



Darksiders Guide

It's hard not to mention the "Z-word" when describing Darksiders' unabashed emulation of the Legend of Zelda series' staple mixture of exploration and dungeon-plundering. But this is not Hyrule. Darksiders' take on the apocalypse ditches both literal and metaphoric interpretations of the prophesied end of humanity in favor of a world populated by hulking warriors with badass steeds and questionable hair styles. This fantastical world Darksiders is set in is Hell on Earth: The planet we know is barely recognizable -- from the devastated cityscapes rise demonic structures, brimstone and fire bubble up from beneath the Earth's crust and war rages between strange creatures. The end of times is a rough place, but IGN is here to help you survive -- we'll help make Armageddon a breeze.

Inside this Darksiders guide...

» [Game Walkthrough](#)

» [Soldier Artifacts, Champion Artifacts, Lifestone Shards and Other Collectibles](#)

» [Achievements & Trophies Tips](#)

» [Q & A](#)

Guide by: Samuel Claiborn

© 2009, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

Darksiders Walkthrough

PROLOGUE
City Streets
Seraphim Hotel
The Crossroads
The Library
The Scalding Gallow
The Choking Grounds
The Broken Stair
CHAPTER 1
Twilight Cathedral, Entrance
Twilight Cathedral, South Wing
Twilight Cathedral, North Wing
Twilight Cathedral, Basement, North Wing
Twilight Cathedral, The Three Crystal Blades Part I
Twilight Cathedral, The Three Crystal Blades Part II
Twilight Cathedral, The Jailer
Twilight Cathedral, Treasure Roundup
Twilight Cathedral, Tiamat
CHAPTER 2
Finding Uthane
Drowned Pass
Drowned Pass, Shadow Realm
Anvil's Ford Part I
Anvil's Ford Part II
The Hollows

Hollows, Southwest Part I
Hollows, Southwest Part II
Hollows, Southwest Part III
Hollows, East Part I
Hollows, East Part II
Hollows, Southeast
Hollows, The Griever
CHAPTER 3
Treasure Roundup I
To The Dry Road
The Dry Road
Ashlands, The Towers Part I
Ashlands, The Towers Part II
Ashlands, The Caves Part I
Ashlands, The Caves Part II
Ashlands, The Caves Part III
Ashlands, The Gladiator Arena
Ashlands, The Road to the Stygian
Ashlands, The Stygian
CHAPTER 4
The Road to the Iron Canopy
Iron Canopy, The Abyssal Chain Part I
Iron Canopy, The Abyssal Chain Part II
Iron Canopy, The Abyssal Chain Part III
Iron Canopy, The Hunt Part I
Iron Canopy, The Hunt Part II

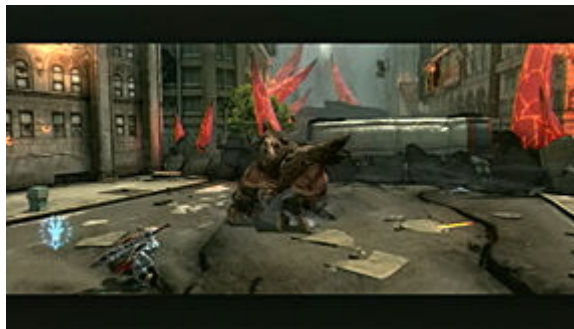
Iron Canopy, The Broodmother
Iron Canopy, The Silitha
CHAPTER 5
Treasure Roundup II
The Black Throne, The First Guardian I
The Black Throne, The First Guardian II
The Black Throne, The First Guardian III
The Black Throne, The First Guardian IV
The Black Throne, The Second Guardian I
The Black Throne, The Second Guardian II
The Black Throne, The Second Guardian III
The Black Throne, The Second Guardian IV
The Black Throne, The Third Guardian I
The Black Throne, The Third Guardian II
The Black Throne, The Third Guardian III
The Black Throne, The Third Guardian IV
The Black Throne, Straga
CHAPTER 6
Eden
The Armageddon Blade I
The Armageddon Blade II
The Armageddon Blade III
The Final Battle

«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»
---	--------	--------	--------	--------	--------	--------	--------	---

City Streets

Upon arriving on the bustling streets, you'll find yourself beset upon by heaven's various monstrosities. There is nothing to collect or seek out in this level, so don't worry about exploration. Simply fight all enemies you come to and get the hang of the controls.



Take out the first wave of enemies by simply pressing SWORD ATTACK and using the finishing moves the game advises you by pressing ACTION. Soon a more formidable foe will appear. Activate Chaos Form for the first time using the controls the game shows you. In this form you deal a huge amount of damage and cannot be harmed -- not bad!



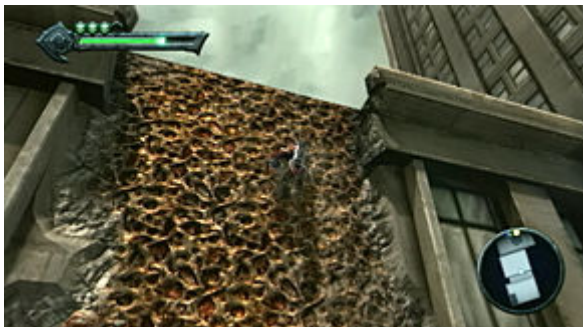
The Chaos Form has limited use however, and you must wait for your gauge to refill after using it. For now, continue to follow the path shown on your map -- a yellow icon shows the way on your minimap.

At various roadblocks a squad of Angel Soldiers will confront you. The way forward will only be cleared once you eliminate every last one of them.

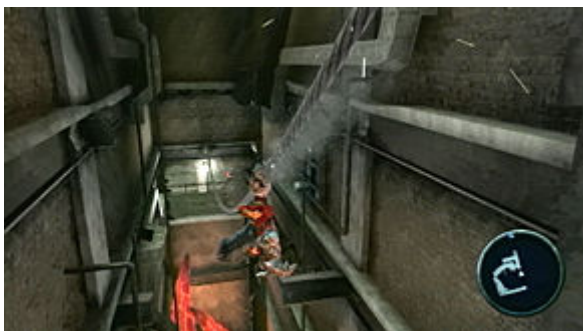


When you see a strange ooze bubble up on the side of a building, take note: this is Demonic Growth which you climb with ease. Climb this to the rooftops. Here you'll be shown how to shimmy across ropes and pipes. Jump up and grab the rope and use it to cross to the next building.

As you ascend more Demonic Growth, fight off the enemies about you with regular attacks -- you can do this while hanging. You can also dash while hanging from Demonic growth to ascend faster by hitting DASH and pressing a direction.

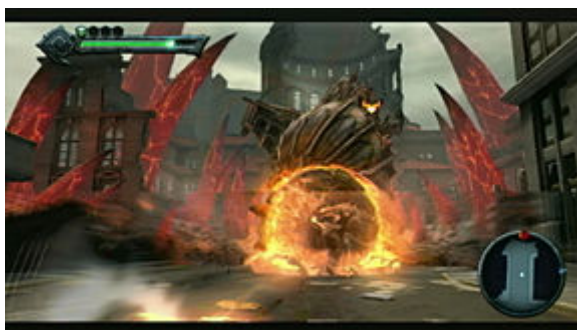


Keep pressing through the destroyed buildings and jump onto the zipline to return to the streets. Wind your way towards the northwest. You may have noticed a red boss icon (skull) has appeared on your minimap. Head straight for it!



ST R A G A

The Straga's weak spot, its skull, lies atop the lofty beast. It's completely out of your sword's reach, so you'll need to find a creative way to bring it down. Stay towards the rear in this fight and make sure you lock on to Straga so the camera keeps it in view. There are several attacks you need to learn to avoid. One is a wave of fire, which is too fast to avoid by running. You'll need to dash out of the way. Plan to dash as soon as the demon recoils to attack.



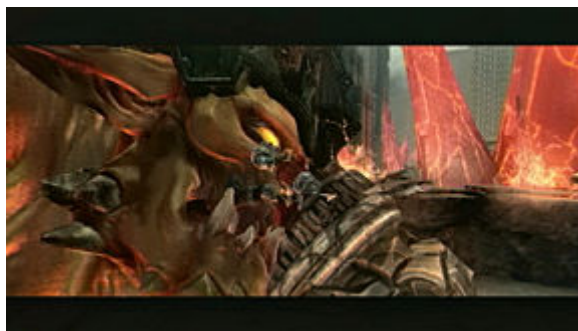
Another attack has Straga lifting the street and shaking it. The conclusion of this attack is to slam it down and harm War. When Straga slams the street you need to jump to avoid damage.



The final of the attacks is one in which Straga tosses a fistful of automobiles right at you. These projectiles can be turned around and used against the colossus. Simply grab the car that lands in front of you and, while targeting Straga's head, toss it at his face. Do this twice and the beast will collapse, stunned.



Approach it and slash away at its exposed skull while you can. You'll need to repeat this entire process three times to whittle away its life. Fell it a third time and you'll be able to execute your finishing move with the ACTIVATE button. A long cutscene follows...



THE CHARRED COUNCIL

After the cutscene, head due east and grab your trusty blade: the Chauseater, now stripped of its awesome power. It can still pull off a Blade Geyser attack at the expense of one Wrath Core, however.



Now, head west to the blue fire. You will be awarded with 200 blue Currency Souls which you can spend on goodies later. After this you'll be transported back to Earth -- a very different place than you may remember it.

«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

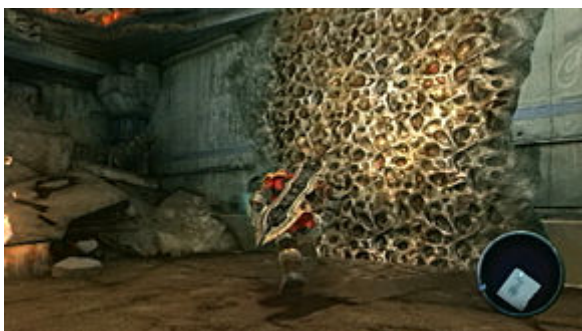
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7		»
---	--------	--------	--------	--------	--------	--------	--------	--	---

Seraphim Hotel

Chests & Collectibles

2 Chests

Climb up the Demon Growth to Basement 2 and then run up the ramp to Basement 3. Jump onto the northwest wall and you'll be able to shimmy across.



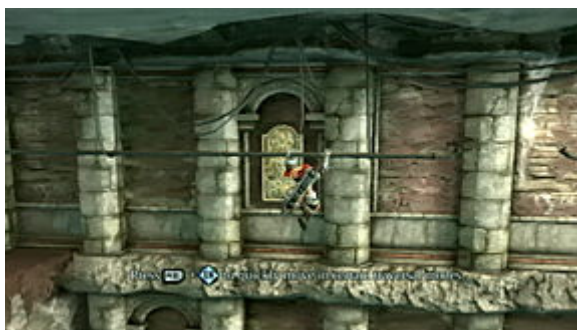
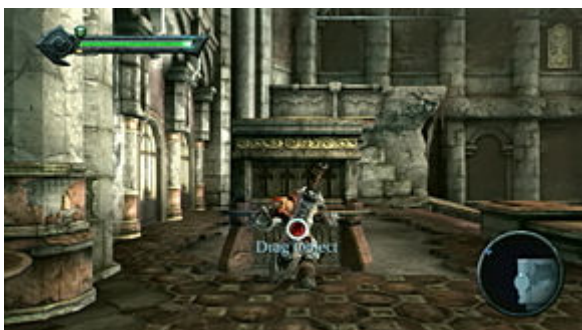
On the other side a legion of zombies appears -- Wicked. You can take these out quite easily with regular sword attacks. Cross the gap using the pipe and then approach the elevator shaft doors. You can pry these open with the **ACTIVATE** button. Now, jump onto the growth in the shaft and climb up to Floor 1.



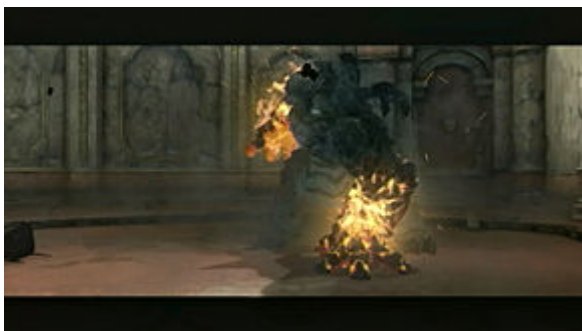
On this level you'll find Fleshburster, a powerful enemy that bursts into flames when you kill it, harming you and any nearby enemies. Damage it until it bursts and hopefully it will take out some of the Wicked's flanking it. Open the **Chest** (1/2) along the northeast wall for a life boost.



Climb up the stairs and you'll find a strange pedestal-like object that you can push by pressing the **ACTIVATE/INTERACT** button. Do so and push it towards the ledge ahead. Jump on it and then up to the upper level. Take out the Wicked in the hallway and then climb up the Demonic Growth at the dead end to reach Floor 2.



On Floor 2 your way is blocked by a seal. You must take out the large beast -- the Gholen -- that appears before proceeding. To do this, take advantage of the objects in the room and use them as projectiles. You can also move in for some quick sword swipes so long as you dash away after two or three to avoid taking damage.



Soon you'll be prompted to finish the beast off. Head through the cleared seal and up the stairs. Grab the **Chest (2/2)** at the top for some health before running to the end of the area.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»
---	--------	--------	--------	--------	--------	--------	--------	---

The Crossroads

Chests & Collectibles

2 Chests

1 Soldier Artifact

At the Crossroads you'll have your first encounter with the merchant Vulgrim. You can trade him (blue) Souls for items and equipment. You can't purchase anything just yet however, as he demands you bring him some loot -- 500 Souls to be precise. Luckily, he gives you the Hoardseeker which reveals treasure chests and other points of interest on your map. Open you map and examine it. Nine chests are marked on the two floors of this area. In these chests you'll find the souls you need to appease Vulgrim.



Head northwest first. In this corner you'll find a massive Gholen guarding a **Chest** (Crossroads 1/9) with some health inside. Use items from around the area as projectiles to weaken the massive beast and then move in to slash it with your sword. Make sure you have your finger on the DASH button so you can avoid its attacks after dealing a bit of damage. Grab the health and note that just to the west is an area blocked with what appear to be ice crystals. You'll need the Tremor Gauntlet to access the chest in here which you'll get later in the game. Also, look for the fire hydrant in this corner -- destroying all of these in the area will reveal a secret chest (see below).



For now, head down the subway entrance stairs leading to the subterranean area. Jump onto the Demonic Growth on the wall and use it to reach the ceiling. Dash across the Growth on the ceiling to avoid the Lashers.



Drop down on the opposite side to find another **Chest** (Crossroads 2/9) with 200 Souls inside -- that's more like it!



Now, hop down into the pool below. Breach the surface by pressing ACTIVATE/INTERACT and swim towards the green icon marked on your map. This is a **Soldier Artifact** (Soldier Artifact 1), a collectible worth 500 Souls! Sell it to Vulgrim later.



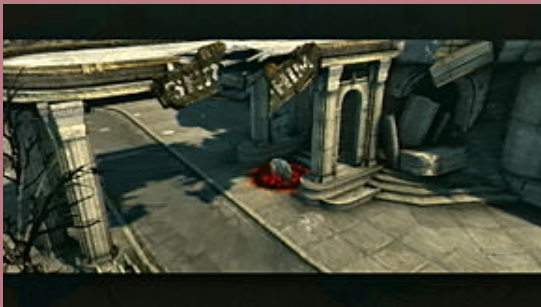
Exit the cavern and head back towards Vulgrim. Head due south from Vulgrim and jump down into the crater to find another **Chest** (Crossroads 3/9) full of souls (100). From here, head northeast.

Secret Chest

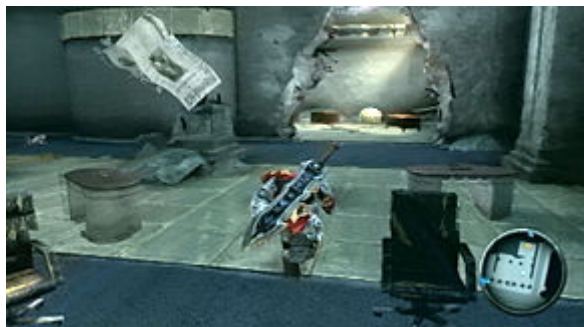
There are six small, grayish fire hydrants in the streets around Vulgrim. One tricky hydrant is in the far northwest by the chest with health inside -- its north of the subway stairs.



The rest are all on the sidewalks that border the streets east of Vulgrim. Destroy them all and a short cutscene will reveal this secret **Chest** (Crossroads 4/9) with a whopping 500 souls within!



In the northeast is another crater with a **Chest** (Crossroads 5/9) you can open for health. Head down the alley to the north of this to encounter yet another giant Gholen. Beyond it is a **Chest** (Crossroads 6/9) with health inside. Take the stairs down for another **Chest** (Crossroads 7/9) with 100 Souls inside.



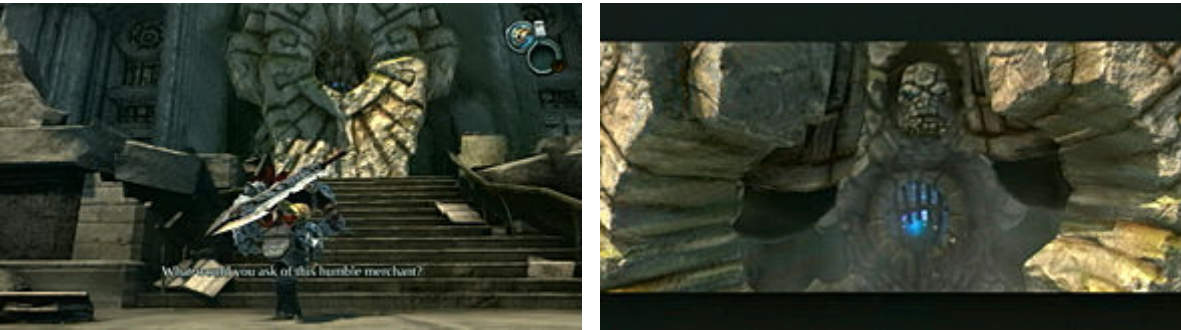
Head back towards Vulgrim and explore the building where the final area chest is marked. Inside you'll find the **Chest** (Crossroads 8/9) you seek with 100 Souls within. The final chest in this area is not accessible to you quite yet...



Vulgrim will tell you that someone (or something) named Samael's is imprisoned. Vulgrim will then give you the Earthcaller Horn.

Item Profile: Earthcaller

A masterfully carved horn whose call awakens ancient gates. Some creatures can be knocked back by the Earthcaller's deafening blast.



You can use the Earthcaller to open the way north of Vulgrim. A stone colossus stands before the entrance to the Library. Approach the colossus (just up the steps from Vulgrim) and equip the Earthcaller in the Gear menu (you'll need to choose it and set it to one of four slots). Now you can hit the USE GEAR ITEM button when prompted to open the "gate."

«	Index	Prologue		Chapter 1	Chapter 2		»		
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7		»

The Library

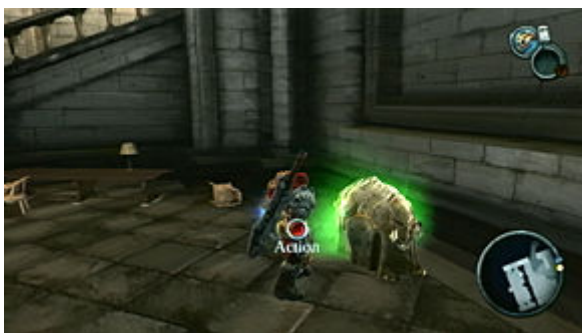
Chests & Collectibles

5 Chests

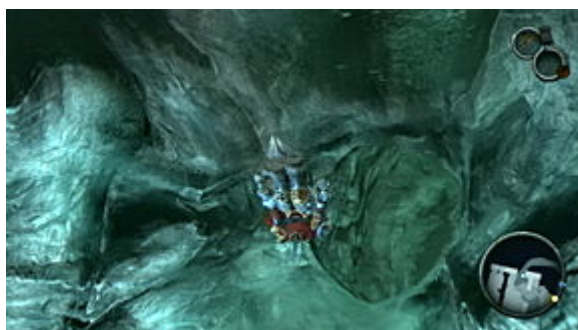
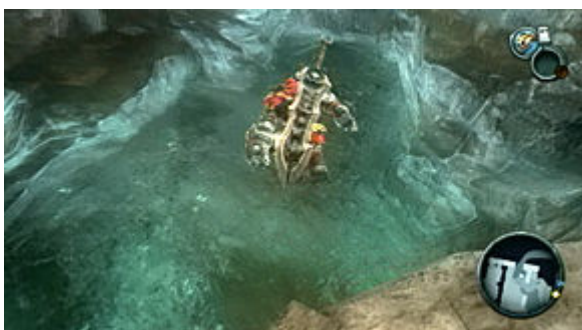
1 Soldier Artifact

Inside the Library you'll immediately come across a **Chest** (Library 1/5) with health inside. Head up the stairs and drop

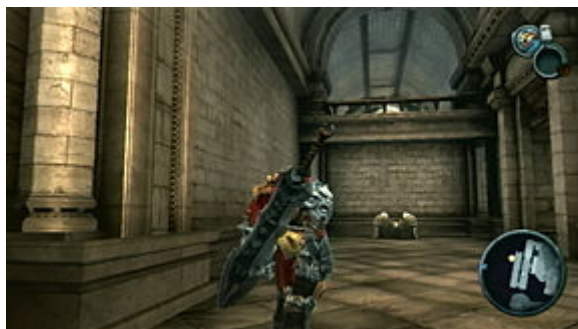
into the next room. Here you'll find recognizable enemies, including Fleshburners. Be sure to dash away when they swell up so you don't get caught in their dying blast. Another **Chest** (Library 2/5) with 100 Souls in it lies along the south wall.



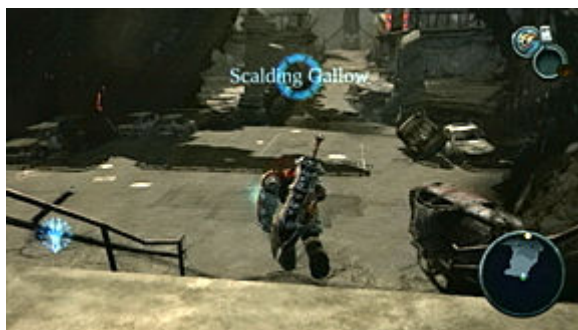
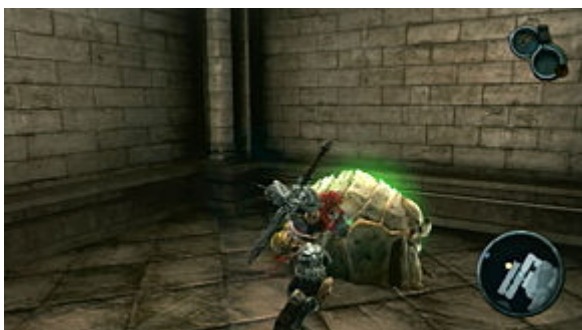
Jump into the pit and destroy the enemies there. One end of this pit has a deep pool. Jump into the pool and follow the submarine cave back to a platform with a **Chest** (Library 3/5). Inside is a Lifestone Shard (Lifestone Shard 1)! Collect four of these to add a Lifestone to your health meter.



Swim back out to the main hall and climb the Demonic Growth. You'll have to return here for the Collectible shining in the upper area once you have a certain item...



For now, head north and open the **Chest** (Library 4/5) for life. Another chest is nearby on a higher ledge, but you'll need to return here with the Abyssal Chain to reach it.



Head through the doors until you come upon The Scalding Gallow.

«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7		»
---	--------	--------	--------	--------	--------	--------	--------	--	---

The Scalding Gallow

Chests & Collectibles

5 Chests

Run along the west side of the area and go up the stairs. You'll find a **Chest** (Scalding Gallow 1/5) on the second floor of a destroyed building with 250 Souls inside.

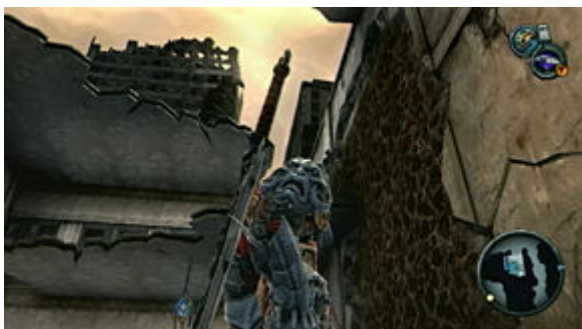
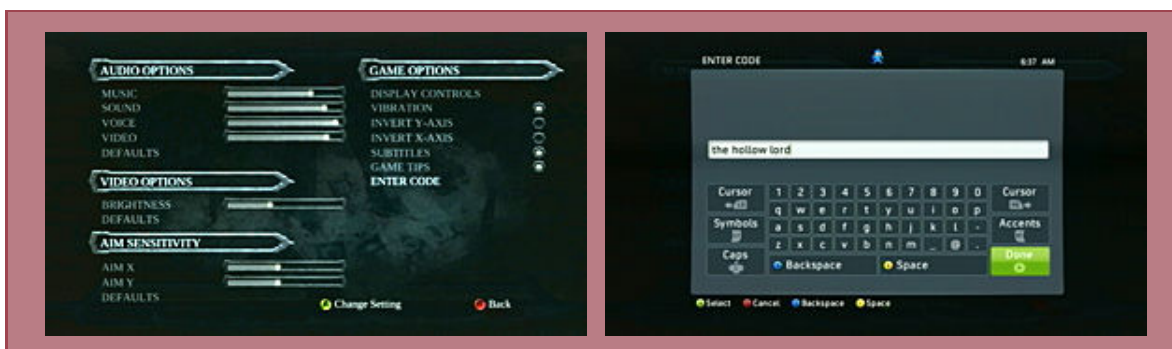


Before heading to the central spire, veer west. Follow the path around to the northwest. You'll find a destroyed building with a **Chest** (Scalding Gallow 2/5) with 250 Souls inside. Nearby is a spot where you can access the merchant Vulgrim.



