, leaving trail of blood and bones in his wake. His eyes and hair are as white as the chill he casts on angels and demons alike, for the fury of his massive sword is unmatched in combat. As unyielding as time itself, War is both honorable and savage.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-war-gameplay>

Gharn

Gharn is one of the Bosses in Darksiders II.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-gharn-gameplay>

Karkinos

Karkinos is one of the Bosses in Darksiders II.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-karkinos-gameplay>

Construct Hulk

Construct Hulk is one of the Bosses in Darksiders II. He is the boss of The Lost Temple.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-construct-hulk-gameplay>

The Guardian

The **Guardian** is one of the Bosses in Darksiders II.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-guardian-boss-fight-part-18>

Gnashor

Gnashor is one of the Bosses in Darksiders II.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-gilded-arena-4-of-4-part-25>

Phariseer

Phariseer is one of the Bosses in Darksiders II. He is the boss of the Phariseer's Tomb.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-phariseer-gameplay>

The Bone Keeper

The **Bone Keeper** is one of the Bosses in Darksiders II. He is the boss of the Judicator's Tomb.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-the-bone-keeper-gameplay>

Basileus and Achidna

Basileus and Achidna is one of the Bosses in Darksiders II. They are the bosses of Psychameron.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-basileus-achidna-gameplay>

The Wailing Host

The Wailing Host is one of the Bosses in Darksiders II. It is the boss of the City of the Dead.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-the-wailing-host-gameplay>

Jamaerah the Scribe

Jamaerah the Scribe is one of the Bosses in Darksiders II.

Bio and Information

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/darksiders-ii-walkthrough-the-ivory-citadel-5-of-5-part-48>

Archon

Archon is one of the Bosses in Darksiders II.

Bio and Information

A powerful angel, infused with a glowing golden light, The **Archon** is bound to the shattered angelic city, and is unable to go any farther than the Crystal Spire. No diplomat, The Archon is battle hardened from countless eons of war against demons, and more recently the corruption that has befallen his own people. he is a giant of an angel, towering several heads over death.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-archon-gameplay>

Samael

Samael is one of the Bosses in Darksiders II. He is the boss of The Black Stone.

Bio and Information

Samael is a powerful demon lord, possibly even more powerful than the Horsemen. Seen as a threat to his power, Samael was imprisoned on Earth and stripped of most of his powers during the Apocalypse by the Destroyer, the villain from the first Darksiders.

It is with the help of War that Samael regains his abilities and his freedom from Earth. He then leaves War to enact his own mysterious plans.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-samael-gameplay>

Absalom

Avatar of Chaos (Absalom) is one of the Bosses in Darksiders II.

Bio and Information

Absalom, or Avatar of Chaos, was the leader of the fabled Nephilim. When Mankind was given Eden, Absalom sought to take it back by leading his armies against Heaven and Hell. Following his crime, the Charred Council condemned the Nephilim to extinction. The Horsemen of the Apocalypse were granted a reprieve from this fate on the condition they aid the Council's victory over their kin. The Horsemen accepted, but it was Death who bore the greatest burden of guilt for the near extinction of their race. He is also revealed to be the living source of all Corruption in the universe.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-avatar-of-chaos-gameplay>

The Noss

The Noss is an optional boss in Darksiders II.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-mini-boss-fight-the-noss-gameplay>

Corrupted Custodian

Corrupted Custodian is an optional boss in Darksiders II.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-mini-boss-fight-corrupted-custodian-gameplay>

Ice Giant

Ice Giant is an optional boss in Darksiders II.

Video

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-mini-boss-fight-ice-giant-gameplay>

Gorewood

Gorewood

This optional boss fight is part of a series of side quests given to you by Thane after defeating him at Tri-Stone. The other bosses include Bheithir, Achidna, and The Deposed King, Argul. Gorewood is located in the optional dungeon called the Weeping Crag. Click the link to the dedicated page on how to explore the Weeping Crag completely.