Secret Weapon: The Harvester (Scythe)

Before meeting up with Vulgrim again, press pause and select Options. Under Game Options, choose "Enter Code" and enter the following words: **The Hollow Lord** (case sensitive). Now, visit Vulgrim and The Harvester (Scythe) will be available for purchase under Weapons. You'll need 1000 Souls to purchase it -- and it's well worth the price! Note: You may have to reenter the code after purchasing the Scythe for the Harvester to appear in your menu (it REPLACES the Scythe).



Above Vulgrim is another **Chest** (Scalding Gallow 3/5) -- this one contains a **Wrath Shard** (Wrath Shard 1). Collect four of these to increase your Wrath meter. Now you are ready to head to the central spire. When you approach it, a mini-boss of sorts will challenge you.

PHANTOM GENERAL

The Phantom General loves blocking your attacks. When he's not blocking he's summoning backup in the form of Phantom Guard Soldiers. The key to this battle is your secondary attacks: the Earthcaller and the Blade Geyser. The latter is most effective, but you'll need to replenish your Wrath by using Instant Kill attacks on the Soldiers.



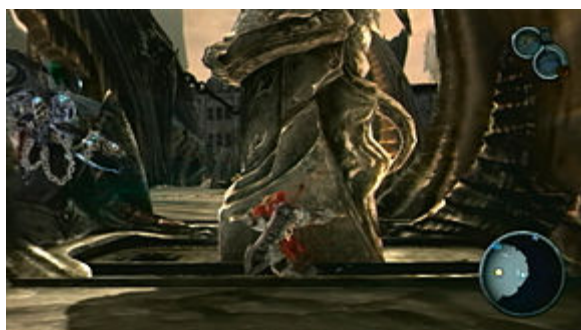
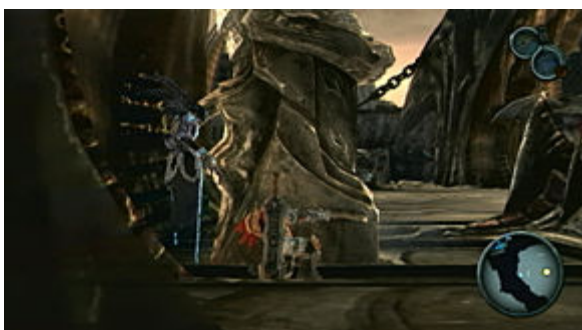
Unleashing a Blade Geyser will send all the enemies flying, including the General. Take this opportunity to pounce on him and slash away. Alternately, you can catch the General in a blast of your Earthcaller when he charges you and knock him back in a similar manner. If he blocks your Earthcaller, simply dash behind him and hit his back.



Keep up your attacks and intermittent Blade Geysers and the General will go down for good.



Now the Watcher will show you a moveable gargoyles platform on either side of this central area. You need to push them both into place, cause blood to flow from their mouths. Do this by grabbing them from the side and pushing them towards the center of the platform. With both in place, Samael will be released.



Ability: Shadowflight

Activate War's Shadowflight ability in a Shadow Current to perform huge leaps.



After a cutscene you will be awarded a set of wings and the Shadowflight ability. Blue Shadow Currents located throughout levels will lift you high on a gust of wind. You can also glide after jumping to reach new areas.



Put this new ability to use and cross the large chasm with the help of the blue spout of Shadow Current. Jump into it and then hold JUMP to float across. Destroy the Fleshbuster and continue east across the next current.



«	Index	Prologue		Chapter 1		Chapter 2		»
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»

Choking Grounds Access Cave

Chests & Collectibles
2 Chests
1 Champion Artifact

Head down the passage and stop at the base of the Shadow Current (the blue sphere). Look to the right and you'll see a chest in a lava pool below. Jump down to the small platforms and then jump to the **Chest** (Choking Grounds Access Cave 1/2).



Now, take the Current up. Follow the passage until it dead-ends at the Demonic Growth. Climb this to the ceiling, then use it to cross the lava. At the end of this passage is a series of Currents over a pool of lava. You can't do anything more here, so you'll have to return with different equipment to get the Artifact and the other chest. Cross carefully and then climb up to find the Choking Grounds.

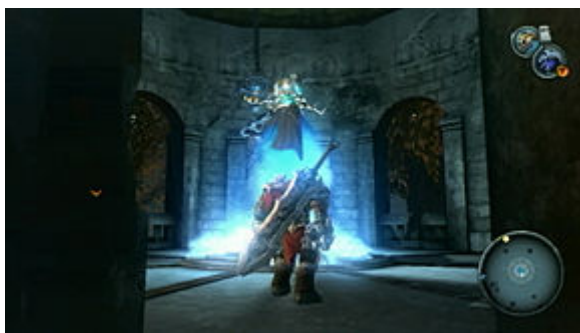


Choking Grounds

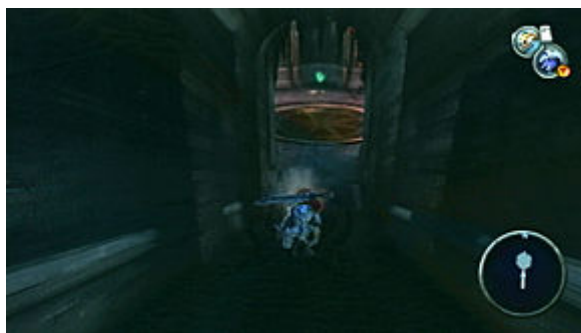
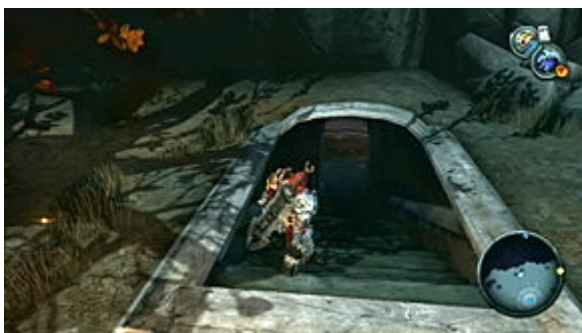
Chests & Collectibles

9 Chests

2 Soldier Artifacts



Upon arrival in the Choking Grounds you can score two more Soldier Artifacts. First, head to the gazebo in the center of the map. Here you'll find Vulgrim with his wares once again. Just north of the gazebo is a staircase leading down into the ground. Head down here to find a full compliment of enemies guarding a **Soldier Artifact** (Soldier Artifact 2).



Directly across the area to the south are three raised sarcophagi. The middle of these three stone coffins can be moved to reveal a staircase, just like the one you found in the north. Another pack of baddies guards this **Soldier Artifact** (Soldier Artifact 3) as well.



Secret Chest

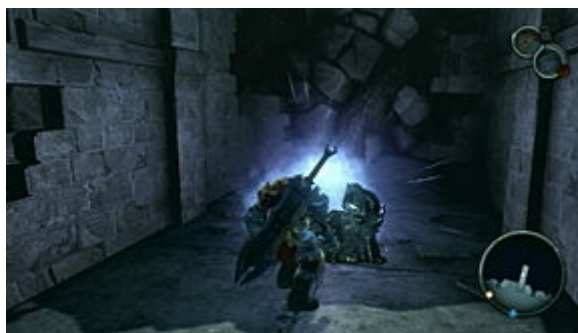
There are seven gravestones adorned with crosses in the cemetery. You can destroy these for a secret chest. The are all in the immediate area around the gazebo (not in the streets etc.) and easy to spot with the exception, possibly, of one on a small hill behind the stairs leading down in the northwest corner of the cemetery.



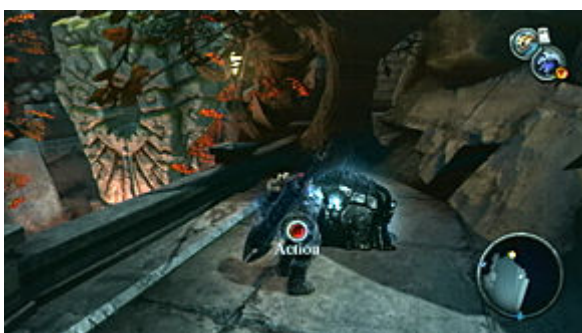
The **Chest** (Choking Grounds 1/9) appears in the southwest by the three sarcophagi. Inside is a worthy prize: A **Lifestone Shard** (Lifestone Shard 2)!



A **Chest** (Choking Grounds 2/9) lies in the parking lot north of the cemetery with health inside it. Another **Chest** (Choking Grounds 3/9) with 100 Souls inside lies in the southwest of the area down some stairs.



Make your way to the northeast area with a Gate colossus blocking the way. Just to the south of the ramp leading down to the gate is a raised area with another **Chest** (Choking Grounds 4/9). Inside are 100 Souls.



Go down the ramp towards the Tormented Gate and look to your left. A passage leads down on in the northeast corner of the map. Follow it to find a building with several floors. On Floor 1 is a **Chest** (Choking Grounds 5/9) with 100 Souls inside and on floor 2 is a **Chest** (Choking Grounds 6/9) with a **Wrath Shard** (Wrath Shard 2) inside.



Now, return to the surface and interact with the Gate by blowing your Earthcaller. This will trigger a cutscene in which you are told about the Dark Realm (there's a realm darker than Hell-on-Earth?). After this, four spots will appear on your map. Upon investigation of each of these spots, you will be transported to a Shadow Arena Challenge.



Dark Realm Challenge: Aerial Brawl

Defeat 5 enemies within the time limit. Bonus souls will be rewarded for any time left on the clock.

You need only defeat these enemies in the air -- that is, the finishing blow must be dealt while the enemy is airborne. This means you can swipe at enemies until the Instant Kill prompt appears. At this point, hold SWORD ATTACK to launch them and take them out. Do this to five enemies and you'll be able to run up and attack the gate blocking your exit. Grab the two chests to replenish your life and Wrath before taking the portal back to the surface.



Dark Realm Challenge: The Gory End

Defeat 5 enemies within the time limit. Bonus souls will be rewarded for any time left on the clock.

This challenge is long and gets a bit tough at the end due to the appearance of a pair of Fleshburtser. We found that ignoring these is better than confronting them, since the smaller enemies can be executed with your Instant Kills much more quickly. The Duskwings are the easiest kills: the flying enemies can be taken out with an Instant Kill with no weakening whatsoever. You can even jump from one to another instantly by mashing the Instant Kill button.



Dark Realm Challenge: Venomous

Kill 50 enemies before War's health fully depletes. Bonus souls will be rewarded for any health left.

Try to avoid the concentrated green stuff on the floors -- the perimeter of the room is generally safe. Use Instant Kills when you can. Things only get hairy when the Fleshburtser appears. Ignore it and continue to take out the other enemies. Be sure to take advantage of the health and Wrath-filled chests around the arena. If you replenish your health right before making your 50th kill you'll be rewarded in souls!



Dark Realm Challenge: Speed Brawl

Defeat 40 enemies within the time limit. Bonus souls will be rewarded for any time left on the clock.

This battle requires nothing special. You can cut through the smaller enemies quickly, and ignore the Fleshbuster at the end of the round. By this point there should only be a few more kills you need.



For beating all four rounds you'll get the Block Counter ability from the Watcher. With this you can counter attacks to damage to your foes!



Head back to the gate in the northeast corner of the area and blow your horn. You will be awarded the Ravager Enhancement (This enhancement increases War's damage with environmental weapon attacks, e.g., thrown cars and light posts. It also increases soul gain from destroyed objects.) and the gate will be removed. Be sure to equip your Enhancement on the weapon of your choice.

«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7		»
---	--------	--------	--------	--------	--------	--------	--------	--	---

The Broken Stair Access Tunnel

Chests & Collectibles

1 Chest

This tunnel contains little of interest. The passage leads northeast and when you drop down, look for a **Chest** (Broken Stair Access Tunnel 1/1) with 100 Souls in it at the dead end. Use the Geysers to cross the gaps, and in a room near the end of the tunnel you will be ambushed by Phantom Guard Soldiers. Fend them off and head through the doorway to find the Broken Stair.



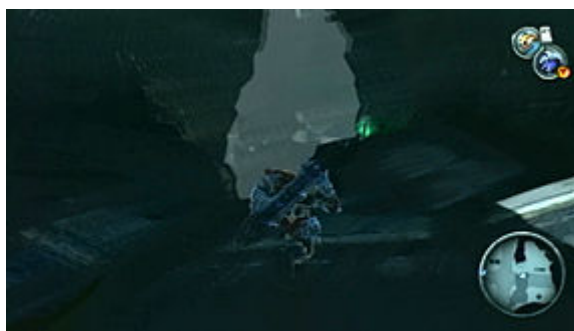
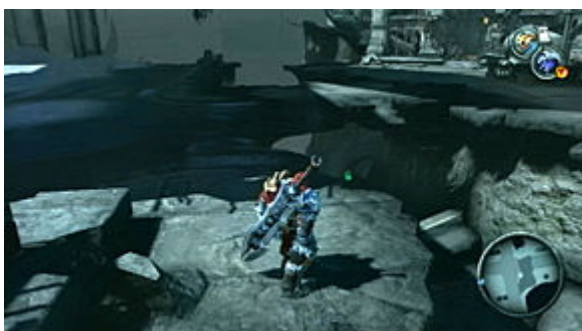
The Broken Stair

Chests & Collectibles

6 Chests

1 Soldier Artifact

Your first order of business at The Broken Stair is to collect a **Soldier Artifact** (Soldier Artifact 4) near where you entered the area. Run up the ramp and drop down into the trench to the west. Run a bit north to score the collectible.



Now, return to the surface streets and look for some stairs leading down in the southeast region of the map. Head down

and open the **Chest** (Broken Stair 1/6) for 100 Souls. Vulgrim is set up at the end of the western tunnel. Swim through the submerged tunnel in the east to discover another **Chest** (Broken Stair 2/6) with a Lifestone Shard (Lifestone Shard 3) within.



Backtrack up the stairs and head to the southwest corner of the Broken Stair map. You'll find a building here. Enter it and head up to the second level. In the corner you'll find a chest **Chest** (Broken Stair 3/6) with 250 Souls within. Fend off the Soldiers and look for a window with a Geyser on the other side. Hop out the window and use the Geysers to cross to the section of highway in the distance. Follow it northeast and then double back to the west when you can to score a **Chest** (Broken Stair 4/6) with a **Lifestone Shard** (Lifestone Shard 4) inside it. This should give you another Lifestone!



Use the Geysers to proceed east across the broken highway. Soon a massive Trauma appears and begins to track you. You can catch the vehicles it tosses your way with the ACTIVATE/INTERACT button and toss them back. When it gets to your platform, finish it off with regular attacks and dash away to avoid its offensive moves. After killing the beast a Geyser will appear to let you cross to the east.



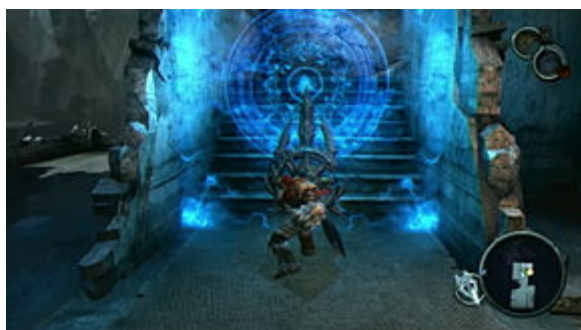
Open up the **Chest** (Broken Stair 5/6) on the next platform for 250 souls. Jump across the Geyser and into the building in the east. You can't access the roof yet due to the glowing blue locked door -- you'll need the Beholder's Key to open it.



Take the stairs to your right down and then go through the door to find another **Chest** (Broken Stair 5/6) with more Souls inside. Take the same set of stairs to the next level down. Here you'll find a distinct-looking **Chest** (Broken Stair 6/6) with the Beholder's Key inside.



Return to the door at the top level of the building. Enter it and a cutscene will occur.



ANGELIC MOUNT

Atop a heavenly steed you'll be able to fire at the enemies around you and beneath you. You can hold the fire button to lock on to multiple targets or just target enemies in your crosshairs with and shoot them with single shots.



Enemies on the ground can often be taken out by shooting an explosive vehicle nearby so keep an eye out for trucks.

As a rule, lock-on to larger enemies and take out smaller enemies with regular fire. Some enemies -- Storm Wardens -- will fire homing missiles at you that you can destroy with your fire. After circling through the city a bit, you'll dive into a lava-filled cavern.



Here large swaths of smaller enemies swarm and a large enemy repeatedly makes appearances. This creature, the Hellion, will eventually take you on directly. Lock onto it and charge a shot. When it fires, veer out of the way and release your shot. Repeat this for a bit and you'll eventually emerge at the Twilight Cathedral. Here the flying scene will end rather abruptly.



«	Index	Prologue	Chapter 1			Chapter 2		»	
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»

Dungeon: Twilight Cathedral

Chests & Collectibles
28 Chests
3 Artifacts

EXTERIOR

This sprawling dungeon is bigger and more complex than anything you've encountered thus far. The area is brimming with puzzles, enemies and, of course, loot. Check out the southern area of Cathedral's exterior first and you should spot a **Chest** (Twilight Cathedral 1/28) on a ledge you need to drop down to. 100 Souls are inside.



In the northeast area of the exterior you'll find some stairs leading up to a platform with a **Chest** (Twilight Cathedral 2/28) on it and what appears to be a large chunk of ice. You'll need to return here with the Tremor Gauntlet to get the second chest here. On a platform on the opposite side of the Cathedral's Entrance, Vulgrim has set up shop.

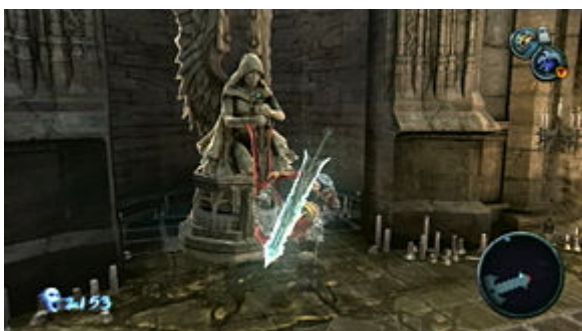


ENTRANCE

Enter the main door of the Cathedral and head east. In the small south wing of this gallery your companion will point out a large sword. Grab this and continue east. By the door at the east end of the hall is a statue with empty hands.



Approach it and you'll be given a prompt to place the sword you found. This will open the door allowing you to continue.



After the cutscene, cross the fiery pit and head south -- this is the only door you can access at the moment. You'll need

to return here with a sword (just like the one you used in the last room) to open the northern door.



«	Index	Prologue	Chapter 1			Chapter 2		»	
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»

Dungeon: Twilight Cathedral

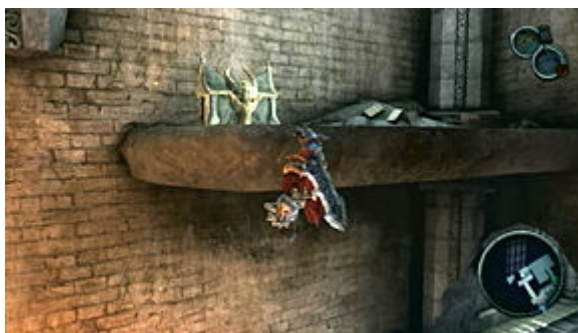
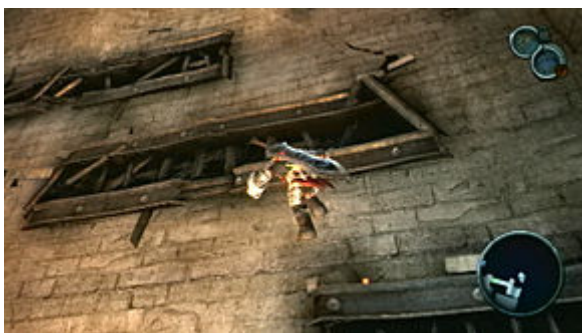
Chests & Collectibles
28 Chests
3 Artifacts

SOUTH WING

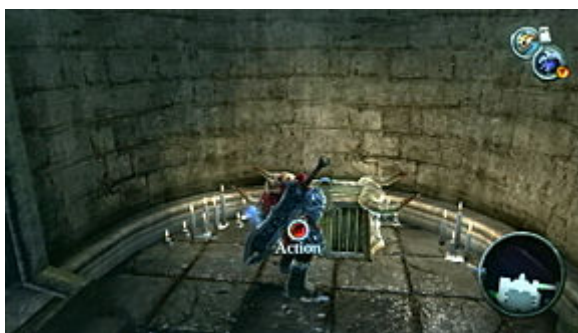
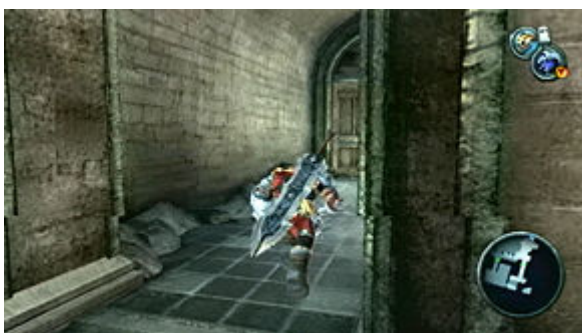
An ambush of garden-variety enemies will occur in this courtyard. Afterwards, scan the area and note the locked door (you'll need a Beholder's Key for this) before heading through the south door.



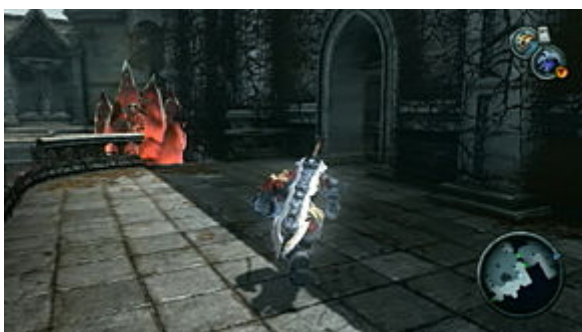
Here you'll find a **Chest** (Twilight Cathedral 3/28) to refill your health and a peculiar growth: these bombs grow right out of the ground and can be plucked for use. Pick one up and toss it towards the nearby patch of red crystals. When it detonates it will clear a path into the southeast area.



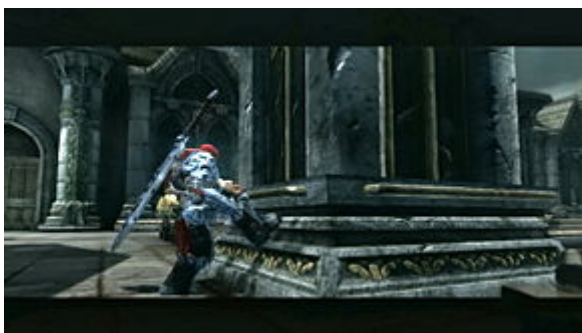
Hop over the lava and use the ledges to ascend to the upper area. Here you'll find a **Chest** (Twilight Cathedral 4/28) with a rare item within: the Undying can be equipped in a Wrath slot and it will revive you (once) when you die.



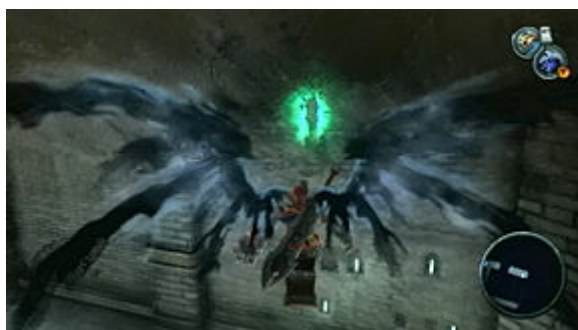
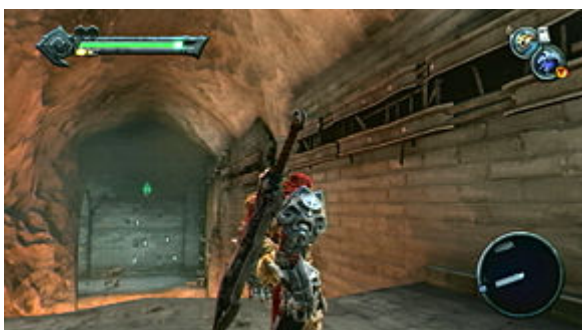
To the north is a door on the upper level that leads back towards the room you were ambushed in. Grab the **Chest** (Twilight Cathedral 5/28) here for the dungeon's **Map**, which isn't supremely helpful at the moment. The **Hoardseeker**, which reveals all the dungeon's chest locations is across the way but you cannot get to it without the Crossblade (an item located in this very dungeon). You'll just have to come back later! **Note: You can actually score this now if you have some jumping skills. Look for the red crystals with the Bomb Growth on them. Double-jump towards these and do not float. Blow your Earthcaller in the air as you fall past the red crystals and the bomb should detonate, clearing a path across. Backtrack to the chest for the Hoardseeker. We'll tell you how to score all the chests here anyway, so it's no biggie.**



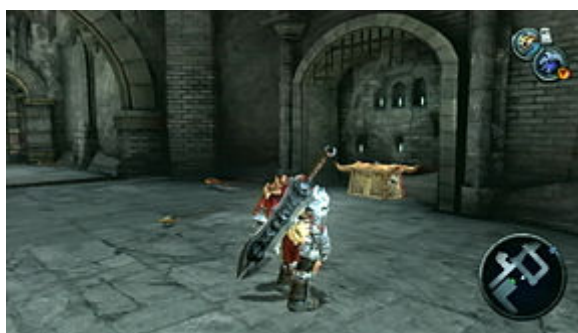
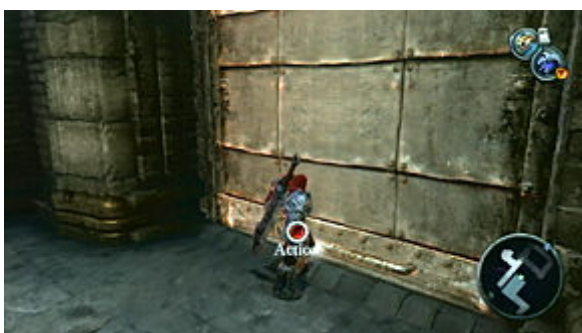
For now, use the door to the north to access the main gallery (with the strange hanging thing in it). A **Chest** (Twilight Cathedral 6/28) with 250 souls in it lies on this upper ledge. Now, return to the area in the south and examine the large statue on the edge of the ledge. You can push this down, creating a hole far below. Jump down here and explore the subterranean hallway.