Boss Fight

Gorewood himself is fairly easy, dodge the vines he shoots out and avoid his frontal attacks. It is worth noting however that he does hit very hard for lower level characters and unless you're good at dodging he will most likely one shot you.

A decent strategy is to use the Teleport Slash to move through him when he goes to attack. Once the fight is over, collect your treasure and dont miss the Power Stone located in the back of the lair.



This is actually part of a side quest. Once you defeat Thane he will give you a bunch of quests in which you have to seek out and kill certain individuals. Gorewood is one of them.

Video Guide

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-gorewood-gameplay>

Bheithir

Bheithir

Location

This optional boss is part of a series of side quests given to you after challenging Thane to a fight, and winning. Also in this quest are the bosses: Gorewood, Achidna, and Argul The Deposed King. Bheithir is located in the Nook dungeon and is only accessible after having obtained Deathgrip.

To reach Bheithir travel to the Nook and make your way to the main court yard. Anyone who has completed the dungeon can take the door on the right hand side of the first room and follow it down. From the court yard you look for a stream of lava in the corner and follow the door next to it.

After wall running down the broken stairway Bheithir will be flying around the room in front of you. To start the fight simply Deathgrip your way over to the platform.

Fight

The boss fight itself is reasonably simple, the fact that Death has to fight on a narrow platform is what makes it difficult. One method is to use Redemption and shoot the boss repeatedly...however the minimal damage it does makes that method take awhile.

You can roll past the frontal melee and try attacking from behind, so long as you can dodge the tail swipe as well. The flame breath will coat the platform in front of the boss causing you to take damage over time if you step in it. Bheithir will also charge to the end of the fire afterwards.

The wooden ledges allow you to dodge both of these attacks.

Note: You can abuse the fact that jumping off the edge doesn't kill you, making jumping off the edge an effective way dodging every attack. However, if the fire trail is still on the stage, you may respawn in it. Also jumping off the edge makes the fight take longer as the boss will fly off and you will need to wait for it to come back.

When fighting him on Apocalyptic, make good use of the Teleport Slash. Due to the small nature of the platform, getting behind him can be tough. Teleport Slash will not only get Death behind him, but it will also give the player a bit of health. Staying behind him is a great way to stay safe as his only real way to counter this is through his tail attack.

If Wrath starts to run low, simply back away and fire Redemption at him. A full clip will refill enough Wrath to preform at least one more Teleport Slash. This can be very helpful as the fight drags on and Wrath becomes scarce.

Exploit: Kill Bheithir Easily

While fighting Bheithir, lure her to the right side of the platform. If you're locked on her as a target,

you'll be walking backwards. Time things correctly and you'll fall onto a little lip on the edge of the platform. From that position, shoot her. She will continue trying to walk toward you, occasionally breathing fire (it won't hurt you) until finally she starts to fly. At that point, a cutscene of you killing her will play and you will have killed her without having to actually fight her...

Video Guide

Click this link to see the video

<http://www.ign.com/videos/2012/08/15/darksiders-ii-boss-fight-bheithir-gameplay>

Special Gear

This page covers Death's Special Gear he acquires throughout his journey.

Redemption

Death acquires one of Strife's pistols just as War did in the original Darksiders. The pistol Redemption doesn't do a lot of damage, but is the weapon with the longest range. The pistol is useful for taking out small flying enemies, damaging approaching creatures before switching to melee or as a way to keep a combo count racking up.

Death Grip

A kind of zipline, this item allows death to hook onto objects and pull himself toward them. Death can use multiple death Grip throws to cross large gaps and even pull himself into large enemies at high-speed.

Interdiction

An item granted to Death that allows his to summon a Dead Lord in select areas. These Dead Lords can then be controlled and utilized to solve puzzles that Death cannot solve alone. This item later becomes the Soul Splitter.

Soul Splitter

This item gives death the unique ability to split himself into two entities Life and Death allowing him to be two places at once.