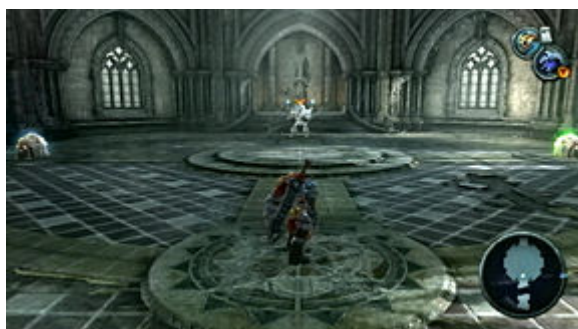
You can use your Earthcaller to blast the enemies here off ledges into the lava for easy kills. Double jump across the smaller pits and use the hand grips on the southern wall to cross the large gap. You can leap off the Demonic Growth on the other side towards the **Soldier Artifact** (Soldier Artifact 5) suspended in the air to collect it -- you'll need to double-jump and glide to reach it.



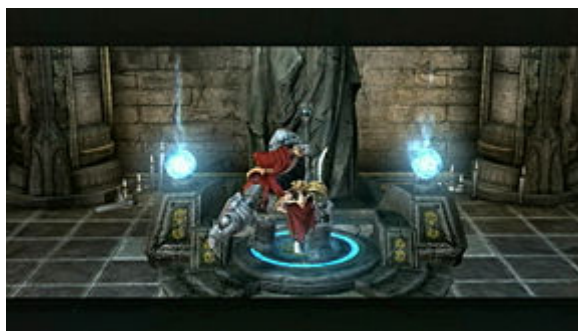
In the next room, open the door and head into the adjacent gallery. Defeat the small amount of Soldiers and grab the **Beholder's Key** out of the **Chest** (Twilight Cathedral 7/28). You now need to backtrack all the way up to the area with the locked door (the glowing blue one we noted earlier).



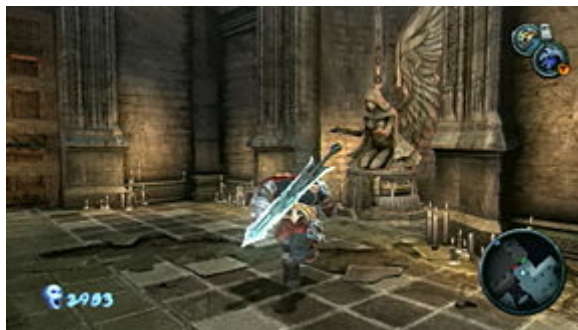
Cross the lava pits and climb up the Demonic Growth. Use your key on the door and move west into a new area. Cross the lava pits and you'll come to an area with two chests and a daunting foe. In one **Chest** (Twilight Cathedral 8/28) you'll find 250 Souls, and the other **Chest** (Twilight Cathedral 9/28) contains health.



The Conscript is heavily armored but you won't need any special tactics to eliminate it. Just chip away at its plating with your attacks and use Wrath powers to make things faster. With it out of the way you are free to grab the sword -- or Crystal Blade -- out of the statue's hands.



Lug this sword back east and then north to the main area with the hanging thing. By the northern door is a statue with empty hands. Deposit your Crystal Blade here to open the door. You can now proceed into the north wing of the Cathedral.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-----------------------	--------------------------	---------------------------	---------------------------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	---

Dungeon: Twilight Cathedral

Chests & Collectibles

28 Chests

3 Artifacts

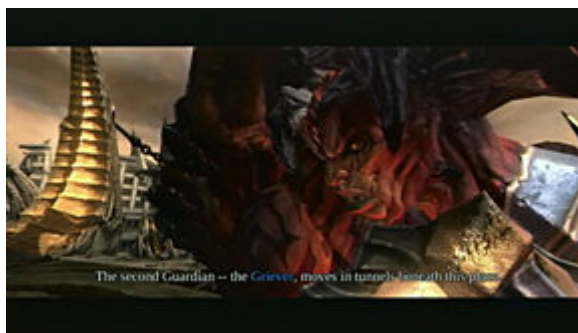
NORTH WING



This room has a Crystal Blade right out in the open, but a Goremaw guards it -- this creature hanging from the ceiling preys on those who approach the sword. Luckily, a bomb plant nearby can assist you in eliminating the pest. Grab a bomb and toss it on or near the Goremaw -- you can target it before tossing the bomb. It will retract and allow you to grab the sword. Grab the sword and a Conscript and several smaller enemies will appear. You can use bombs on these enemies if you'd like, but standard attacks seem to do the trick faster.



Place the Crystal Blade in the statue's hands along the northern wall. Before entering the newly unlocked door, however, look for a hole in the south wall. You should be able to spot some of the explosive red crystal you detonated earlier in the South Wing. You can use the bombs in this room to destroy this and reveal a **Chest** (Twilight Cathedral 10/28) with a **Lifestone Shard** (Lifestone Shard 5) within. You'll need pluck a bomb, run towards the hole in the wall -- you can target the explosive crystals -- jump and toss the bomb through the hole. Perform this maneuver correctly and the shard is yours.



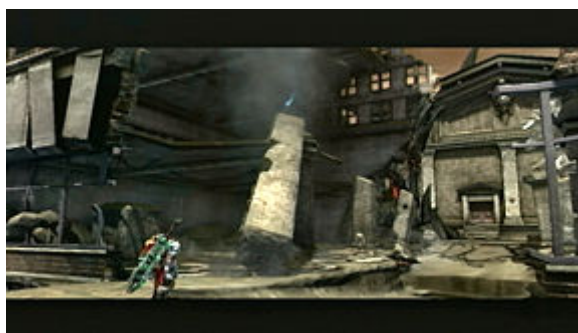
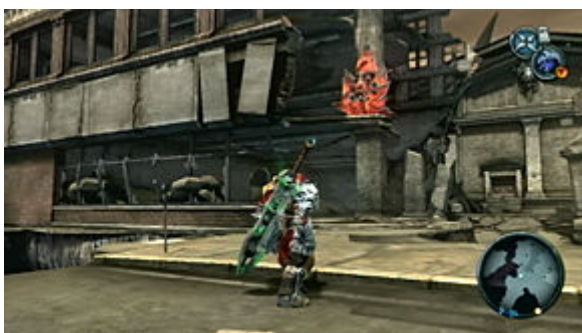
The upper level contains a few surprises in this room, but you can't access the chests in the northwest corner just yet. Instead, take the Geyser up to the ledge and flip around. A **Champion Artifact** (Champion Artifact 1) hangs on the air in the northeast corner. Double jump and then glide out to it to collect it.



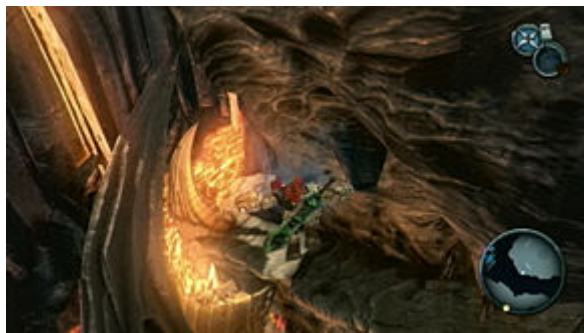
Now enter the door in the southeast corner of the upper level and you'll find yourself back in the previous room (on the upper level, of course). Use the hand grips to cross to the south.



Here you'll find a stone block precariously placed on the ledge. Push it down to the ground. Push this east against the wall and you'll be able to reach the hand grips above. A Goremaw blocks the door to the north, so head south through the door to the central hall.



Pick up a bomb from the ground and aim it straight for the Goremaw in the center of the room. This will cause it to drop through the floor, clearing a path to the expansive basement.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Dungeon: Twilight Cathedral

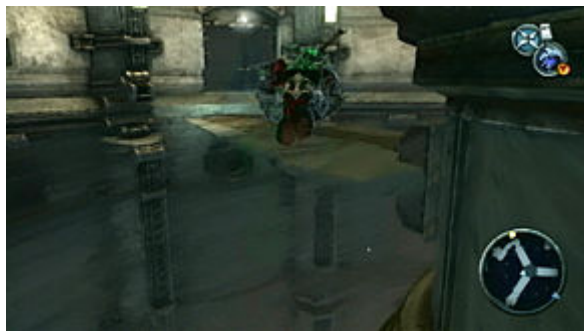
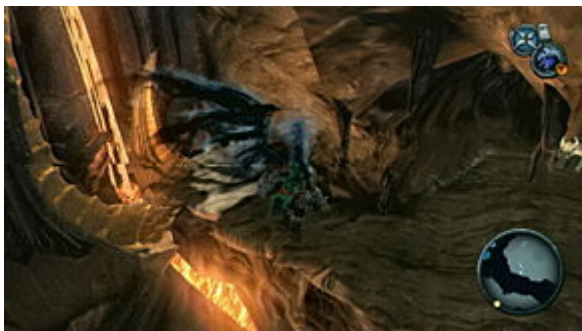
Chests & Collectibles

28 Chests

3 Artifacts

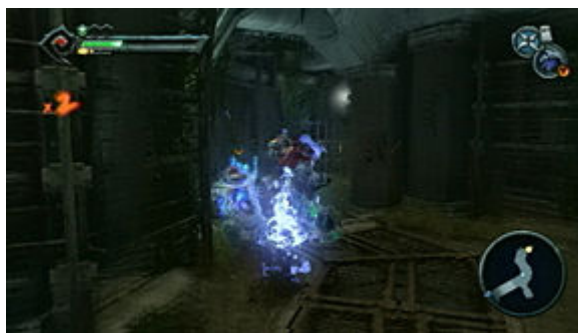
BASEMENT, NORTH WING

Eliminate the enemies in the linear hallway. At the end is a large chamber with a **Chest** (Twilight Cathedral 11/28) with life inside. The real treasure in this room is at the eastern end, however. Attack the chained cube with your sword to release the Crossblade!



Item Profile: Crossblade

A finely crafted blade that can strike multiple targets.



Your Crossblade can be used to target, and damage, multiple enemies -- although it's not very powerful. Test it out on the flying Lavashrikes that appear over the lava to the east. After clearing them out, a Rot Mauler will appear. This enemy emits toxic gas when you melee attack it, so stun it with the Boomerang (charge it and then release it so it inflicts multiple hits) and then move in with regular attacks.



Once all the enemies in the room are defeated, a blue crystal will begin to glow above the door to the west. This is a door that must be activated with your Crossblade. To do this, you'll need to "paint" it with your cursor. To make the cursor appear, charge the Boomerang with the RIGHT TRIGGER, then click the RIGHT ANALOG STICK down and you'll be able to freely target things when you pass the cursor over them.

Target the crystal above the door in this manner and toss the Crossblade at it. It will turn red and the door will be unlocked. Approach the door and lift it to open it.

In the next room you'll encounter a strange device. Hit the switch before the lava and you'll notice some of those surprisingly explosive crystals are clinging to the sides of a statue.



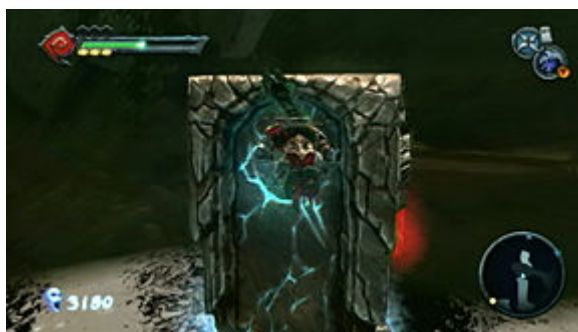
A bomb lies on both crystals as well, so target these with your Crossblade. You can hit the first one from the front of the statue, but you'll need to target the second bomb from the south side. Detonating the bombs will clear the crystals.



Activate the switch and the statue will rise from the lava. In the statue's grasp is a familiar-looking crystal. Target this with the Crossblade and you'll open the door to the west.



In this new area, target the bombs on the column in the center of the room. This will detonate the column allowing you to cross the lava below. Glide down and you'll be given a tip on how to carry Arcane Energy (fire) from a torch to multiple targets.



You'll need to use this technique to carry flame to -- and detonate -- all three Inert Bombs at once on the column in the adjacent room. First, click the RIGHT STICK. Hold the RIGHT TRIGGER and point the crosshairs at a torch. Press the LEFT TRIGGER to target the torch, then highlight all three bombs on the column, pulling the LEFT TRIGGER once for each bomb. Let the Crossblade fly and it should detonate the bombs and bring down the column.

Follow the path into the next room and head north through the door. Glide down to the platform with the three statues on it, then glide further north to the **Chest** (Twilight Cathedral 12/28) with health in it. Take the Geyser up and head through northern door.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Dungeon: Twilight Cathedral

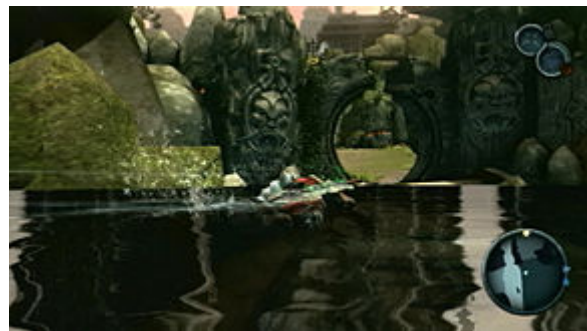
Chests & Collectibles

28 Chests

3 Artifacts

THE THREE CRYSTAL BLADES PART I

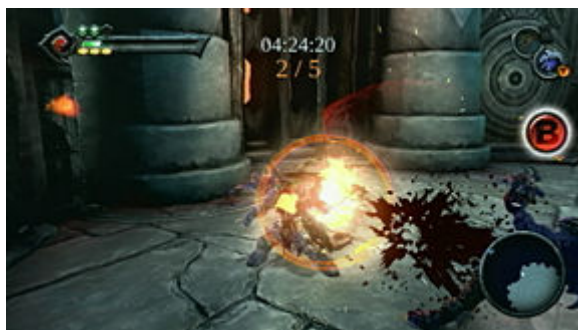
This large chamber has a rope down the center of it with some bomb growth blocking an easy slide down to the other side. Target the blockage and clear it with your boomerang. You can now slide down to the north side of the room.



A lever here activates several platforms in the room. These nine platforms can be raised further by hitting the blue crystal switches in the room. First head to the southeast corner and hit the nearest switch.



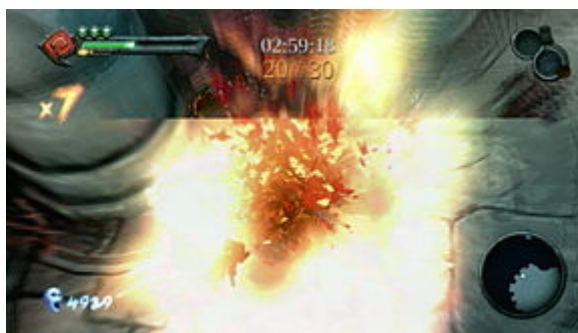
Now, float down to the southeast corner and hit the nearest switch. Quickly turn around and hop onto the rising platform due north. From here you can hit the third crystal, bringing up the final ninth column in the center of the room with a bomb growth on it. Jump onto this column and toss bombs at the two patches of red, explosive crystals in the room.



Now you'll have to reconfigure the room again to allow you to get into the room to the east. Hit the first switch to raise the column in front of this area and you can climb up to it. Inside is a **Chest** (Twilight Cathedral 13/28) with 250 Souls inside. There is also a final crystal switch here.



Smack it with your sword to raise the platforms to their highest levels, allowing you to exit the area -- but we aren't leaving here without a Crystal Blade!



Use the platforms to access the upper northwest area, once blocked by the red crystals you destroyed. Use this nook to jump to the rope and shimmy along it to the far north.



Drop down and grab the Crystal Blade. Now, turn around and look for two crystal switches in the lava pool to the south. Target both of these in one Crossblade toss to open the door.



Head south across the columns and enter the adjacent room with the three angelic statues. You can now place the Crystal Blade in one of these statues' grips. Place it in the northern statue and the door to the west will open. Climb up to this door and enter it.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-----------------------	--------------------------	---------------------------	---------------------------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	---

Dungeon: Twilight Cathedral

Chests & Collectibles

28 Chests

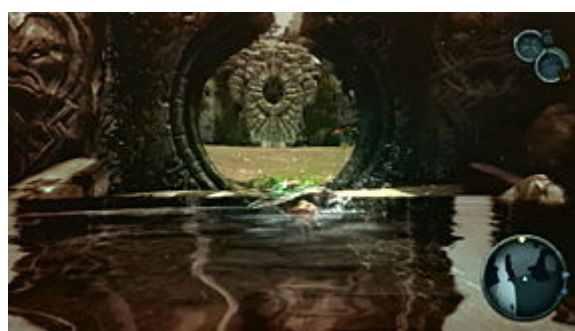
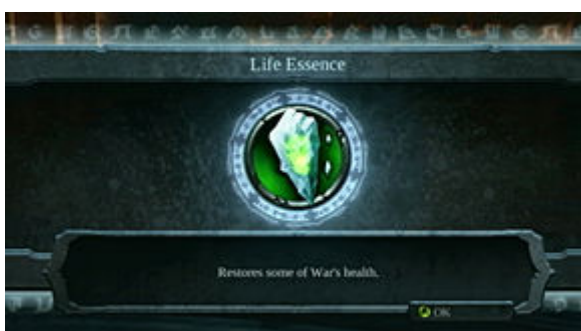
3 Artifacts

THE THREE CRYSTAL BLADES PART II

A demonic face and a row of flowing lavafalls line the far west of this room. A Crystal Blade lies just beyond this menacing décor. Note the switch to your immediate left -- this turns the bridge, but is dysfunctional due to crystal growth gumming up the gears below.



You may have noticed the **Soldier Artifact** (Soldier Artifact 6) along the north side of this room. Walk out to the middle of the bridge and jump north, floating down to the Artifact with ease.

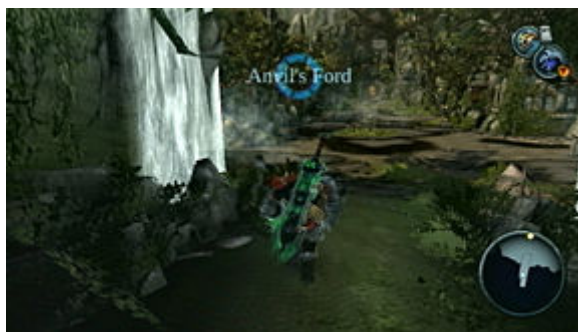


Now, cross to the south side of this area using the large gears floating in the lava below. Here you'll find an Inert Bomb Growth. You can carry this bomb and ignite it after you plant it somewhere. This should prove convenient for destroying all the red crystal growths in the area. Grab an Inert Bomb and you'll only be able to perform single jumps -- carefully cross the gears to the north.

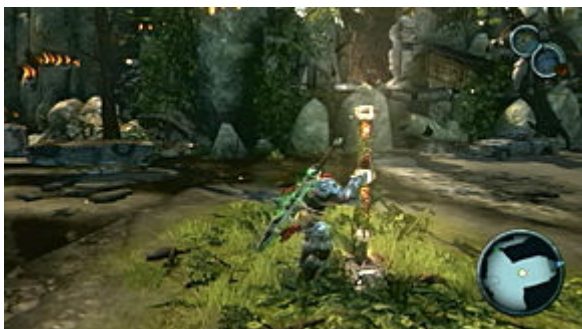


Toss the bomb onto the crystal growth on the north wall. A torch on the wall can be targeted with your Crossblade and used to carry fire to the bomb to ignite it. Target the torch, then the bomb you planted all in one toss and the crystal growth will shatter in the explosion, freeing the massive gears.

Climb back to the entrance using the handholds and Demonic Growth by the Inert Bomb Growth platform. At the top, activate the switch and quickly hop onto the bridge. This should carry you to a southern platform with an Inert Bomb Growth.



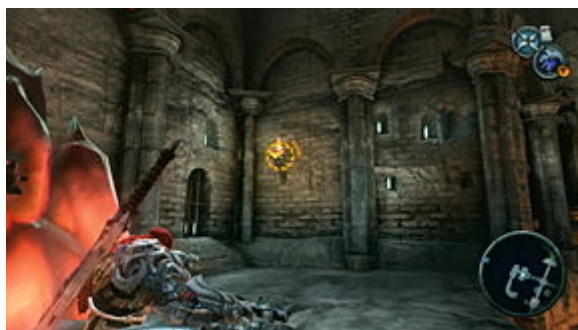
Look to the south of the Inert Bomb Growth and you'll see another, active, Bomb Growth on the wall. To the right of this is a path blocked by crystal. You'll have to make a string of bombs between the active Bomb Growth on the wall and the crystal blockage to destroy it. Pluck Inert Bombs from the Growth on the ground and toss them onto the wall using your targeting function (click the RIGHT STICK). Place about five of them between the active bomb and the blocked passage. Now, target the active bomb and the chain reaction will clear the way to the west!



Head west and activate the lever to raise one of two large statues out of the lava in the room's main chamber. Now, run back to the Inert Bomb Growth.



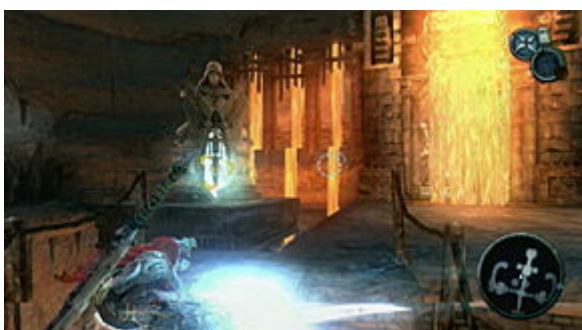
Pluck a bomb and toss it all the way across the room to the crystal growth on the platform due north of where you stand. Use the rotating bridge to cross the room and then, from the bridge, target a torch and the inert bomb to ignite it with your Crossblade.



This will clear the way to the second of the two switches that bring up large statues in the main chamber. Each of these statues holds a blue crystal switch. You know what to do: take the bridge over to the platform in the west and target the two switches on the giant statues.

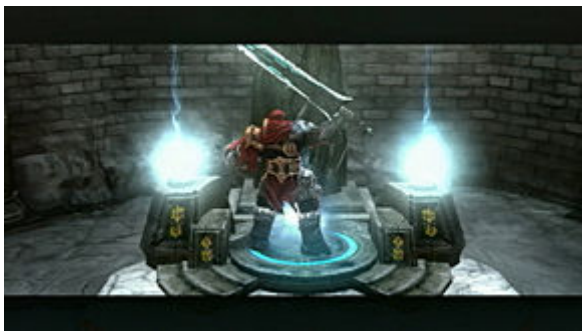


This will stop the lava flow and allow you to reach the room with the Crystal blade. On either side of this room you'll find a chest: both the **Chest** (Twilight Cathedral 14/28) in the south and the **Chest** (Twilight Cathedral 15/28) in the north contain 250 Souls.



Grab the Crystal Blade and cross the rotating bridge back to the room with the three statues. Place the Crystal Blade in

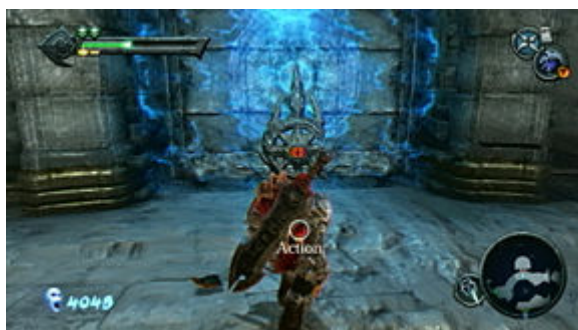
one of the statues' hands and you'll open a new path to the east.



Climb up and enter the eastern door to find a small room with two chests. As you approach the loot, an ambush will occur. Take out the Soldiers and the chests will reappear. One **Chest** (Twilight Cathedral 16/28) contains a **Wrath Shard** (Wrath Shard 3) while the other **Chest** (Twilight Cathedral 17/28) contains a **Beholder's Key**.