Voidwalker

This item allows death to create two portals that he can pass through to reach previously unreachable surfaces. death is also able to use the Voidwalker offensively in combat dropping enemies on hazards. This item later becomes the Phase Walker.

Phase Walker

An upgraded version of the Voidwalker. This item will now allow Death to create portals in select areas in order to travel between the past and present.

Official Soundtrack

Sumthing Else Music Works presents DARKSIDERS II Original Soundtrack featuring Jesper Kyd's highly anticipated original music score from the upcoming action/adventure video game title DARKSIDERS II developed by THQ's in-house studio Vigil Games.

DARKSIDERS II Original Soundtrack releases on 2012 August 14 to retail outlets worldwide through Sumthing Else Music Works and features the composition and arrangement by Jesper Kyd (known for his scoring in Assassin's Creed II, Hitman Blood Money, and more) and via digital download at www.sumthingdigital.com, Amazon MP3, iTunes and other digital music sites. The 2-CD soundtrack album is available on Amazon.

Disc 1 Track List

- 01 The Makers Theme
- 02 Into Eternity
- 03 Makers in the Outlands
- 04 Story of the Makers
- 05 The Corruption
- 06 The Makers Overworld
- 07 The Makers Fight Back
- 08 The Floating City
- 09 Crystal Spire
- 10 Trouble in Eden
- 11 Stains of Heresy
- 12 The Abyssal Plains
- 13 The Rod of Arafel
- 14 The Crowfather

Disc 2 Track List

- 01 The Dead Plains
- 02 The Plains Await
- 03 Supernatural Desert
- 04 The Eternal Throne
- 05 City of the Dead
- 06 The Crypt
- 07 Death Brings Hope
- 08 Plains of Death
- 09 Demon Realm
- 10 Into the Shadows
- 11 Lord of the Black Stone
- 12 Dead Plains Reprise.

DARKSIDERS II follows the exploits of Death, one of the Four Horsemen of the Apocalypse, in a weaving tale that runs parallel to the events in the original Darksiders game, which followed the exploits of War. Death's journey propels him through various realms as he tries to redeem his brother, War, the horseman who was blamed for prematurely starting the Apocalypse.

Bugs and Glitches

Various **Bugs and Glitches** on Darksiders II have been reported.

Eternal Throne / No Chancellor Bug

- **Severity:** Game-breaking; may require a New Game start

After reaching the Tree of Life and coming out to the Tree of Death, you have to make your way to The Eternal Throne.

It seems that if you fast travel to the Throne and perform all of the actions available in that area **before** going to leave and triggering the cinematic which plays when Death reaches the entrance to the area, you will glitch the game.

The result is that **the Chancellor will never appear** and therefore not allow you to progress any further.

However, it is still possible to leave the ship despite the game stating that fast travel is impossible. Fast travelling to the ship itself once again, even though you are already on it, will re-unlock the rest of the map afterwards.

Gilded Arena Lever Glitch

- **Severity:** Game-breaking; may require a New Game start

There may be a bug that may stop you from progressing further in The Gilded Arena. It's in the Gilded Arena and in the part where you are looking for the third horn to summon the arena champion.

At the "turnstile throne", if you somehow pulled the lever back out when the throne was turning away, it may result in that the lever switch and the element it operates will be out of sync.

Now, the throne will only turn back towards the player when the lever is pushed back in. While the Bomb plays a role in the solution for the lever, it won't work if the lever is "pushed in" and the room is facing you.

I did not realize my mistake at first and started to look around the Dungeon for an answer. I went online to some wiki's (IGN) and found that the lever had to be out for it to work. I also realized that in moving around the Dungeon I had been locked into an auto-save.

Even after restarting the game and fast traveling to another point. Returning had not affect. Nothing reset and I can't go back to a previous save because Vigil Games didn't put an option to manually save a game I was too dumb to use the manual save accessed by pressing the "start" button and selecting "Save".

Sound Glitch

- **Severity: Annoyance**

?Sometimes during the game, the sound will just cut out but you'll still have vibration feedback.