With the Beholder's Key in hand, you must now traverse several rooms to get to the locked door. It's due south -- you can't miss it.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-----------------------	--------------------------	---------------------------	---------------------------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	---

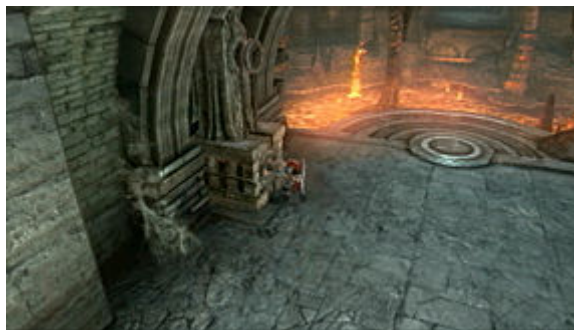
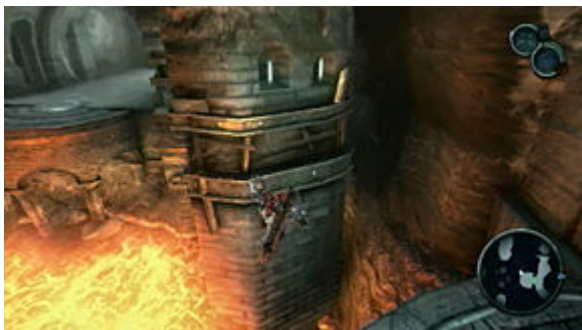
Dungeon: Twilight Cathedral

Chests & Collectibles

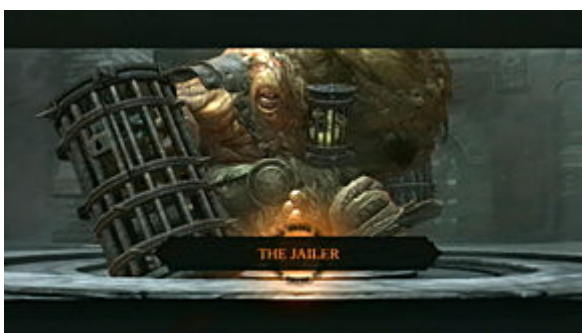
28 Chests

3 Artifacts

MINIBOSS: THE JAILER



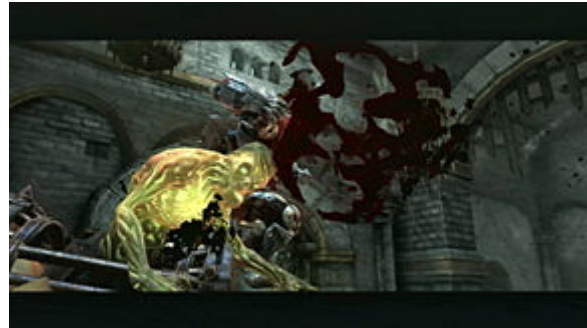
Take out the Lavashrikes and use the grips to cross the room to the west side. Activate the switch here -- you'll need to activate another switch before proceeding east -- and then head through the door to the west to face a miniboss...



The Jailer may seem invincible at first, but this strange creature's weak spots are apparent if you know where to look. On its torso are three glowing yellow points. You'll need to target these with your Crossbow, so click the RIGHT STICK to bring up the crosshairs.



"Paint" all three spots on the beast and, when all three are highlighted, toss the Crossbow. If you hit all three weakpoints the creature will be brought to its knees and a strange being will pop out of its chest. Move in to attack the apparent puppetmaster of the Jailer to damage it.



The rest of the fight just requires that you repeat this process. If the Soldier the Jailer summons get to thick use a Wrath power to clear them out. The Jailer will do a nice job of this itself as it swings its massive club. Bring it down about four times to eliminate it permanently.



Collect the **Chest** (Twilight Cathedral 18/28) in the room for health after the battle. Take the elevator to the west down to the lower level.



Here you'll find an Inert Bomb Growth. Use this, and the pair of torches near the elevator to destroy the crystals in the room. Note that there are many unlit torches in the area. Lighting these makes a secret chest appear!

Secret Chest



There are eight unlit torches in this lower area -- five above the channel of lava and three in the room by the elevator. Carry fire to each of these using the lit torches by the elevator and a secret **Chest** (Twilight Cathedral 20/28) will appear in the room with the elevator. Inside is the Bloodthirst enhancement!



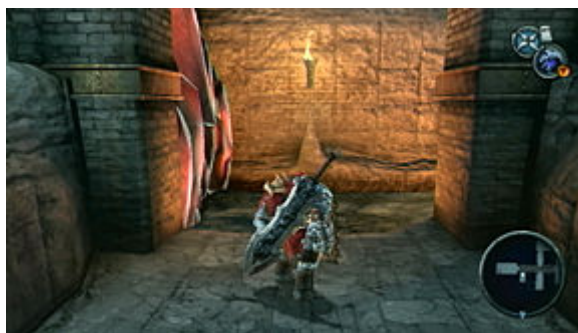
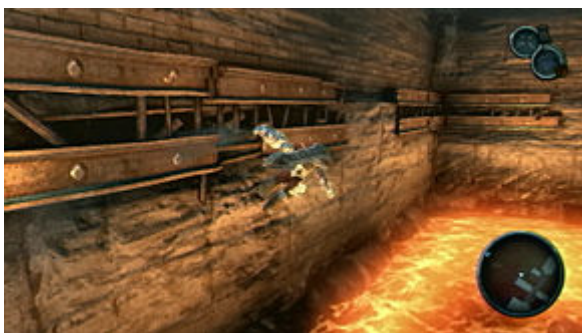
Item Profile: Bloodthirst

This enhancement heals War by stealing the life of adversaries during combat.

A **Chest** (Twilight Cathedral 19/28) in the next room contains Souls, but a Rot Mauler and several soldiers stand in your way. Use regular attacks on the Soldiers while hitting the Mauler with charged Crossblade shots to keep it at a distance.



Now follow the path across the lava stream. On the other side, use the hand grips to cross to the far side. Here you'll find a switch you can activate to solidify the channel of lava bisecting the area.



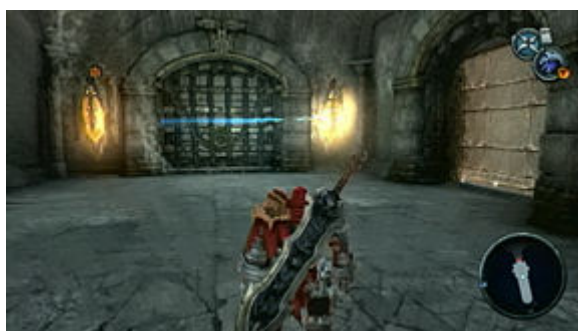
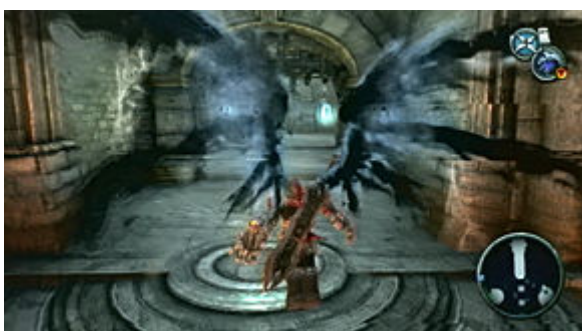
With the lava cooled, you can now traverse the area with an Inert Bomb from the Bomb Growth by the elevator. Use this to clear the crystal blockage (you may have to bring some fire to nearby torches to ignite the Inert Bomb). On the other side is a switch that, when activated, raises another switch above.



Head back to the elevator -- you'll be accosted by several enemies and a Rot Mauler on the way. Another ambush will occur in the elevator.



At the top of the elevator, throw the second switch you just raised and head east across the two raised platforms. At the far end, target both crystal switches with your Crossblade and enter the door.

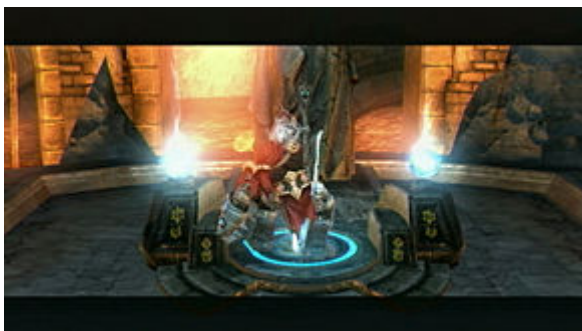


Here you'll find your final Crystal Blade. It's heavily guarded by Soldiers, a Conscript and a Rot Mauler. Defeat the Conscript by slashing at it then dashing away repeatedly. The Rot Mauler should be easy with the help of the Crossblade. Check the chests in the room: one **Chest** (Twilight Cathedral 21/28) contains health and the other **Chest**

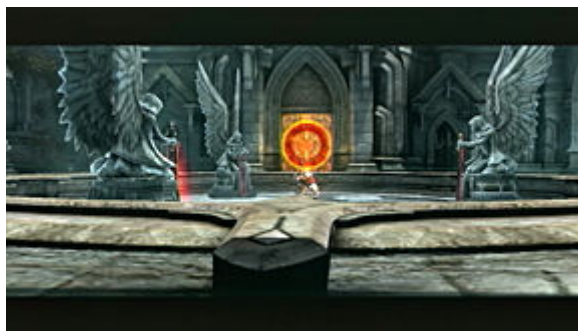
(Twilight Cathedral 22/28) contains Wrath.



Grab the final Crystal Blade and two more Conscripts will show up. Use the dash n' slash method on these enemies to eliminate them. Once they are disposed of the platform will raise allowing you to access the door and head back west.



Return to the room with the three statues. Place the Crystal Blade in the clutches of the winged statue and the entire platform will raise to the surface. You'll find yourself back in the Northern Wing of the upper level of the Cathedral. Before entering the door to the west where the final Boss of this dungeon lurks, take this opportunity to hunt for treasure you may have missed in the Cathedral.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-----------------------	--------------------------	---------------------------	---------------------------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	---

Dungeon: Twilight Cathedral

Chests & Collectibles

28 Chests

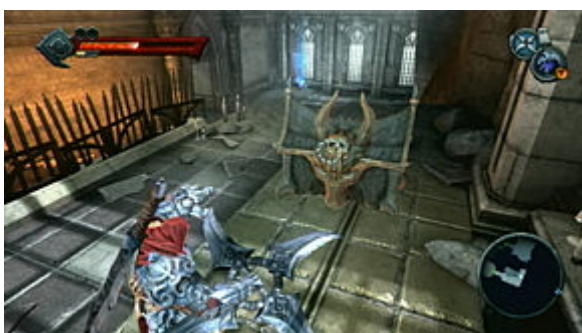
3 Artifacts

TREASURE ROUNDUP

First, head to the north tip of the Cathedral where two chests remain unopened. To get here, climb to the top of the east side of the room with the elevator you just raised. Up here is a Goremaw which you were incapable of dealing with before. Now, with the Crossblade equipped, you can simply target it and hit it to make it retreat.



Enter the door and you'll find yourself on the upper level of the northernmost room in the Cathedral. Open the **Chest** (Twilight Cathedral 23/28) here for an **Abyssal Armor Piece** (Abyssal Armor Piece 1/10).



Just below this is a **Chest** (Twilight Cathedral 24/28) with Souls in it and another **Chest** (Twilight Cathedral 25/28) with a **Wrath Core** inside -- sweet!

Now, head due south. The treasure you're after is in the room with the hole in the floor you made to first access the subterranean region. Pass this room and, in the southernmost tip of the ground level of the Cathedral you can use the hand grips to reach the second level. Head back north and you'll find yourself at the ledge where you pushed the statue off of to make a hole before.



Look around and you should spot some crystal growth with a bomb attached to it. Use your Crossblade to detonate the bomb and clear the way across to the northern platform. Here lies a **Chest** (Twilight Cathedral 26/28) with the dungeon's **Hoardseeker**. This will make all of the Dungeon's chests appear on your map. There shouldn't be a single chest on your map now though, since, apart from those on the exterior of the Cathedral, you've collected them all (if you've been following our Walkthrough).



Return for Treasure

The remaining two treasures at the Cathedral are outside the Cathedral's entrance. You'll need the Tremor Gauntlet for one and the Abyssal Chain for the other.

You may now want to return to Vulgrim and pick up supplies and upgrades before encountering the Dungeon Boss. Otherwise, head back to the north wing of the Cathedral and examine your map to find the Boss, marked as a giant red skull on the Cathedral's top floor.

«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 9							»
---	--------	--	--	--	--	--	--	---

Dungeon: Twilight Cathedral

Chests & Collectibles

28 Chests

3 Artifacts

BOSS: TIAMAT

This battle is extremely lengthy, with the second half outlasting the first by a great deal. You can cut down the length (significantly) by upgrading the Chaoeater (sword) so your attacks are stronger. For the first half, Tiamat will circle the platform in the air, firing fiery projectiles at you. You should always be locked on to her, making dashing to avoid the fireballs much easier.



Immediately pick up an Inert Bomb from the platform and, while targeting Tiamat, toss it. Try to get near the monster before throwing the bomb so your toss is more accurate. A well-tossed bomb should land right on Tiamat's ugly face.



With the bomb stuck, you now just need to ignite it. To do this you'll need to use your Crossbow and the torches scattered about the arena. This sounds easier than it is. Tiamat constantly fire shots at you, so you'll need to dodge until a torch and Tiamat are aligned in roughly the same area.

Bring up your aiming reticule by clicking the RIGHT STICK and pass the reticule over a torch. Choose it as a target with the LEFT TRIGGER. Dodge a fireball if need be, then pass the aiming reticule over the bomb on Tiamat's face. With both targets chosen, press the RIGHT TRIGGER to send the Crossblade at the torch, then Tiamat, igniting the bomb.



Tiamat will plummet to the surface of the arena, stunned. Approach her and slash away at her face. Dash away when she stirs.

You'll now need to dodge her low-swooping attacks. Do this by backing to the opposite side of the arena from her, then dashing perpendicular to her as she swoops in. Make sure you have your camera locked on to her so you can track her movements. After three swoops she'll go back to shooting fireballs at you.

At this point you can repeat the method above to attach another bomb to her face and detonate it. Bring her down a second time and slash her and the fight will change dramatically.



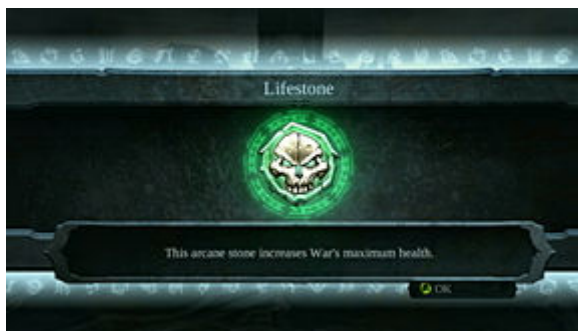
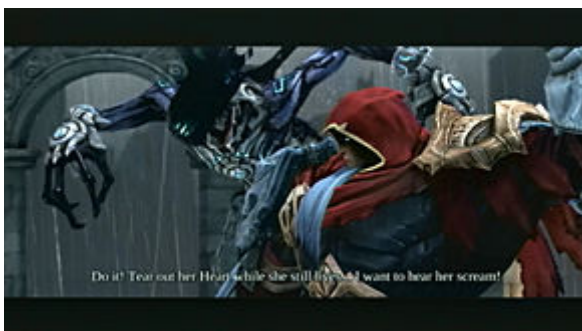
For the rest of the fight, stay locked on to Tiamat. Charge your Crossblade and release it repeatedly. As you do this, dodge her fireballs by dashing or jumping. If she leaps into the air, double-jump and float down to the ground to avoid the shockwave she causes.

Your first INSTANT KILL prompt is false and will just show a cutscene of War getting slammed to the ground by Tiamat. She'll also perform a dashing attack that prompts you to press the INSTANT KILL button to block it. She'll be stunned after this, but don't approach her since she recovers quickly.



Every dozen or so Crossblade hits Tiamat will collapse, allowing you to move in and incur some real damage. To make this process faster, you can sneak in a Blade Geyser, but your Crossblade is the best weapon to bring her to her knees.

Make Tiamat fall three times -- and inflict enough damage when she does -- and on the third fall she'll fall for good. This will take a very long time, so just avoid her attacks deftly and be patient. Note that there's no Instant Kill prompt at the end of this battle. You'll get both Tiamat's Heart and a Lifestone which will increase your life permanently!



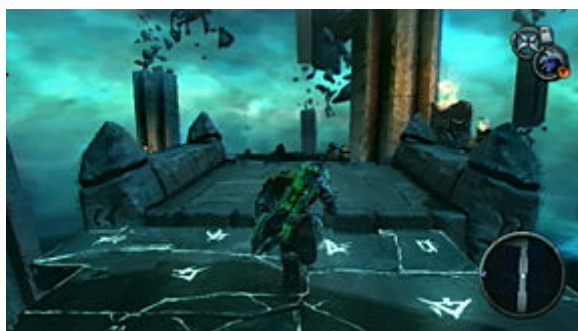
«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Finding Uthane

THE SCALDING GALLOW

You'll now have access to the Serpent Holes, which should make it easier to return to Samael to show off your spoils (Tiamat's Heart). talk to vulgrim and choose Serpenty Holes. Then, select the Scalding Gallow to return to Samael. Follow the linear path in the strange Serpent Hole and you'll be transported to the Scalding Gallow.

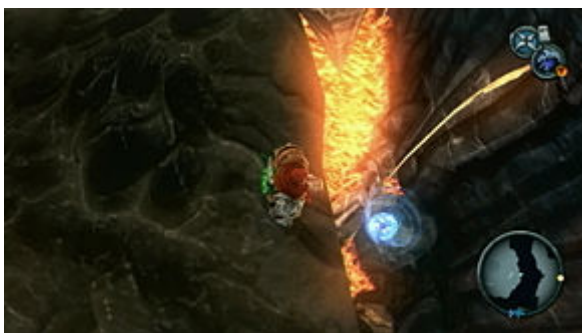


Samael will bring up the Ulthane problem and, more importantly, grant you the Chaos Form power once again. With this you can become invincible and inflict great amounts of damage for a brief period of time. After use the power needs to recharge for some time before you can use it again.

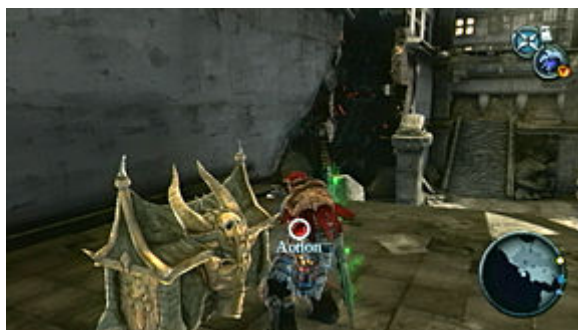
Ability: Chaos Form

Temporarily call upon War's Chaos Form to decimate enemies.

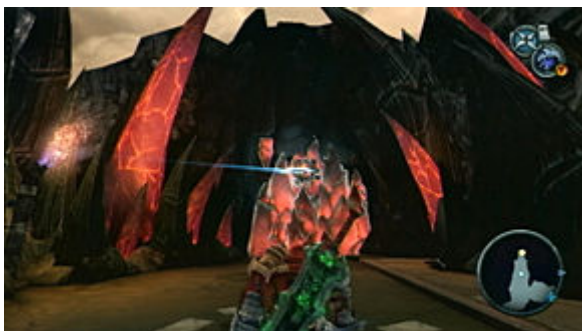
Before doing anything else, there's some loot to be had around Samael's location and now's a good time to grab it. First, peer off the west side of Samael's platform. You'll see a blue Geyser far below. Under Samael's central platform itself is a **Chest** (Scalding Gallow 4/5) you'll have to float to after dropping over the edge. Land safely for an **Abyssal Armor Piece**. Use the Geyser to return to the surface.



Now, head due south to the destroyed building and look up -- you'll see some red crystals with a Bomb Growth attached to them on a support column. Hit the bomb with your Crossblade and it will topple the column creating a ramp up to the **Chest** (Scalding Gallow 5/5) with an **Abyssal Armor Piece** inside.



A new waypoint now appears on your map to the west. Head down the streets to the point and you'll find the way blocked by crystals. An Inert Bomb Growth is conveniently attached to the crystals and a torch nearby can be used to ignite it. Target the torch and then the Bomb Growth in one toss of your Crossblade to open the path forward.



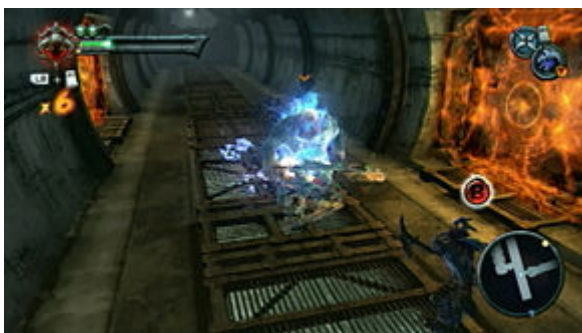
Drowned Pass Access Tunnel

Chests & Collectibles

2 Chests

1 Champion Artifact

Your first encounter in this tunnel is a new type of enemy that resembles a Fleshburster. This is a Ravenous, and it's invulnerable until it fires a volley of skulls at you. Finish off the remaining enemies in this corridor and the gates will disappear.



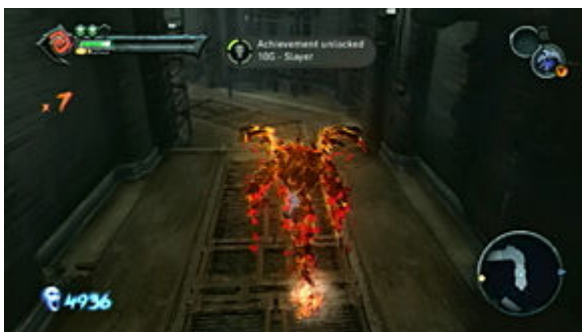
In the next room is a large fan. Jump and float to the blade to the left and enter the hallway beyond. Hit the switch in here to get the fan blade moving.

Return for Treasure

You may spot the Champion Artifact above the switch here but you can't get it without the Abyssal Chain. Another chest near where you entered cannot be reached until you have the Voidwalker. Come back later!



Ride the fan blade to the doorway on the west side. Feel free to test out your Chaos Form on these enemies to make short work of them. In a nook on the east side before the exit you'll find a **Chest** (Drowned Pass Access Tunnel 1/2) with 250 souls in it. You'll find the Drowned Pass just around the corner.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-----------------------	--------------------------	---------------------------	---------------------------	---

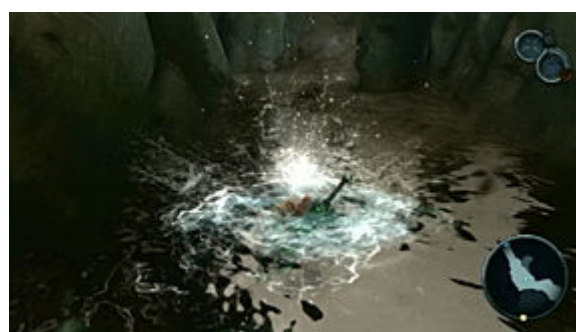
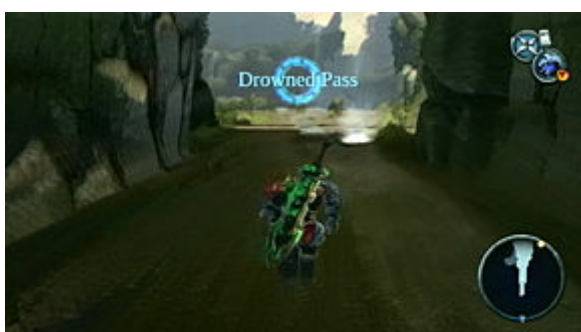
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	---

Drowned Pass

Chests & Collectibles

5 Chests

2 Soldier Artifacts



Your first piece of loot to collect is a **Soldier Artifact** (Soldier Artifact 7). Run off the edge of the waterfall and follow the cave under it shown on your map to the straight back to the Artifact in the east.



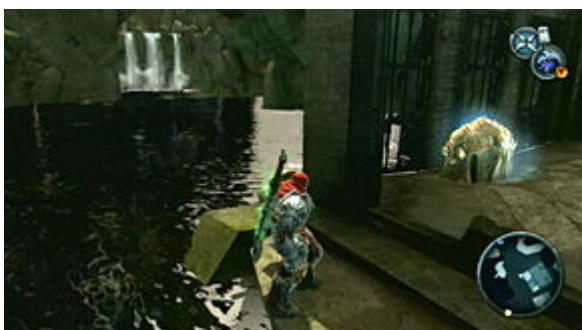
Another cave, this one deeper underwater, leads east parallel to the cave under the waterfall. It's just to the south. Swim through it and eliminate the enemies on the other side before accessing the chests. One **Chest** (Drowned Pass 1/6) has 25 Souls inside, while the other **Chest** (Drowned Pass 2/6) holds an **Abyssal Armor Piece** (Abyssal Armor Piece 4).



Head back into the water and head due south and dive down. You'll come to two partially submerged buildings. Near the base of the northern building you should be able to swim right in through gaping holes in the structure. Swim in here and then swim through the rooms and up the stairs.



Here you'll find another **Soldier Artifact** (Soldier Artifact 8). Swim to the surface and circle the same building to find a **Chest** (Drowned Pass 3/6) with 250 Souls in it.



Now, look for a submerged crystal switch nearby. It's just to the west of the two buildings. If you hit the switch, the platform it's on will float to the surface. You can find a high and dry path leading up to, and across, this platform by swimming a bit to the south. Use the platform to cross to the **Chest** (Drowned Pass 4/6) with a **Lifestone Shard** (Lifestone Shard 6) inside!



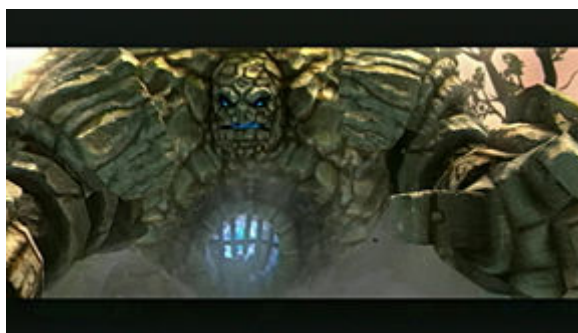
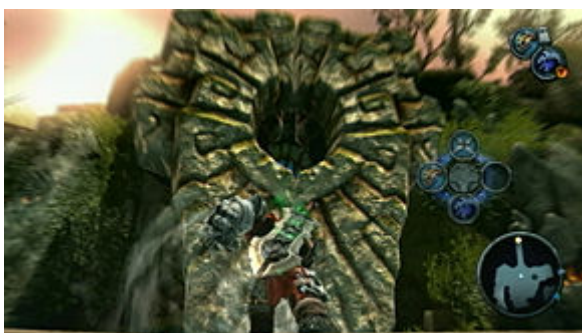
Return for Treasure

The final chest in this area is behind a wall of crystal on the west side of the water. You'll need the Tremor Gauntlet to access it.

You can finally emerge from the water now. A circular portal in the far south leads to a shore with a Tortured Gate. Head back north on the path a ways to find a Vulgrim Location before awakening the Gate.



At the gate, equip your Earthcaller (tap the D-pad to change items) and activate it to awaken the Gate. The Gate will bring you to the Shadow Realm. Four Shadow Arenas now appear in this area on your map.

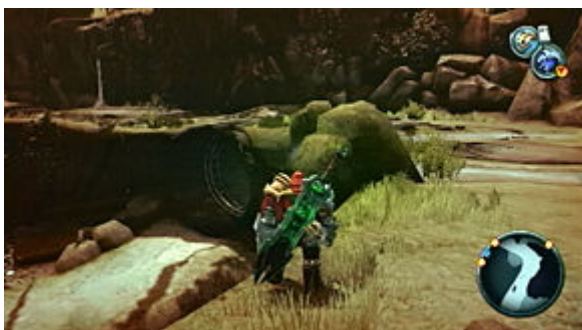


«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

DROWNED PASS, SHADOW REALM

Head due north from the gate and swim straight to the pipe across the way. Enter it and follow it back to the Shadow Arena.



Counter Killer

Kill 5 enemies using only block and projectile counter attacks within the time limit. Bonus souls will be rewarded for any time left on the clock.

Weaken these enemies with regular combos until they have an Instant Kill icon above them. Wait for them to attack and hit the COUNTER button just as they wind up to slash at you. Press towards the enemy you want to counter attack to take it out.



The next portal is on top of one of the buildings in the lake.

Wrath of War

Kill 30 enemies using the destructive power of War's Chaos Form within the time limit. Bonus souls will be rewarded for any time left on the clock.



This round is easy, but to shave off time, make sure you initiate your Chaos Form in a cluster of enemies to instantly kill them. Go for smaller enemies and ignore the larger ones. When you run out of Chaos Form you'll be able to strike enemies to refill your gauge. Just smack the nearest enemies until its refilled.

Head to the cove just northwest of here to find the next Arena.

Defender

Keep at least 1 undead soldier alive throughout the time limit. Bonus souls will be awarded for each Undead Soldier that survives.



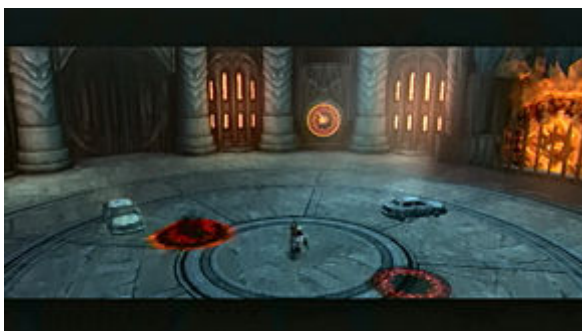
There are six Undead Soldiers at the outset of this challenge that you cannot damage. Your task is to protect them. Go for the enemies that they are attacking and swiftly finish them off. Use your Scythe to knock out crowds. Save your Wrath and Chaos Form attacks for later when the Gholens and Fleshbursters show up. You should have more than half

of your Soldiers standing by the end with little effort.

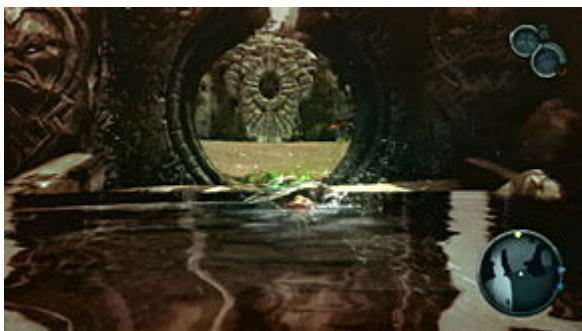
The final Arena is to the northeast. You'll have to swim through a submarine tunnel to access it.

World of Pain

Kill 15 enemies using environmental weapon attacks. Bonus souls will be rewarded for any time left on the clock.



This is another challenge made easier by simply weakening the enemies before tossing the cars at them. The larger enemies can be ignored or, if you aim cars at them, make sure you hit some smaller enemies in the same toss. For completing all of the challenges you'll be rewarded a Life Essence item.



Return to the gate with the four Arenas beat and blow your Earthseeker. The Gate will agree to leave. You'll also win an **Abyssal Armor Piece** (Abyssal Armor Piece 5).

ANVIL'S FORD ACCESS TUNNEL



The tunnel has little of interest aside from a Vulgrim location at the far end. Traverse the submerged tube and then climb the Demonic Crowth -- dash to avoid the explosions. Double-jump up to the rope and cross the area. Vulgrim down the hall to the left, while the entrance to Anvil's Ford is in the tube to the right.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Anvil's Ford

Chests & Collectibles

10 Chests

ANVIL'S FORD PART I



Approach the hammer in the center of the area and a cutscene will occur.

ULTHANE



Ulthane is impervious to your attacks in your regular form, but in Chaos Form you can pound him into submission. Activate Chaos Form right on top of him and then whale away. The fight will be over before you know it!



Now, after another cutscene, a counter will appear at the top of the screen. This represents Ulthane and War's kill counts. You need to kill more angels than Ulthane on the way to the subway, so keep this in mind as you proceed. Be sure to step in and finish off weakened angels after Ulthane knocks them out of the sky. Be sure to save your Chaos Form for later.



You can jump and strike the angels or toss cars at them to bring them down. After clearing out the first area, Ulthane opens a door leading West. After defeating the handful of angels in this area, your opponent will smash the large crystals to the north.



Grab the **Chest** (Anvil's Ford 1/10) in this new area for some health. Eliminate the angels here and Ulthane will open another door leading north.



Get some health from another **Chest** (Anvil's Ford 2/10) here and then wait for the circling angels to land. When they do,

switch to Chaos Form and try to get as many kills as possible. After this a prompt will appear above Ulthane. Activate the prompt and Ulthane will toss you up to another building. Grab the **Chest** (Anvil's Ford 3/10) here for some health and then take on the Angels. The Angel Champion is a bit more difficult than your average heavenly messenger, but your regular attacks are all you need to topple it.



Drop down the elevator shaft once the path is cleared and grab yet another **Chest** (Anvil's Ford 4/10) to refill your health. Here you'll find a Bomb Growth and across the way is an explosive patch of crystals. Grab a bomb, target the crystals and toss it across the chasm. The explosion will clear the way for Ulthane.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Anvil's Ford

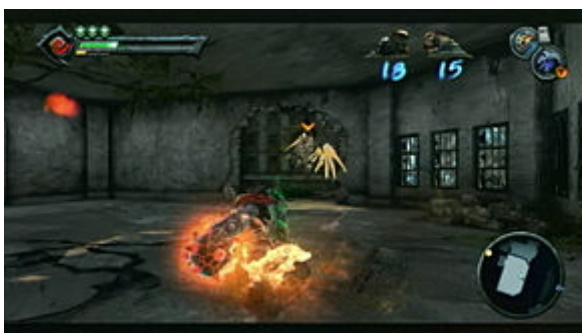
Chests & Collectibles
10 Chests

ANVIL'S FORD PART II

A Storm Warden will burst through the wall soon after this. Toss a bomb onto it to bring it down and then slash it until the Instant Kill icon appears.



The Warden will drop a toy -- Redemption. This is a sort of heavenly chain gun which you can use to target and destroy angels easily with the pull of a trigger. You can now continue through the new hole in the wall.



Head down the hill a ways until you can get an open shot at the angels in the distance. Don't run up to them, just charge shots (hold the LEFT TRIGGER) and hit them from a great distance. If you get in close, they'll damage you quite a bit. This is a long-range battle. Retreat up the hill whenever you are getting pummeled.



After your kill count raises to about 50 things should quiet down. Ulthane will clear a path for you to join him by destroying the crystals between the two of you. Before you join him, toss down Redemption and hunt for some loot.



At the bottom of the hill, look for some Demonic Growth. You can climb this to reach a **Chest** (Anvil's Ford 5/10) with 250 Souls inside.



On this platform, look to the southeast. A visible patch of Demonic Growth is here. Climb onto it and follow it around to the east. Drop down where it terminates to find a **Chest** (Anvil's Ford 6/10) with a **Wrath Shard** (Wrath Shard 5) inside!



Now, jump across the pit (you must leave your gun behind) to the south to meet up with Ulthane. As you proceed south, Ulthane will destroy the crystals blocking a **Chest** (Anvil's Ford 7/10) with health in it -- you'll probably be in desperate need of it by this point!



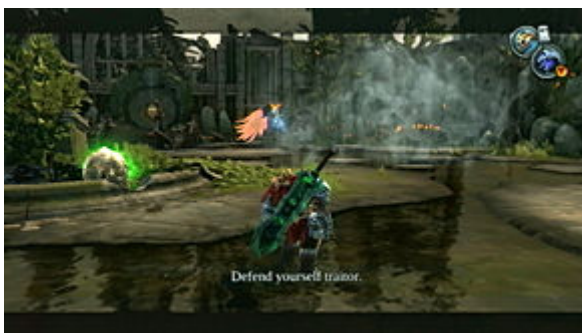
At the top of the hill, Ulthane will admit defeat and give you the Combat Lore enhancement! We recommend you equip this immediately.

Item Profile: Combat Lore

This enhancement increases the rate of weapon experience gathered and boosts War's armor level.

U R I E L

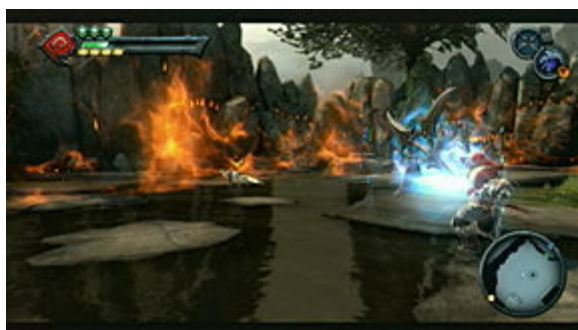
The angel Uriel must be brought down out of the sky before you can do any damage. The Crossblade is the perfect weapon to bring her down; target her and charge the Crossblade and then move in with sword attacks. She'll also perform a move in which she strikes the ground -- jump to avoid it -- and afterward will crumple on the ground, stunned.



This battle shouldn't take much effort and one **Chest** (Anvil's Ford 8/10) in the area contains health if you need it, while another **Chest** (Anvil's Ford 9/10) contains even more.

Return for Treasure:

You'll need the Abyssal Chain to get the final chest here on the west side of the area.



Head south and jump into the hole in the ground.

«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

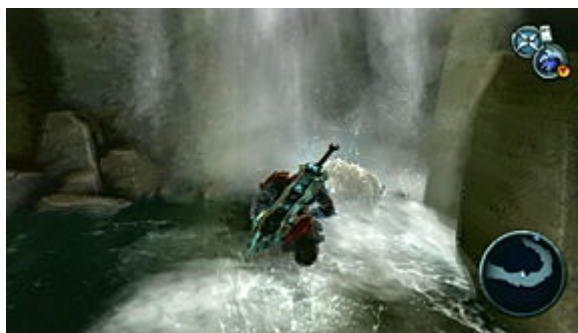
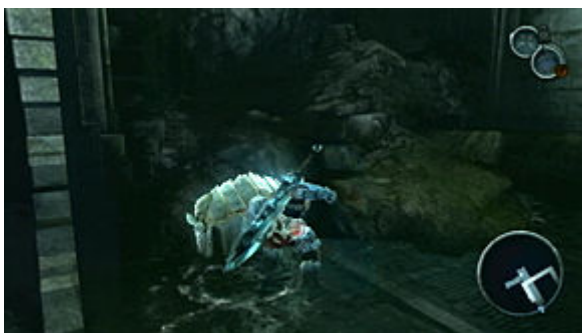
The Hollows Access Tunnel

Chests & Collectibles

2 Chests

Follow the passage until you get to a stream. Look for a walkthrough on the right with a **Chest** (The Hollows Access Tunnel 1/2) at its base to score some souls.

At the end of the stream you'll find another **Chest** (The Hollows Access Tunnel 2/2) in the dead end of a hallway with more Souls inside. Continue up the stairs and you'll soon arrive at The Hollows.



The Hollows

Chests & Collectibles

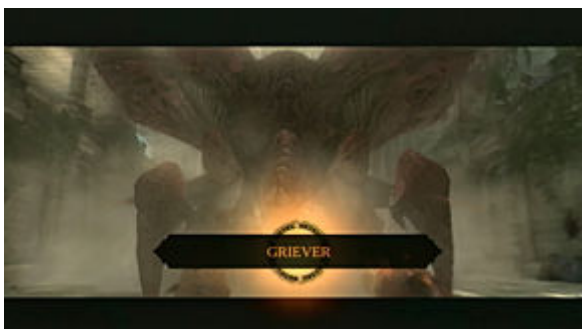
27 Chests

2 Soldier Artifacts

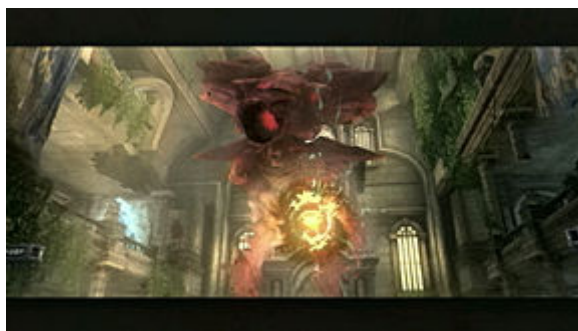
1 Champion Artifact

THE GRIEVER

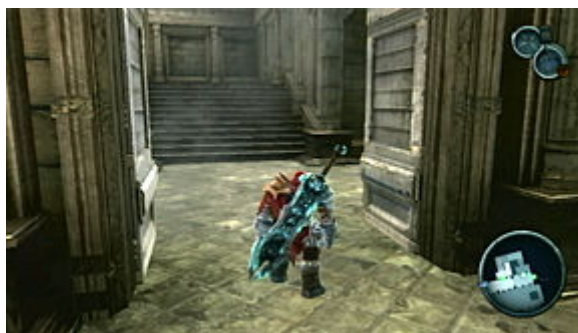
Your first encounter with this massive spider-like demon is made easy due to the Redemption lying before the beast. Grab it and send charged shots at the crystalline spot on the spider's underbelly.



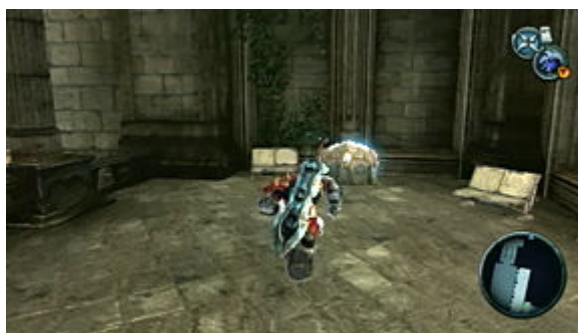
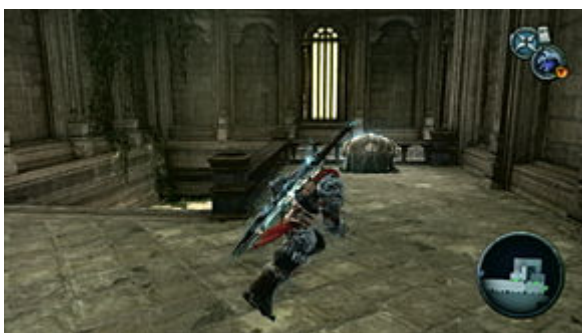
You can move right and left to avoid the beam, but expect to take some damage as you fire away.



Soon the arachnid will retreat. Head to the south side of the clock tower the spider toppled to find a **Chest** (The Hollows 1/27) with 100 souls inside it. Now, take the eastern door to the stairwell.



At the top, open another **Chest** (The Hollows 2/27) for some additional Souls. At the top of the stairs, search the balcony for yet another **Chest** (The Hollows 3/27) with 100 Souls.



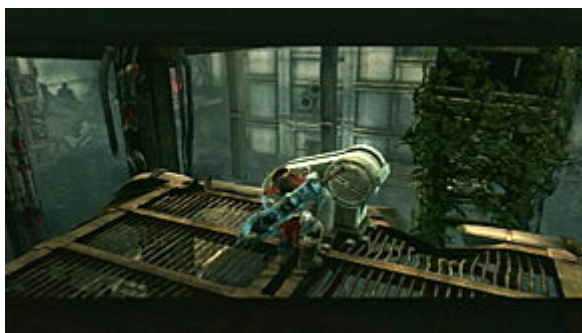
The only way to go now is west. Enter the door in the southwest corner of the clocktower room.



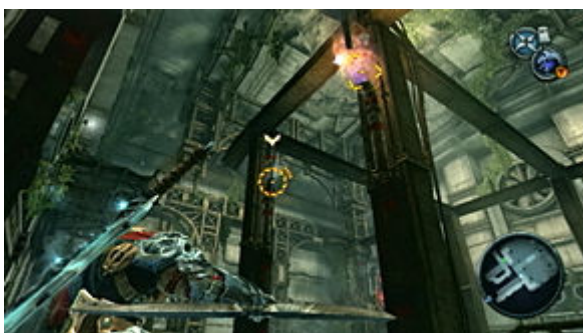
Grab the health in the **Chest** (The Hollows 4/27) just on the other side of the door. Follow the passage back using the Demon growth on the ceiling to get to the giant room to the west.



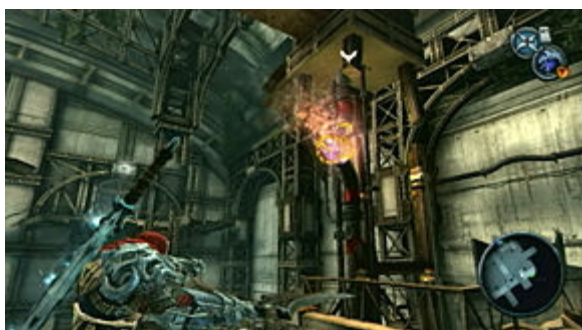
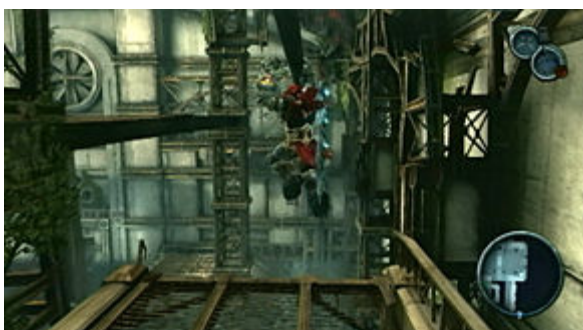
The Locusts in the large room can be instantly disposed of up close or targeted with your Crossblade from afar. Jump onto the middle platform with the Inert Bomb Growth and destroy the Locusts around it.



Grab an Inert Bomb and toss it onto the red crystals in the southeast corner. You can't ignite this just yet. Hop into the water.



Dive down and swim to the east -- the only path not blocked by blue crystals. Rise to the surface in the far east end and jump onto the Demonic Growth. Climb to the very top and dismount.



Head back towards the main chamber and activate the switch. This will turn on gas in several pipes in the room and ignite one of them. Use your Crossblade to carry fire from the lit gas leak to the unlit leak to the left of it. Now, hop down to the middle platform again.



From here, use the Crossblade to carry fire from the nearest lit gas leak to the one across the room, by the red crystals in the southeast. With all three pipes lit, and an Inert Bomb planted firmly on the red crystals, retreat back up to the switch using the submerged east passage and the Demonic Growth.

From the switch platform, cross the ropes to the southwest corner.

Stand back from the bomb you planted on the crystals and use your Crossblade to ignite it, using the nearby torch you recently lit. Enter the southwest door.

«	Index	Prologue	Chapter 1	Chapter 2	»				
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»

The Hollows

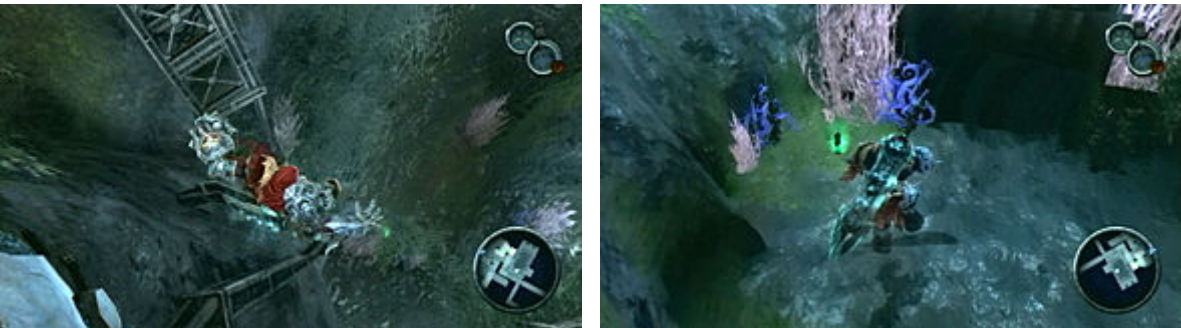
Chests & Collectibles
27 Chests
2 Soldier Artifacts
1 Champion Artifact

HOLLOWS, SOUTHWEST PART I

Drop down to the lowest area of the next room and open the **Chest** (The Hollows 5/27) for some Souls.



Drop down into the pool below and swim to the very bottom for a **Soldier Artifact** (Soldier Artifact 9). Return to the surface and use the hand grips to climb up. You can't do anything more in here now (although you'll have to return here for the map later on when you have this dungeon's precious item!).



Take the western passage that curves south. Your path will soon be blocked by a gate and a ferocious new enemy will appear. The Goreclaws deal a ton of damage, but they can be paralyzed with a charged Crossblade, and then finished off with sword attacks fairly easily.



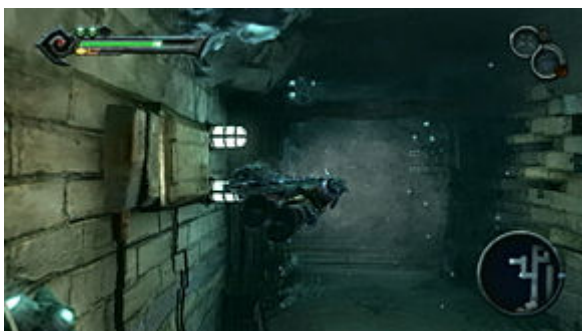
After you destroy all of the Goreclaws you'll be able to continue into the next room. Here you'll encounter even more of these enemies in addition to a larger enemy. Use the Chaos Form here to make short work of them.



Now, grab the health in the **Chest** (The Hollows 6/27) in a nook along the south wall. Another **Chest** (The Hollows 7/27) with an **Abyssal Armor Piece** (Abyssal Armor Piece 6) inside in the same hall in a nook along the north wall.



Drop into the hole at the west end and swim down the passage. When you emerge on the other side you'll see a locked door and another watery hole.



Enter the adjacent hole and swim down then west (one way is blocked by a fan here, which you'll need to turn off). Look for a small area in the middle of this channel where you can rise to the surface. A **Chest** (The Hollows 8/27) is here with the Reaper enhancement inside.

Item Profile: Reaper

This enhancement increases souls from slain enemies.

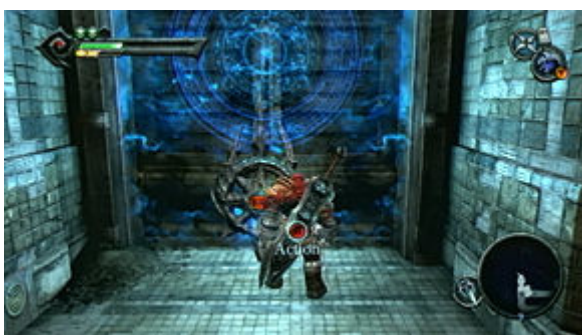
Swim to the far west end of the submerged passage and surface to find two chests and a switch. In one **Chest** (The Hollows 9/27) you'll find Souls and in the other **Chest** (The Hollows 10/27) is a **Wrath Shard** (Wrath Shard 6).



Now, hit the switch and you'll turn off a nearby fan, allowing you to proceed to the south. The **Chest** (The Hollows 11/27) with the **Beholder's Key** is now accessible in via the submerged passage just to the west of the locked door.



Being the key to the door and enter it. On the other side is this dungeon's greatest treasure...



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Hollows

Chests & Collectibles

27 Chests

2 Soldier Artifacts

1 Champion Artifact

HOLLOWS, SOUTHWEST PART II

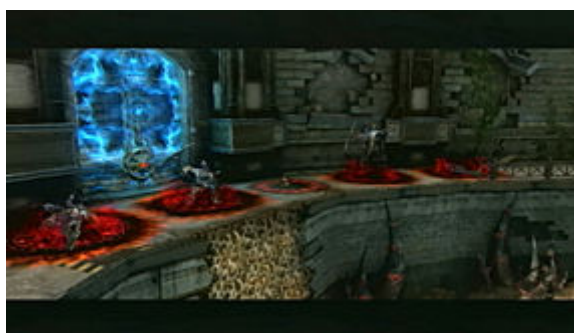
In this large room you'll finally be able to pick up the Tremor Gauntlet which allows you to destroy the numerous blue crystals you've happened upon.



Item Profile: Tremor Gauntlet

A battle-worn gauntlet that releases tremor waves when charged.

Grabbing the item incites an ambush. Two new enemies called Grappleclaws will appear along with a score of Goreclaws. The Grappleclaw can be stunned with regular attacks and brought down. When the prompt appears above it, you can activate it to ride the beast.