The sound may or maynot come back on its own, forcing you to reset your game if you want your sound back (and of course you do)

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Achievements and Trophies

This page contains a complete **Achievements and Trophies** list for Darksiders II. Secret Achievements and Trophies are listed below.

Achievements and Trophies are listed alphabetically.

30G

A Stroll In The Demonic Park

Complete the game on any difficulty setting

90G

A True Horseman

Complete the game on APOCALYPTIC

30G

Abracadabra

Open all Death Tombs

10G

BFA

Unlock Everything

20G

Bravo Old Chap

Defeat Wicked K

10G

Epic!

Death Reaches Level 30

20G

Feeding Time

Level Up Your 1st Possessed Weapon

90G

Four My Brother

Complete the game on NORMAL

30G

Full Potential

Unlock All Combat Moves & Upgrades

10G

Grim Reaping

Unlock Reaper Form

30G

Is There Anyone Else?

Complete The Crucible

10G

Pay It Forward

Gift An Item To A Friend

20G

Respec Yourself

Your First Respec

50G
The Secondary Adventure
Complete all Secondary Quests

Secret Achievements and Trophies

30G
All You Can Eat Buffet
Complete Sticks and Stones
30G
Antiquing
Complete Lost Relics
10G
By Your Command
Collect the Interdiction Stone
10G
City of the Dead
Complete City of the Dead
20G
Clipped Wings
Defeat Archon
20G
Crow Carrion
Defeat the Crowfather
10G
Death Will Tear Us Apart
Collect the Soul Splitter
10G
Diamond Geezertron
Unlock the final skill in either skill tree
20G
Dust to Dust
Defeat the Guardian
10G
Fire of the Mountain
Complete Fire of the Mountain
40G
Gnomad
Complete GnoMAD
10G
Heart of the Mountain
Complete Heart of the Mountain
10G
I Can Has Cake?
Collect the Voidwalker
30G
I've Brought You A Gift
Defeat the Soul Arbiter
20G

It's Not Over
Defeat Samael
30G
Like a Noss
Defeat the four creatures named by Thane
10G
Looks Familiar
Collect Redemption
10G
Lord of the Black Stone
Complete Lord of the Black Stone
10G
Mass Ruckus
Equip elite items to all slots
10G
Pathfinder
First use of Fast Travel
20G
Soul Crushing
Defeat The Wailing Host
10G
Stains of Heresy
Complete Stains of Heresy
10G
Tearing Time A New One
Collect the Phasewalker
10G
Tears of the Mountain
Complete Tears of the Mountain
20G
The Big Boss
Defeat Absalom
10G
The Book of the Dead
Complete The Book of the Dead
10G
The Court of Bones
Defeat Basileus
10G
The Lord of Bones
Complete The Lord of Bones
10G
The Mad Queen
Complete The Mad Queen
10G
The Rod of Arafel
Complete The Rod of Arafel
10G
The Root Of Corruption

Open The Well Of Souls

10G

The Spectral Touch

Collect Deathgrip

10G

The Toll of Kings

Complete The Toll of Kings

10G

The Triple Lindy

Complete 3 different high dives in the Foundry

10G

To Move a Mountain

Complete To Move a Mountain

10G

Tree of Life

Complete Tree of Life

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

Platinum Trophy Guide

Platinum Trophy

Satisfy the criteria of all other trophies and unlock them to earn this trophy.

When creating the **Platinum Trophy Guide**, group similar trophies by copying their mark-up template from the Trophies page and put them into "clusters" so players know they may earn multiple trophies with one sequence of actions.

Achievement Roadmap

Achievements on **Achievement Roadmap** pages are grouped in such a way to let players earn them with the least amount of work. Copying achievement templates can only be done in wiki mark-up.

88G

Title

Here's the description of the trophy. Trophy metals are defaulted Bronze, Gamerpoints are defaulted to "88" (so you can find that weird value easily).

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