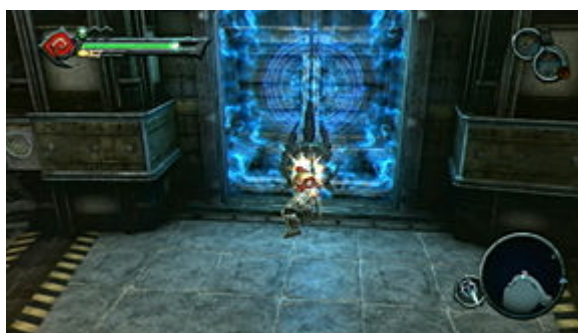


Turn the beast on the other enemies and you'll take them out swiftly. The second time you bring down the Grappleclaw

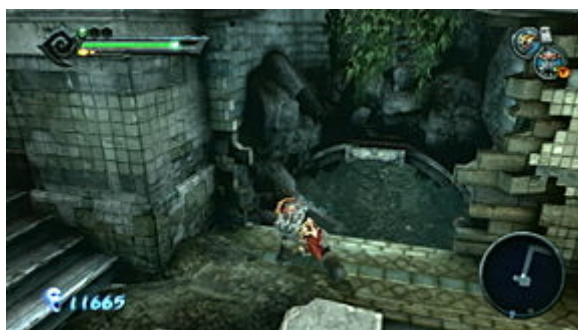
an Instant Kill prompt will appear. Finish off both Grappleclaws and the remaining enemies to bring down the gates blocking your exit.



Grab the **Chest** (The Hollows 12/27) with health in it, then climb up to the platform with the other area **Chest** (The Hollows 13/27) to score the Beholder's Key. Unlock the blue door and exit the large room via the west side.



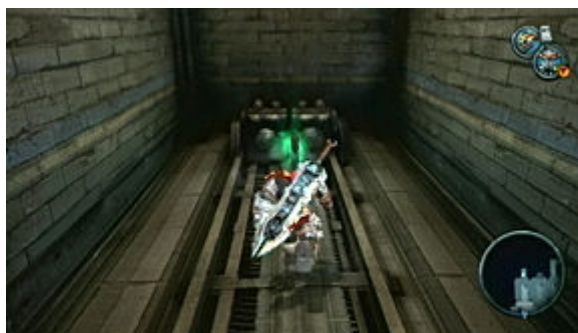
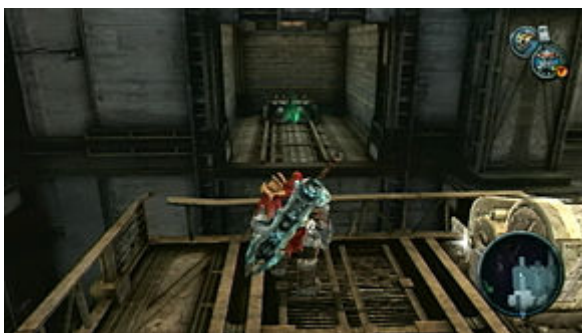
Punch the blue crystals to shatter them and enter the water-filled hallway leading south. Look for a hole on the right side of the wall after you round the corner.



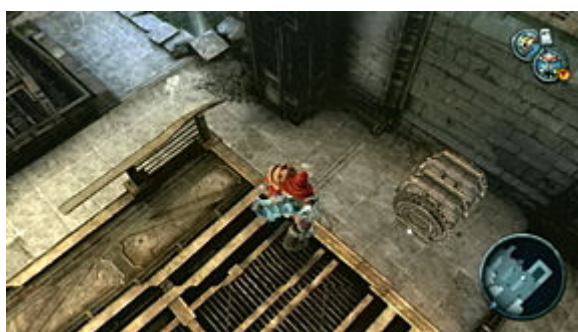
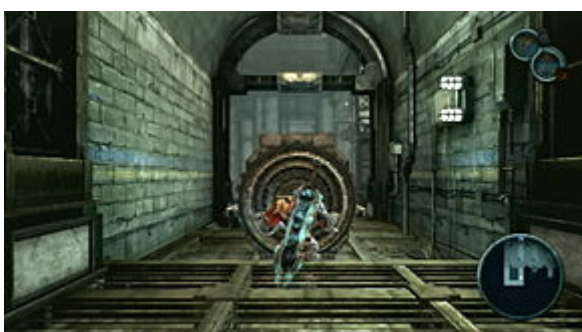
Surface and you'll find yourself in a large room. Search the north side of the room for the hallways with a **Chest** (The Hollows 14/27) with life and another **Chest** (The Hollows 15/27) with Wrath in it.



There are three platforms in this room that can be moved up and down via switches on top of them. Jump up to the eastern platform and look south. In a nook here is a **Soldier Artifact** (Soldier Artifact 10).



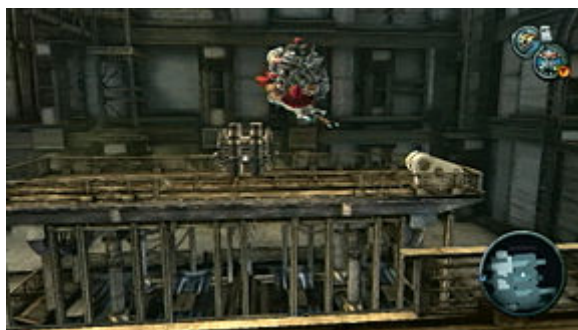
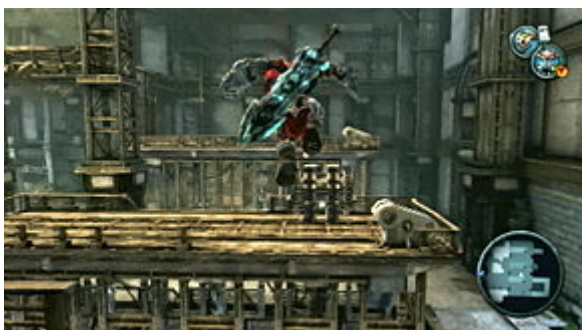
Now, raise the west platform. Look to the north. A chunk of machinery lies on a ledge here. Push it off the edge and onto the western platform (you'll need to lower the platform to ground level using the switch attached to it, make sure all the platforms are at their lowest positions).



Now, raise the western platform so it's above the middle platform. Pull the chunk of metal to the gap in the short fence around the platform and, while grabbing it, charge your Tremor Gauntlet and let fly a fully charged punch. This will send the component flying east so it lands on the middle platform.



Perform this same set of actions to get the component onto the far platform.



Push it against the edge of the platform so you can clamber up to the northeast corner of the room. Smash the crystals and continue northwest. Kill the Locust in the passage.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13				»
---	--------	---------	---------	---------	---------	--	--	--	---

The Hollows

Chests & Collectibles
27 Chests
2 Soldier Artifacts
1 Champion Artifact

HOLLOWS, SOUTHWEST PART III

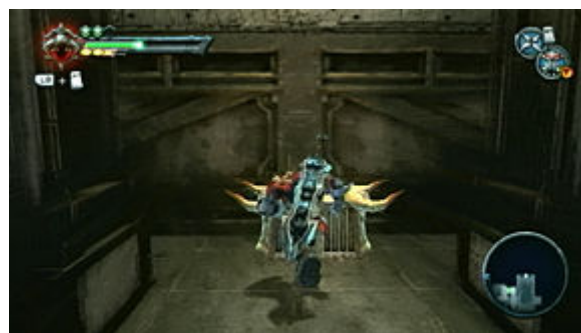
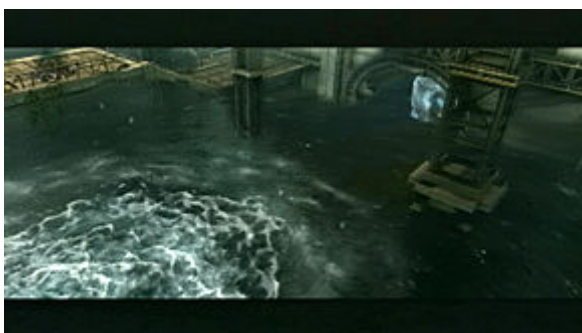
Cross the rope and drop down on the far side. Here the Griever reappears, smashing its arachnid appendage through the ceiling in attempt to squash War.



Dodge the beast and attack the enemies that swarm the area. Eventually the Griever retreats. Take the northern passage to the dead end and smash the crystals.



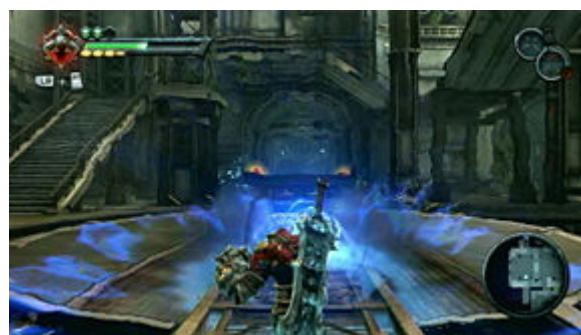
Back in the flooded room you were in earlier, smash the crystals that are directly in front of you. This will raise the water level in the dungeon.



Now on the surface of the flooded room, grab the **Map** out of the nearby **Chest** (The Hollows 16/27).



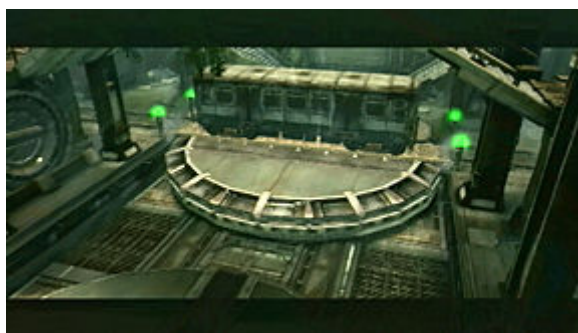
In the room to the north you'll find a platform with a flatbed car sitting on it. A panel above this strange scene will move the giant pad the flatbed is on. Your goal here is to ditch the flatbed and replace it with a taller car so you can punch it into place under the Demon Growth in the northeast subway tube. First, destroy the crystals blocking the entrance to this tube.



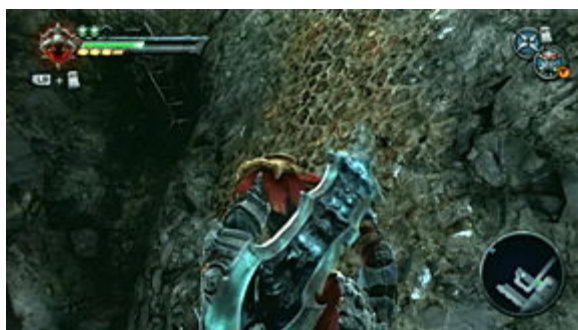
Let's start by moving the platform to the west with the flatbed still on it. Activate the switch on the control panel above to do this.



Now, hop down and grab and punch the flatbed into the empty tunnel to the north. To the south of the round platform is a full sized train car.



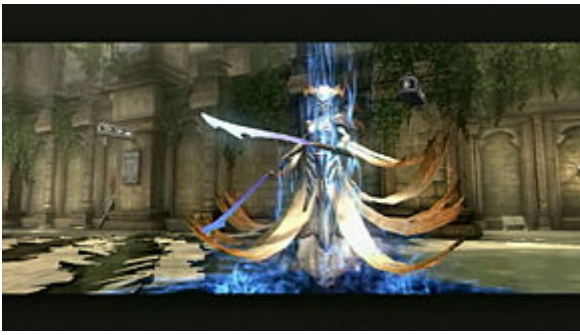
Pull this north onto the platform until the lights turn green. Return to the control panel and move the large train car back east.



Hop down and grab the full-sized car and punch it, with the Tremor Gauntlet, into the northeast tube. Hop on the train and use it to reach the Demon Growth. Climb up and destroy the crystals at the top of the shaft.



You can now backtrack into the main hall where you fought the Griever. Here you'll be met by a new foe -- the Wraith Scout. These ladies are tough as nails, but the Tremor Gauntlet knocks them out of the sky, rendering them vulnerable to attacks.



After the room is cleared out, ascend the stairs on the east side and smash the crystals in the upper northeast corner of the room.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-----------------------	--------------------------	---------------------------	---------------------------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13				»
---	------------------------	-------------------------	-------------------------	-------------------------	-------------------------	--	--	--	---

The Hollows

Chests & Collectibles

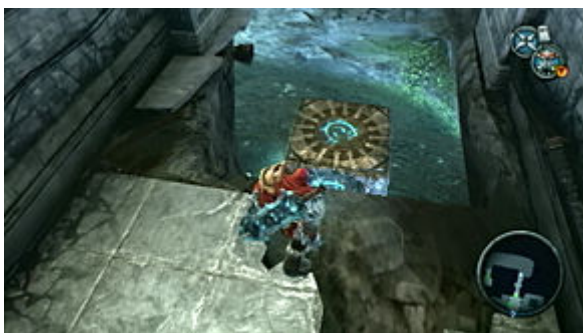
27 Chests

2 Soldier Artifacts

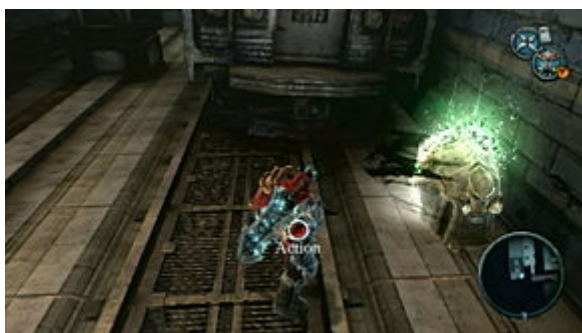
1 Champion Artifact

THE HOLLOWS, EAST PART I

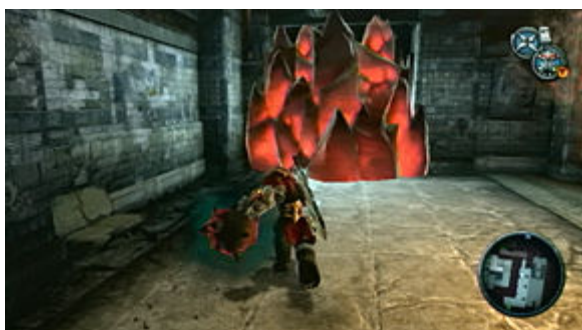
Just on the other side of the door you'll come to a deep, water-filled chasm. Floating below are two cubes. From the surface of the water you can hit crystal switches on these cubes to make them rise. Approach the eastern cube and, while floating next to it, swing your sword to make the cube rise. Quickly jump onto it.



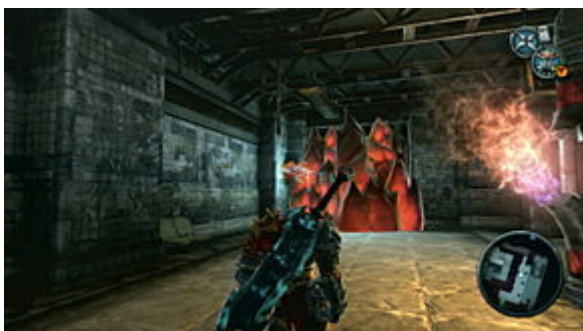
In the next room you'll find a few gas leaks and some parked train cars. Head north and look behind the train cars -- a **Chest** (The Hollows 17/27) with a **Lifestone Shard** (Lifestone Shard 6) inside.



You may have noticed that red crystals block the way north in this room. To destroy these you'll need an Inert Bomb. Run down the long hallway to the south and you'll find a bomb right next to a locked door.



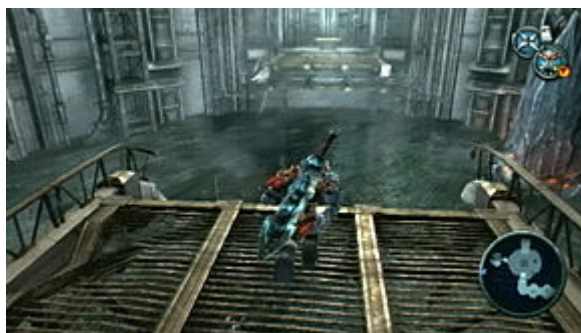
Grab this and return to the red crystals. Plant the bomb on or near the crystals. You'll now need a nearby source of fire. Use your Crossblade to light the torches in the room by carrying fire from one to the others.



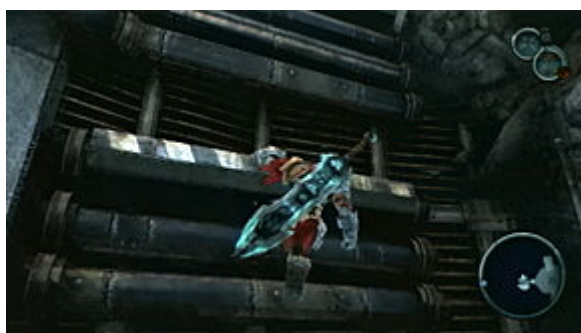
Now, target the nearby lit torch and then the bomb you planted to clear the crystals.

In the next room, use your Crossblade and Instant Kills to eliminate the Locusts. Open the **Chest** (The Hollows 18/27) to

the southeast for some Souls. Run to the far north end of this area and grab the **Chest** (The Hollows 19/27) with health inside. Just around the corner is a room flooded with water.



Hop into the water and swim through the submerged tunnel to the north. Surface in this area and look for the yellow-striped handgrips on the wall. Use these and the Geysers to get to the top



In the upper area, cross to the far side and grab the **Chest** (The Hollows 20/27) with some Souls inside. Smash all the blue crystal around it and you'll reveal a Bomb Growth under one of them.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13				»
---	--------	---------	---------	---------	---------	--	--	--	---

The Hollows

Chests & Collectibles

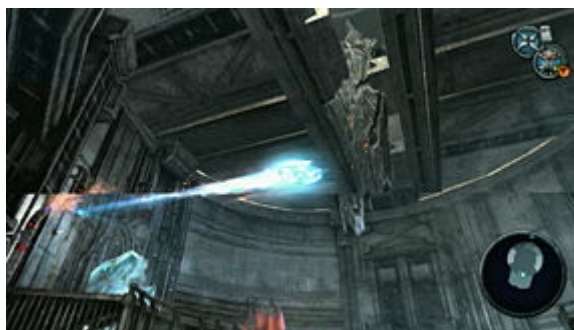
27 Chests

2 Soldier Artifacts

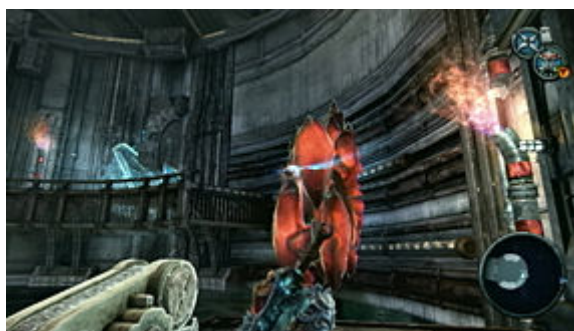
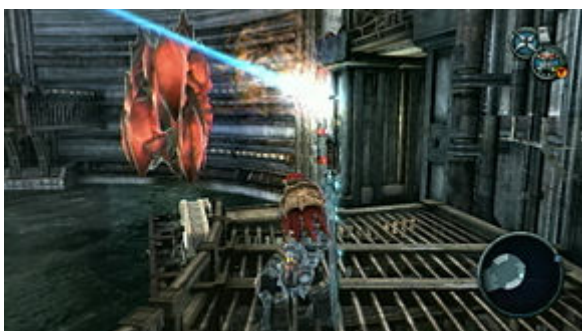
1 Champion Artifact

THE HOLLOWS, EAST PART II

Toss the Bomb onto the red crystals on the far side of the room. Now, look to the left and right. You should see a lit gas leak and, across the way, an unlit gas leak.



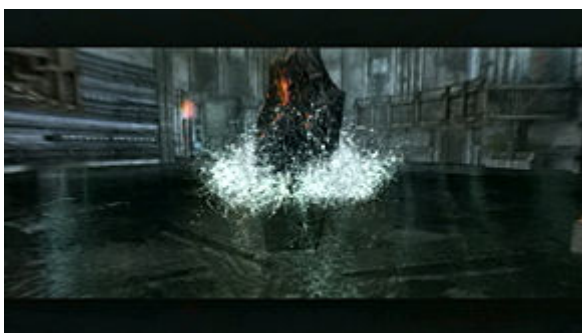
Use the Crossblade to carry fire all the way across the room to the unlit torch. Another unlit torch is by the switch.



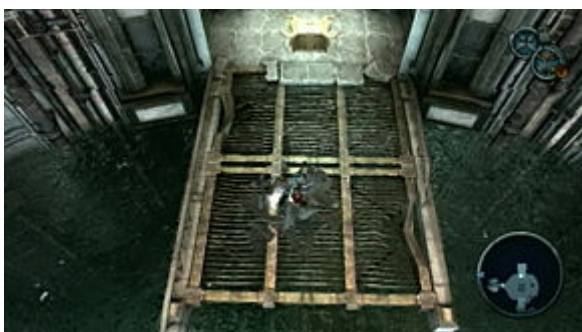
Light this torch as well using your crossblade. You should now be able to use the torch nearest to the red crystals to light the bomb. With these crystals out of the way you can use the handgrips to get to the blue crystals blocking the gears.



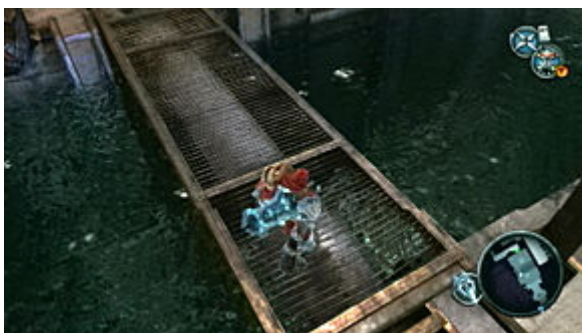
Smash all the remaining blue crystals in the room and then hit the switch by the door. This will drop a stalactite through the floor, flooding the area below.



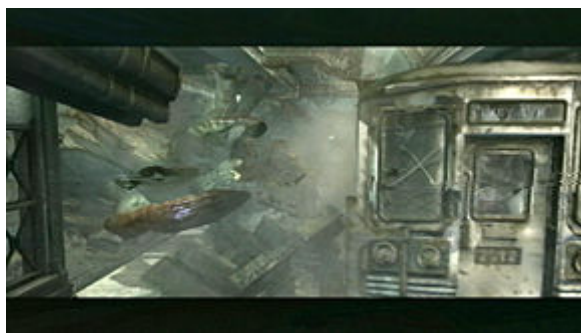
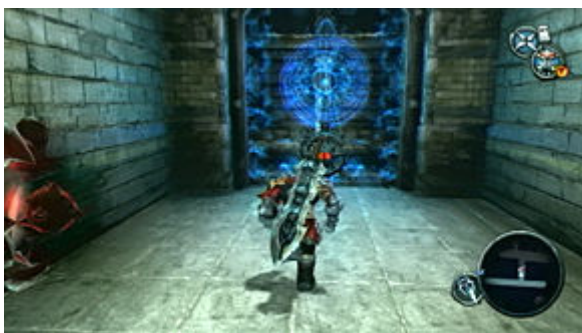
Hop down through the hole in the floor and float to the **Chest** (The Hollows 21/27) with the **Beholder's Key** inside.



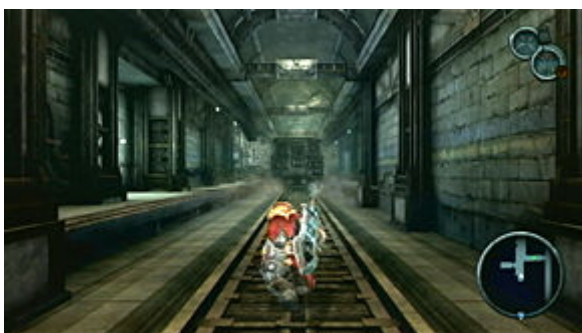
Head back south through the long room and stop at the deep trench of water. Jump in and swim down to find a pipe leading north. Follow this back and look for a **Champion Artifact** (Champion Artifact 2) in a chamber above you.



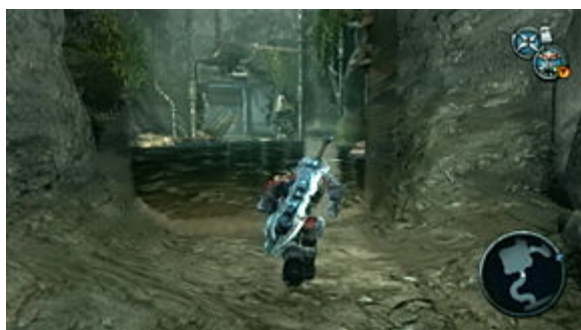
Remember that locked door in the room to the south? You now need to return to it. Open it with the Beholder's Key.



In this new area the Griever blocks your path south with its massive tentacle. Get behind the loose train car to the north and punch it southward with your gauntlet.



This should prevent the Griever from grabbing you. In the south end of this tunnel is a small room with a **Chest** (The Hollows 22/27) containing health. Take the tunnel across the way to head to the southwest region of the dungeon.



«	Index	Prologue	Chapter 1	Chapter 2	»
---	-------	----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13				»
---	--------	---------	---------	---------	---------	--	--	--	---

The Hollows

Chests & Collectibles

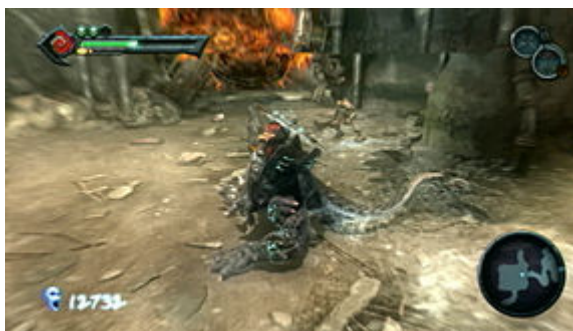
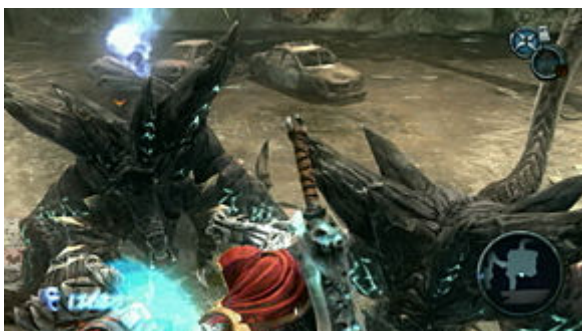
27 Chests

2 Soldier Artifacts

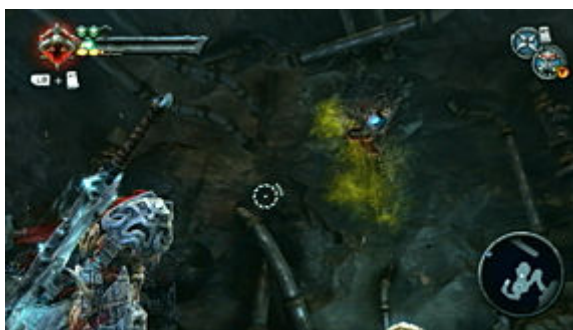
1 Champion Artifact

THE HOLLOWS, SOUTHEAST

Now, head south into the large room. Here you'll face two Grappleclaws again. You know what to do! Attack one of them (use Blade Geyser if you get crowded) until it is stunned. Use the button prompt that appears above it to ride the beast, dealing damage to its partner.



When backup arrives, turn the Grappleclaws on the smaller enemies. Once the room is cleared out, the doors will be unlocked. You can use your Chaos Form and the cars in the room to make this easier.



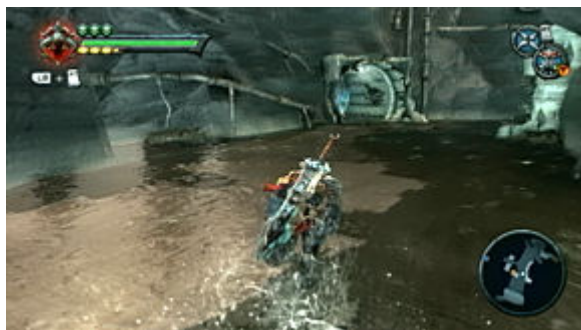
In the tunnels northwest of this room, look for a Goremaw on the ceiling above a chest. Hit it with your Boomerang before going for the **Chest** (The Hollows 23/27) with some Souls inside.



A greater prize is just to the east within these same tunnels. A **Chest** (The Hollows 24/27) with the **Hoardseeker** for the Hollows! It should reveal a mere three chests in the southwest region if you've been following our guide.

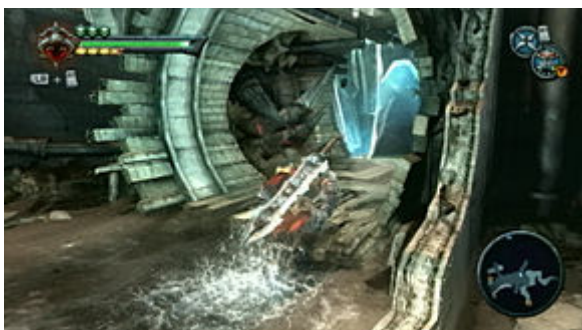


Head out the western side of the room. At the far end is a **Chest** (The Hollows 25/27) with health inside. You'll encounter a few enemies in this room as well. Just use your regular attacks to take them out -- remember, a charged Tremor Gauntlet blow will stun anything around you.



Now, enter the small area in the south of this room with a switch in it. Throw the switch, then head north to a similar area.

Here you can hop in the water and swim due south to a new area. Navigate the caves on the other side and soon you'll find yourself in a large room with several out-of-reach platforms.



Drop to the bottom of this room and destroy the blue crystals in the northeast corner. This will fill the area with water.

Search for a now-submerged passage along the north side of the room and use it to reach the higher platforms.



Use the hand grips to get to the next clump of blue crystals along the south perimeter of the flooded room. Break them and the water will rise even higher. You should now be able to reach the **Chest** (The Hollows 26/27) with a **Wrath Shard** (Wrath Shard 7) inside!



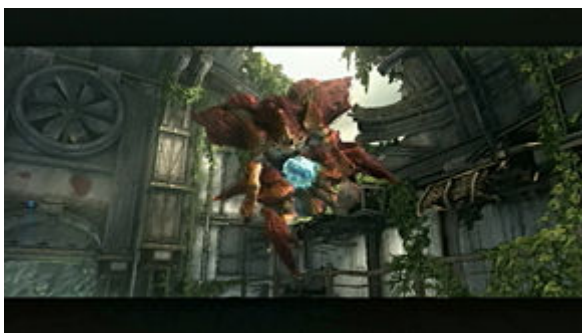
the final **Chest** (The Hollows 27/27) is just across the way. It contains health. Head out through the eastern exit. The dungeon's boss is just ahead!

«	Index	Prologue	Chapter 1	Chapter 2	»				
«	Part 9	Part 10	Part 11	Part 12	Part 13				»

The Hollows
Chests & Collectibles
27 Chests
2 Soldier Artifacts
1 Champion Artifact

THE GRIEVER

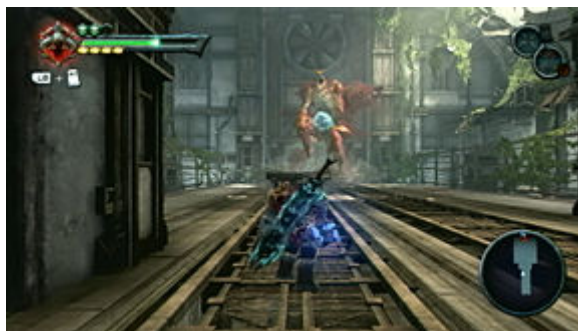
The Griever's weak spot -- on its underbelly -- is covered in the same blue crystals you've been smashing throughout the dungeon. Also of note are several clumps of blue crystals in the area and a train car.



Your ultimate goal is to slam the train car into the beast using your Tremor Gauntlet. To do this, you'll need to clear the blue crystals. Immediately dash forward and hit the crystals closest to The Griever. You'll want to charge your ground-punch to do this.

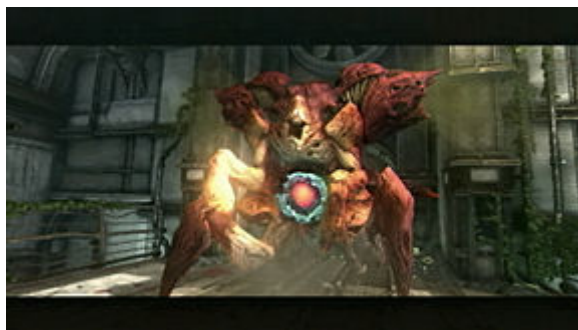


Take as many out as you can, then get ready to dodge The Griever's beam. Do this by jumping over it and dashing under the beam. The beam will harden the blue crystals making them temporarily indestructible, so you need to keep the beam far away from the crystals. That means you need to stay on the east side while you dodge the beam.



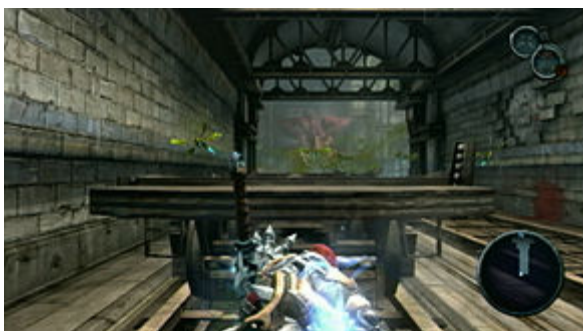
After the beam dissipates, swiftly dash in and destroy more crystals. Once they are all destroyed you can get behind the train car and begin to move it.

Move it to the edge of the tunnel it's in and continue to grab it while charging the Tremor Gauntlet. Slam the train towards the creature and it will recoil in pain.

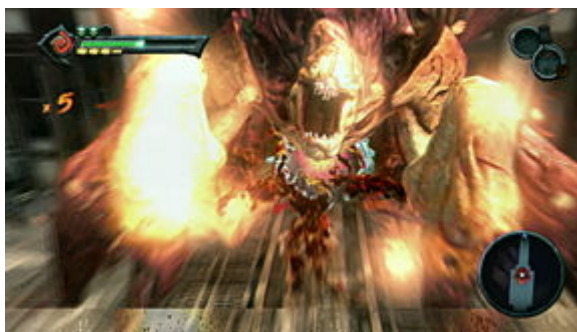


Now you'll need to dodge the falling stalactites for a bit until you can slam the train car back at the creature again. Don't attempt to do this while the ceiling is falling or you'll just get interrupted.

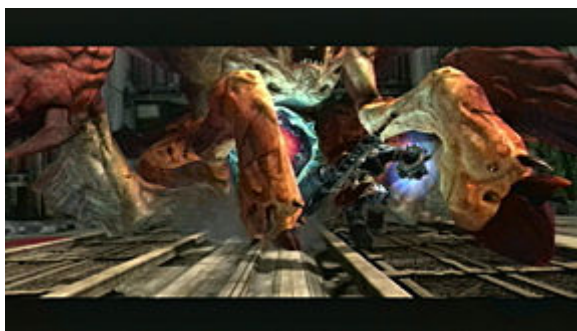
When you have a clear shot, take it. Immediately dash up to the monster and attack it with the Tremor Gauntlet to break the crystals on its chest.



This will cause the creature to summon Locusts. Immediately retreat and slam the train car at The Griever again and it will take out several Locusts on its path! Finish off the rest while dodging falling rocks.



When you can, send the train car back at the monster to bring it down a second time. This time, use your Chaos Form if you have it to damage the beast while its down.



The last round of this fight plays out the same as the second. Punch the car to destroy the Locusts, fend off the remaining bugs and then hit The Griever with the car again. When you attack the Griever the final time it will bring it down for good.



After this you'll collect a Lifestone and extend your life bar. You'll also get the Heart of the Chosen which you must bring to Samael.

Enter the blue portal and you'll witness a cutscene. At the end of this you'll have a new toy: Mercy.

Item Profile: Mercy

A beautifully crafted pistol that decimates foes with an unending supply of supernatural rounds.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Treasure Roundup I

Chests & Collectibles

500 Souls

Hellfire Enhancement

Wrath Shard

Lifestone Shard

You can now explore the world with your Tremor Gauntlet and score some treasures you previously couldn't reach. Use Vulgrim to warp to previous locations easily save time.



TWILIGHT CATHEDRAL

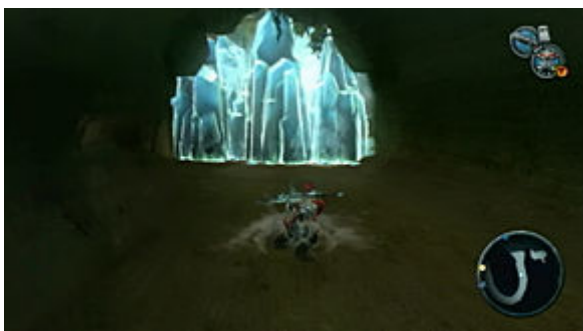
Return to the Twilight Cathedral and look due north of Vulgrim for a clump of blue crystals on a platform. Smash them and open the **Chest** (Twilight Cathedral 27/28) for 500 Souls.



DROWNED PASS



You can see the wall of blue crystals directly in front of you when you warp to Vulgrim's location in the Drowned pass. Jump down into the water and look for a path leading up to the area behind these crystals. It's a bit to the north and completely submerged. Run up the tunnel and smash the crystals to find a **Chest** (Drowned Pass Chest 5/6) with a **Wrath Shard** (Wrath Shard 8) inside!



CHOKING GROUNDS



Head to the tall building in the northeast corner of the map. You can enter this via a tunnel off the ramp leading to the Broken Stair. Jump down into the building and then use the Geyser to fly up inside of it. On the second floor, use your Crossblade to carry fire from the torch to the bomb on the red crystals. This will allow you to climb higher. Smash the blue crystals on the second floor to find a **Chest** (Choking Grounds Chest 7/9) with a **Lifestone Shard** (Lifestone Shard 7) inside.



THE CROSSROADS

At the Crossroads, head northwest down the streets. By the subway entrance is a recessed area with a wall of blue crystals. Smash these and open the **Chest** (The Crossroads Chest 9/9) for the Hellfire enhancement.



Enhancement Profile: Hellfire

Instills a melee weapon with the element of fire.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

To The Dry Road

SCALDING GALLOW

Now you can return to the Scalding Gallow by talking to Vulgrim. Samael will direct you to the Dry Road to the north. He'll also give you the Chronomancer. What's with all the gifts, lately?

Item Profile: Chronomancer

War can now activate Chronosphere and temporarily slow down time.

Leave Samael and take the road to the west all the way north. Here you'll find a clump of blue crystals (marked on your map with a yellow dot). Break these with the Tremor Gauntlet and head inside.



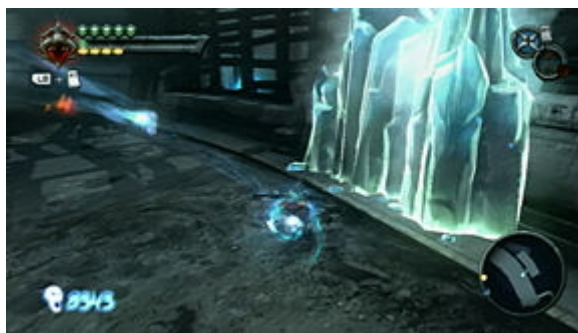
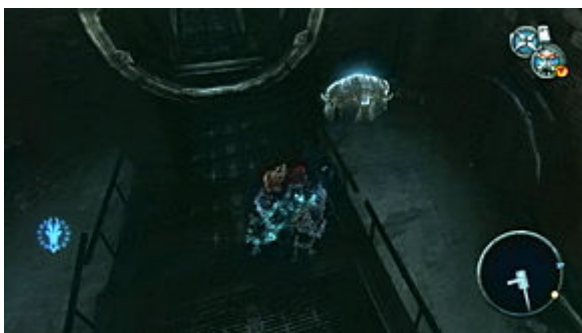
Dry Road Access Tunnel

Chests & Collectibles

4 Chests

1 Soldier Artifact

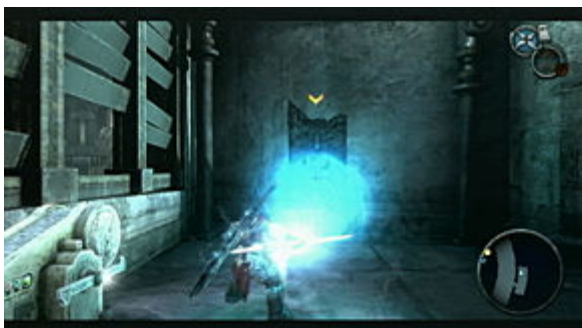
Immediately grab the **Chest** (Dry Road Access Tunnel 1/4) at the far south end of the tunnel for some souls. Head north and break the blue crystals you come to.



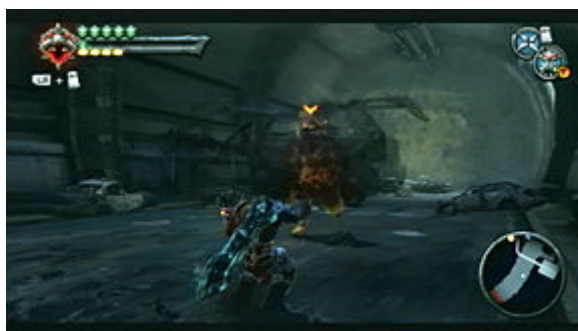
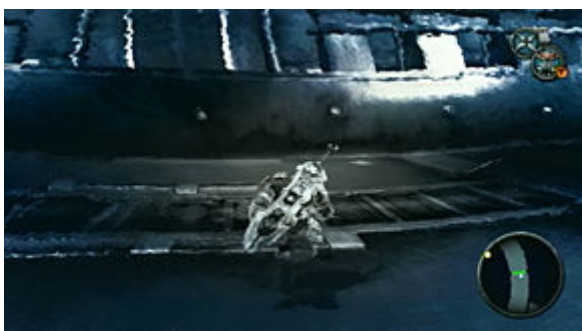
Inside this room is a Chronosphere switch. You can activate it with your Crossblade. Try doing this -- just charge the Crossblade and toss it at the device. Now, note that the nearby switch opens the large door ahead, albeit briefly.

Return for Treasure

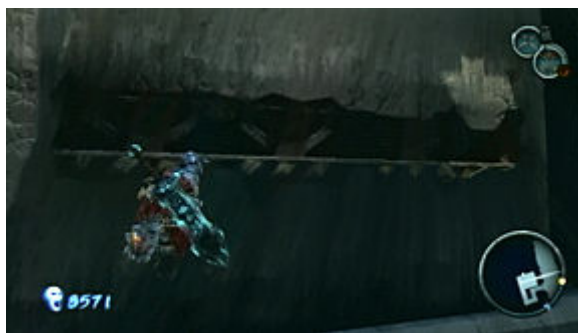
Come back here with the Voidwalker to get the final chest.



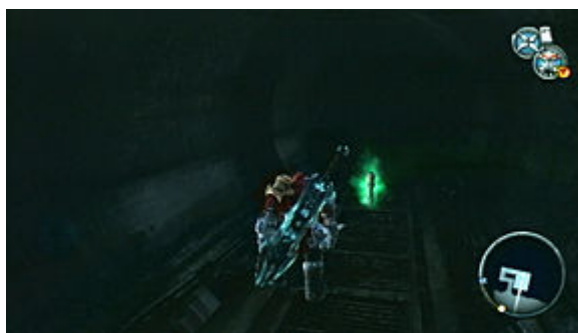
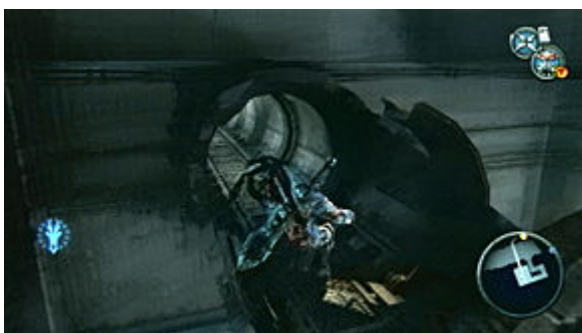
You need to hit the Chronosphere, then activate the door switch, allowing you to run under the door while time is slowed. You can operate the door normally from the other side.



Continue north and toss cars at the Fleshbuster before taking it on. Grab the **Chest** (Dry Road Access Tunnel 2/4) in the far north. Another **Chest** (Dry Road Access Tunnel 3/4) lies just up the stairs -- it contains souls as well.



Climb the handgrips and then jump off the wall into the pipe up high. Look into the dead-end of the pipe and you'll see a **Soldier Artifact** (Soldier Artifact 11). Head northwest to find the Dry Road.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

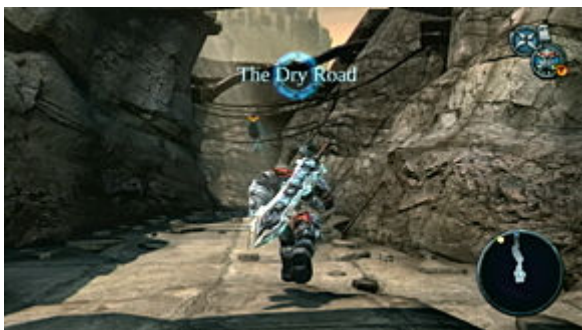
Dry Road

Chests & Collectibles

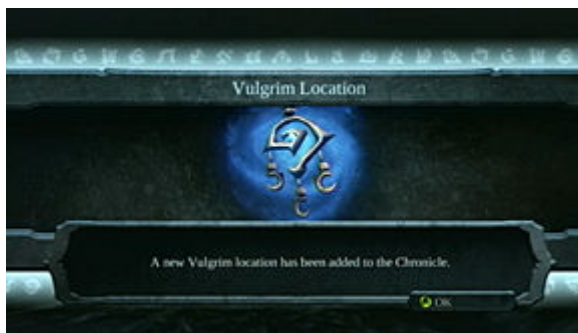
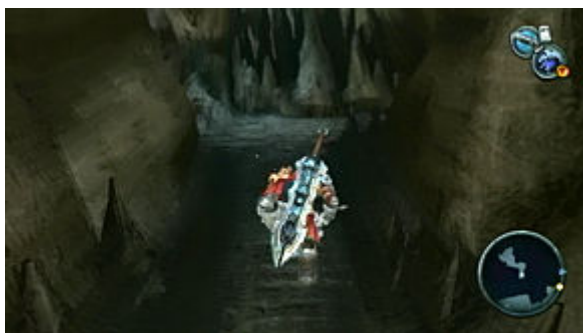
2 Chests

1 Soldier Artifact

Upon entering the Dry Road you'll only encounter fairly minor enemies until you get to the large, open area. Here angels will attack. Use your Mercy pistol or Scythe to knock them out of the sky and then use sword attacks when they hit the ground.



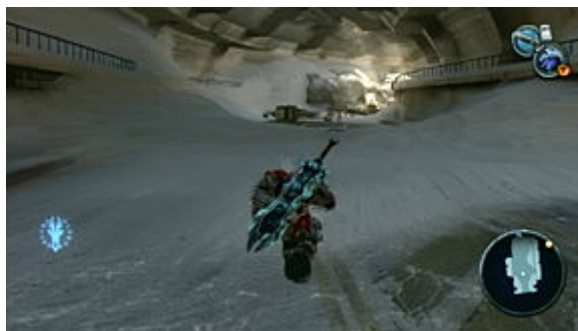
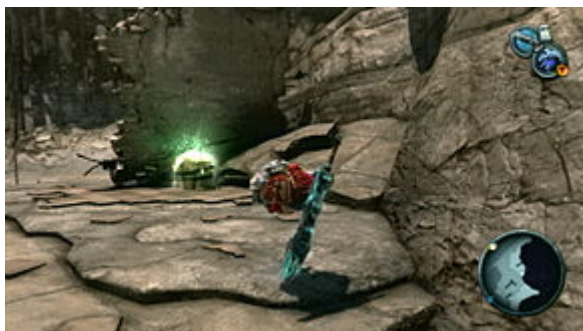
Jump across the gap in the southwest corner to find a Vulgrim location. A **Chest** (Dry Road 1/2) with Souls is in the south end of the area.



Above this chest, and at the far south end of the map, you'll find a **Soldier Artifact** (Soldier Artifact 11) on top of a ledge right out in the open.



Just to the east of this is a ledge with another **Chest** (Dry Road 2/2) on it. This one contains a **Lifestone Shard** (Lifestone Shard 9). Head due north.

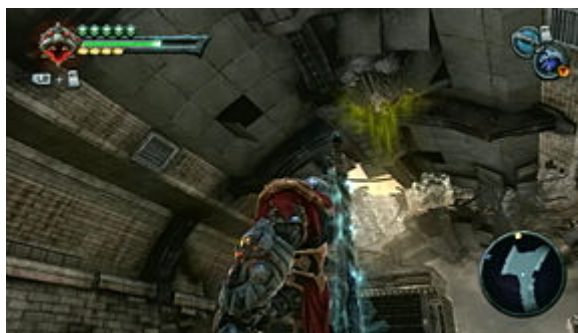
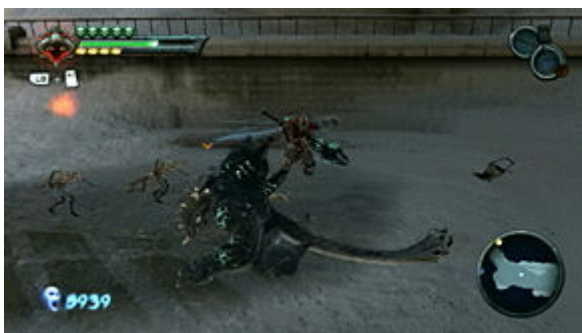


Ashlands Access Tunnel

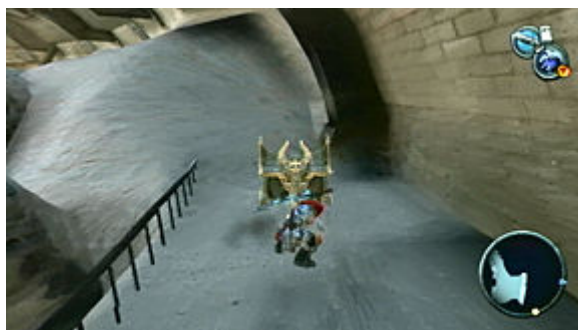
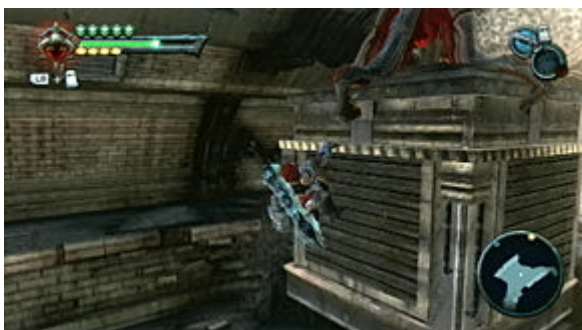
Chests & Collectibles

4 Chests

In the tunnel ahead you'll meet a Grappleclaw. Bash it with cars and then turn it against the smaller enemies before killing it.



A Goreman holds a cube with handgrips up ahead. Aim and shoot at it with the Mercy pistol to make it drop the cube. Hop onto the cube's handgrips and the Goreman will pick you up. Jump off towards the western platform and float down to score a **Chest** (Ashlands Access Tunnel 1/4) with the Carnage Enhancement inside! Equip it immediately.



Enhancement Profile: Carnage

War fills with hatred and generates Chaos at an accelerated rate.

Now, bring the cube down again and use it to get to the east platform so you can cross the wide chasm.



Grab a bomb and toss it onto the red crystals to the north. Hand grips line this wall. Drop down to the lower eastern platform and then hop over to these.



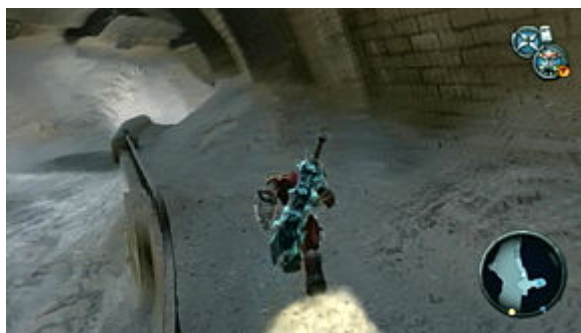
Cross the hand grips left and enter the pipe. On the other side you'll find three Goremaws over a single rope. Hit the nearest one with Mercy and quickly hop onto the rope. Move to the right, away from the other Goreclaws, and climb the Demonic Growth to get to a **Chest** (Ashlands Access Tunnel 2/4) with Souls inside. Drop back down to the ledge you were on before.



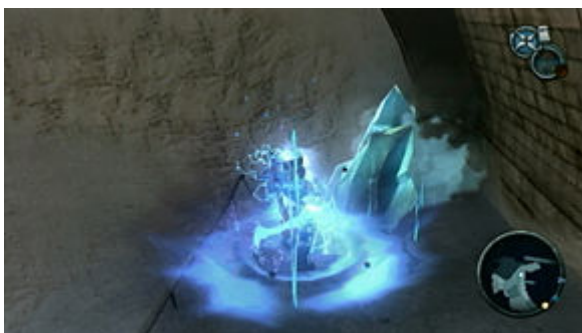
Now, target the three Goremaws with your Crossblade and hit them all in one toss. Jump on the rope once your Crossblade returns and dash to the left. Follow the Demonic Growth up and out of the cave.



Just ahead on your left is a Vulgrim location. Activate it.



In the northeast segment of the cave, look for a clump of blue crystals just to the southwest of the Vulgrim location. Smash the crystals to find a **Chest** (Ashlands Access Tunnel 3/4) with a **Lifestone Shard** (Lifestone Shard 10) inside.



Return for Treasure

Come back here with the Abyssal Chain to score the final chest!

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Ashlands

Chests & Collectibles

25 Chests

3 Soldier Artifacts

1 Overlord Artifact

ASHLANDS, THE TOWERS PART I

The Ashlands feature wide stretches of desert that can only be crossed safely if you activate the Chronospheres in the area. This slows down time, making War able to tread lightly on the sand and avert the worms.



Target the Chronosphere high above the entrance to the Ashlands and hit it with a charged Crossblade. Now, run due north up the ramp shown on your map.



Grab the **Chest** (Ashlands Chest 1/25) with some Souls inside at the top. Beat up the Angels by knocking them out of the sky with your Tremor Gauntlet. Continue along the lower path leading northwest.



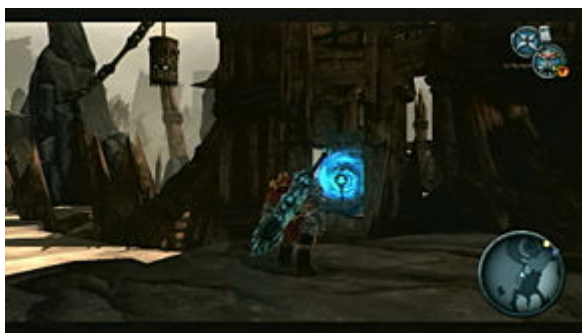
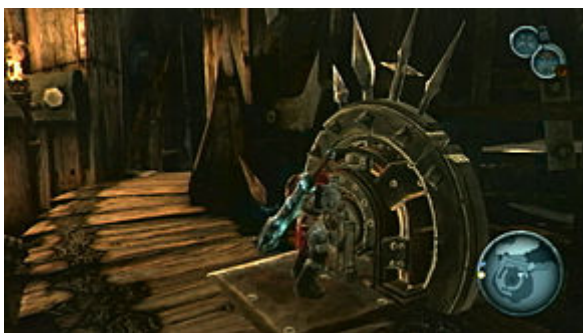
Drop down to the cave floor and follow the linear path out the other side. You can't cross the sand here so hang a right up the plank walkway. Follow this up the wooden tower to the top floor to find **Chest** (Ashlands Chest 2/25) with some souls inside.



On the interior of the tower you'll find a Geyser and some more Demonic Growth. Climb the interior of the tower using the Growth and cross the ceiling. Activate the switch inside to bring a Chronosphere down to ground level.



Return to the desert floor by the Chronosphere and activate it. Cross to the raise path in the southwest.



As you make your way west across the raised path, use charged pounds you're your Tremor Gauntlet to send nearby enemies flying off the edge of the walkway.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Ashlands

Chests & Collectibles

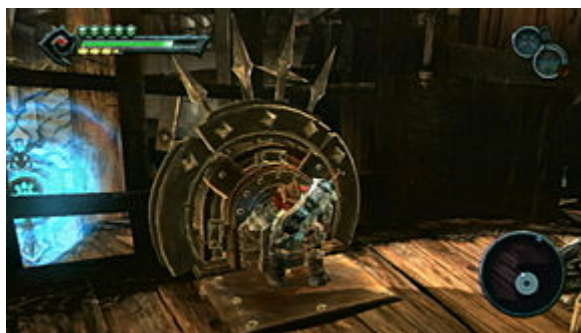
25 Chests

3 Soldier Artifacts

1 Overlord Artifact

ASHLANDS, THE TOWERS PART II

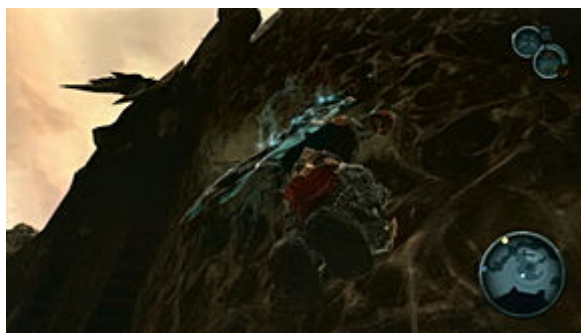
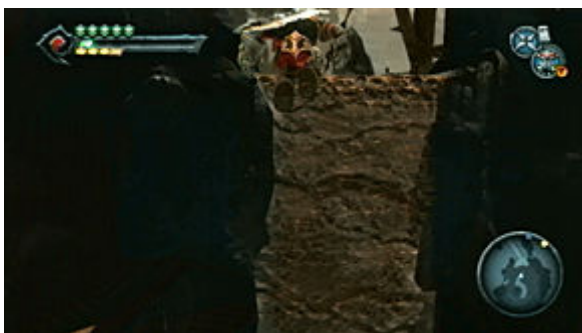
Climb the Demonic Growth on the outside of the second tower to get to the switch. Activate it to bring the Chronosphere lower in the tower.



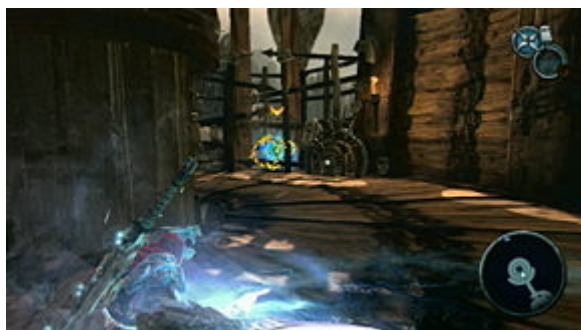
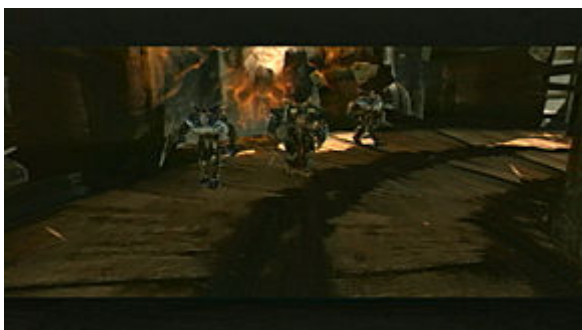
Hop down and look for a ledge to stand on under the spinning blade. Hit the Chronosphere with your Crossblade and the blade will slow down significantly. This will allow you to cross on the ceiling towards the north side. Just move counter-clockwise with the blade motion and be sure to dash while hanging. This should allow you to reach the ledge covered in Demonic Growth to the north.



Head all the way to the northern tower and climb the far exterior side of it. Note the red crystals at the base of this tower -- you need to destroy these. Climb to the top and you'll be ambushed. Use the Chaos Form if you wish to take the enemies out easily in the confined space.



Now, stand by the Bomb Growth up here and activate the Chronosphere across the room with your Crossblade. Grab a bomb and run off the northern edge of the tower.

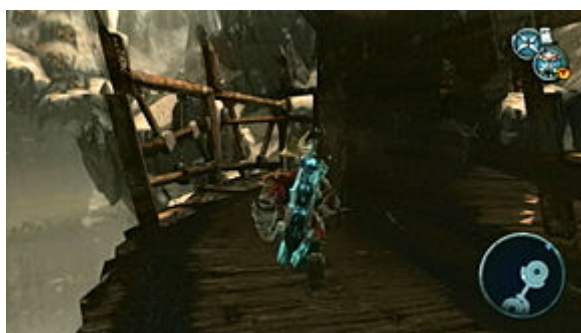


Drop below as the time is slowed and throw the bomb onto the red crystals. Now, traverse the Demonic Growth back up

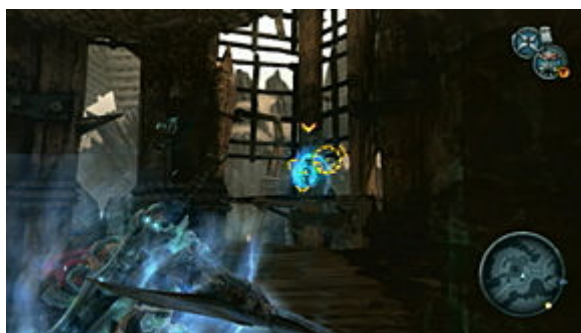
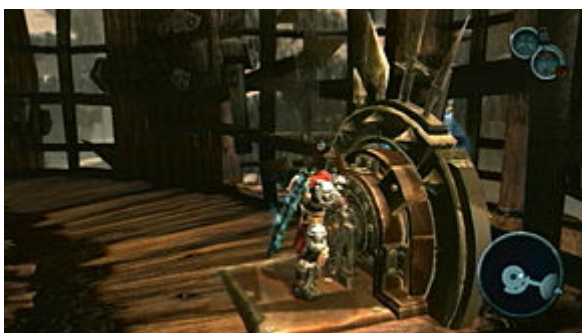
to the top of the tower. Throw the switch to lower the Chronosphere.



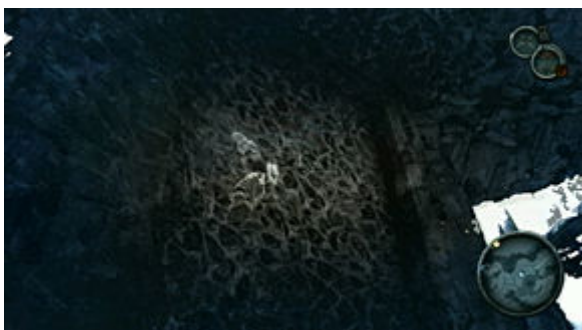
Drop to the ground and enter the inside of the tower, below the switch. Use the Chronosphere to slow the spinning blade on the ceiling and cross the Demonic Growth to the far side. Use the growth to climb to the top of the tower, then walk around to the west side for a **Chest** (Ashlands Chest 3/25) with a Rage item inside.



You can now cross to the tower just to the south. Here you can climb the side and reach yet another switch to lower yet another Chronosphere.



Drop down to the ground and ascend the interior of the tower. Use the Crossblade to activate the Chronosphere and climb the Demonic Growth up and over the interior of the tower to reach the other side. Here you can climb to the tower's apex.



At the top of this tower is a giant dynamo running the drill. Activate the nearby switch to turn it off and raise the drill bit. You can now drop into the cave below.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

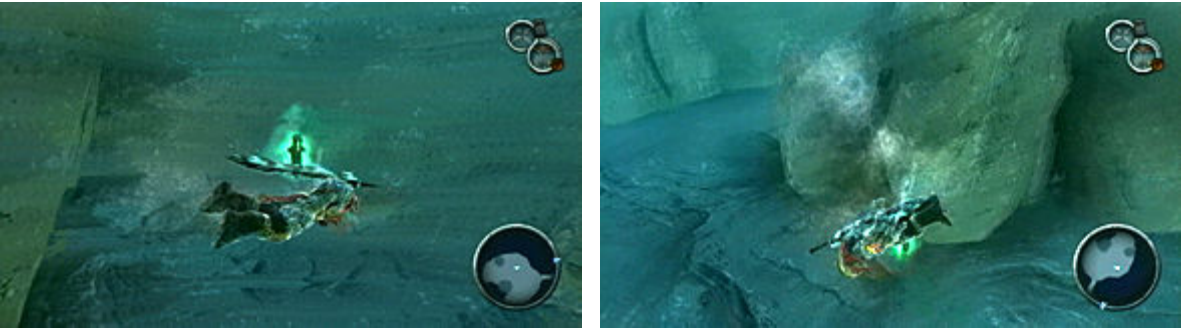
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Ashlands

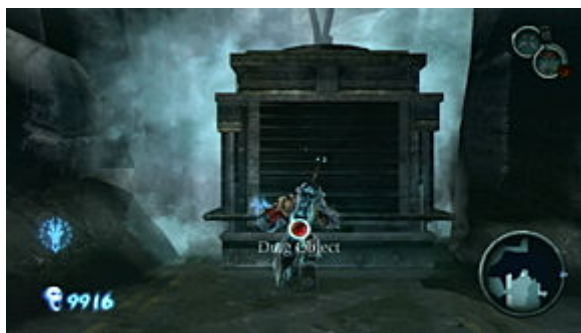
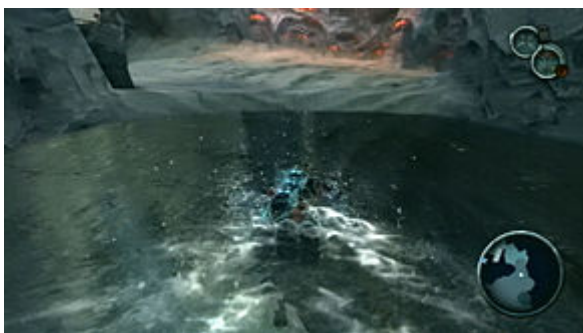
Chests & Collectibles
25 Chests
3 Soldier Artifacts
1 Overlord Artifact

ASHLANDS, THE CAVES PART I

You can't get the Guardian Artifact yet. You can however, get a different artifact in this same room. Swim all the way to the bottom of the pool and you'll see a **Soldier Artifact** (Soldier Artifact 13) in the southwest.

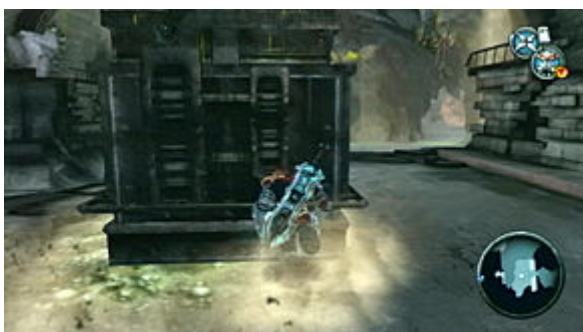


Return for Treasure
You may notice the larger Guardian Artifact on your way down but you can't get it just yet (you need the Abyssal Chain).

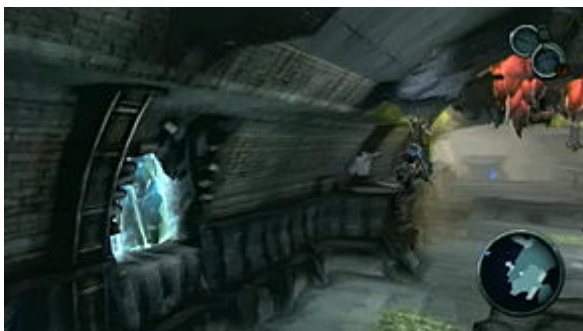


Swim to the surface and clamber onto dry land to the east. Follow the tunnel back to a large Goremaw-filled area. There are two clumps of blue crystals here. Grab the **Chest** (Ashlands Chest 4/25) between them in the lower area for 100 Souls, then smash the crystals in the west to reveal a moveable cube.

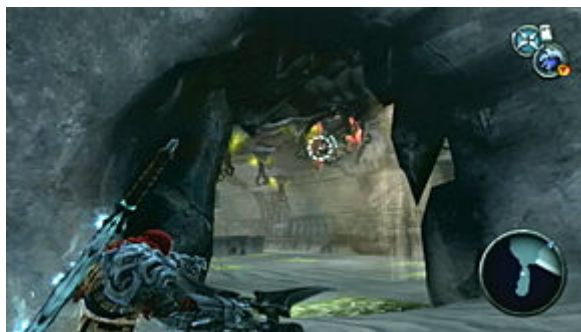
Push this cube under the nearest Goremaw. After it snatches it, shoot the beast with your Mercy pistol and it will release it temporarily. Jump and grab onto the handgrip on the side of the cube.



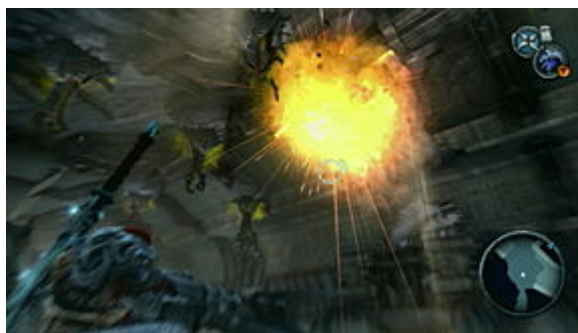
When the Goremaw lifts you to the ceiling, jump off the north side of the cube towards the ledge with the patch of blue crystals. Shatter them and you'll see a Chronosphere.



Hit the chronosphere and run across the patch of Goremaws to the east. Enter the small cave to the southeast. Note that above the large cavern with the Goremaws is a patch of red crystals. The bombs in this cave should give you a clue about what you need to do next.



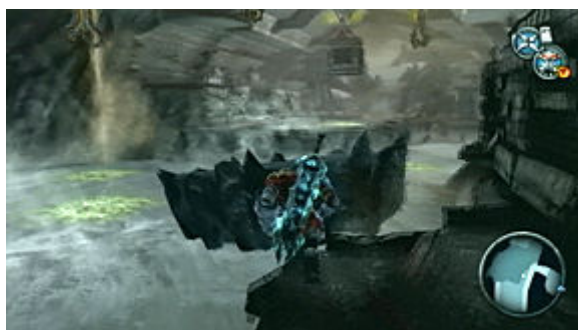
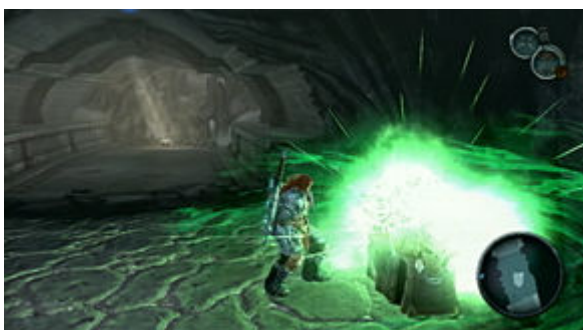
Hit the Chronosphere and while time is slowed, grab a bomb and run out into the open area with the red crystals. Toss the bomb up at it and a large explosion will bring down a patch of rock.



Fight off the angels while being mindful of the Goremaus that line the room. Stay out of the greenish patches under them while you fight.



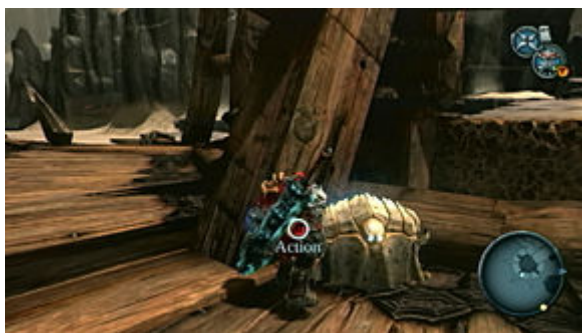
Head east when the coast is clear and jump up to the platform with a visible **Chest** (Ashlands Chest 5/25) on it. Inside is a **Lifestone Shard** (Lifestone Shard 11).



Return for Treasure

Another chest lies further to the east but you'll need the Abyssal Chain to reach it. Where is this thing?

Now, use the platform you blew out of the ceiling to exit this cave to through the northern tunnel (opened by the angels). Cross the water and climb up the wall of Demonic Growth to reach the surface.



Run around to the southwest side of the wood platform to find a **Chest** (Ashlands Chest 6/25) with Souls inside. Head northwest now, climbing the rocky platforms.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Ashlands

Chests & Collectibles

25 Chests

3 Soldier Artifacts

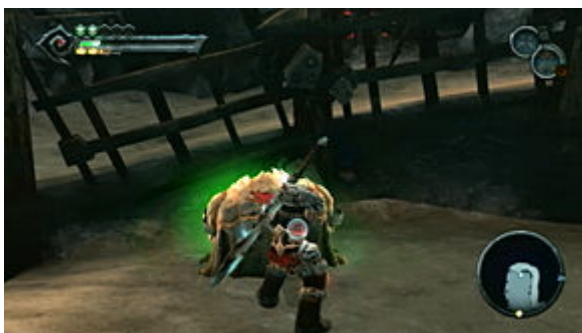
1 Overlord Artifact

ASHLANDS, THE CAVES PART II

Inside the cave just ahead you'll be ambushed by a Berzerker and a full compliment of smaller enemies. Use basic attacks and Wrath on the smaller enemies while you build up Chaos to use on the Berzerker.



Unleash your Chaos Form to finish off the massive enemy leader once he comes down to fight you. Grab the health in the nearby **Chest** (Ashlands Chest 7/25) if you need it.



Run up the ramp to where the Berzerker was and follow the winding caves to the next waypoint. Knock the enemies you encounter on the wooden walkways over the edge with the Tremor Gauntlet.



You'll eventually arrive in a wide open area with wooden towers and a patrolling worm. To cross this area safely you need to use the towers -- the Ash Titan cannot chomp you if you are on the small oasis of solid ground under these.



You'll have to plan your jaunts between towers while the Titan is far away, as well. It will stalk you as soon as you touch down, so be patient and make your move only when the worm is cruising away from you at the opposite end of the area.



Also, double-jump and coast when you make you move, since the worm only reacts when it hears you touch down.



On the far eastern side you'll find a cave the worm cannot enter. Open the **Chest** (Ashlands Chest 8/25) for 100 Souls.



The ambush ahead features a few smaller enemies followed by a Berserker and a Devastator. The latter has a large weapon that you'll want to get your hands on. Use your Wrath attacks freely since you can refill your meter thanks to a nearby **Chest** (Ashlands Chest 9/25).



Another nearby **Chest** (Ashlands Chest 10/25) contains health. Defeat the Devastator and grab his Fracture Cannon to finish off the Berserker. This should come in handy!

Item Profile: Fracture Cannon

Launches serrated shards that embed into surfaces and explode when triggered.

Don't be fooled by War's plodding pace while equipped with this weapon. You can freely dash around like normal. Remember -- when you use this weapon you must trigger the sticky projectiles to explode once you launch them (LEFT TRIGGER).

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Ashlands

Chests & Collectibles

25 Chests

3 Soldier Artifacts

1 Overlord Artifact

ASHLANDS, THE CAVES PART III

Walk up the ramp and test out the Fracture Cannon on the distant Devastator and the nearby enemies. Strafe to avoid enemy fire and do NOT detonate your shots if they are near you since you'll take damage.



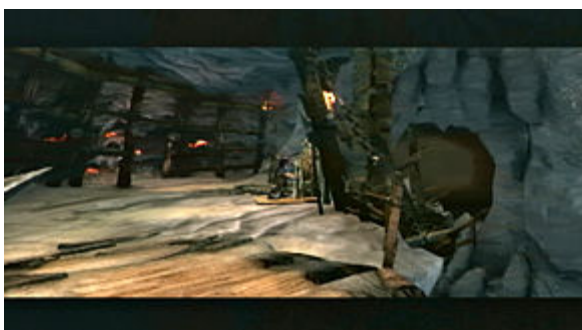
Another devastator appears on a distant platform as you cross the wooden walkways. Cover it in sticky bombs and detonate them to stun it, then repeat this process until it perishes.



A steady stream of enemies will come at you of all shapes and sizes. Make sure to stick them from afar so you can detonate the shots before the monsters are face-to-face.



Head down the ramp towards the **Chest** (Ashlands Chest 11/25) for some health. Flip around and you'll see another health-filled **Chest** (Ashlands Chest 12/25) that you may want to save for a bit.



Another Devastator appears with a compliment of enemies. Take it out and the drop your Fracture Cannon and work on the enemies with regular attacks if you need to fill your chaos meter.



A dangerous pairing of a Devastator and a Berzerker come at you now. You should be able to stave off their attack from afar with the Fracture Cannon. Try detonating your shots as soon as they hit to make this faster.



A cutscene will show an enemy letting down the drawbridge to the north. After this all hell breaks loose and Devastators and smaller fiends appear en masse. Keep your distance and hit them as they come, slowly making your way across the bridge.



You may want to consider ditching the Fracture Cannon in these close quarters, especially when enemies constantly pour in from the rear. Across the walkways on the west side of the chasm you'll find a **Chest** (Ashlands Chest 13/25) with health in it. Another **Chest** (Ashlands Chest 14/25) with some health is at the very top of the area. Glide down to the north and enter the arena ahead.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 9	Part 10	Part 11						»
---	--------	---------	---------	--	--	--	--	--	---

The Ashlands

Chests & Collectibles

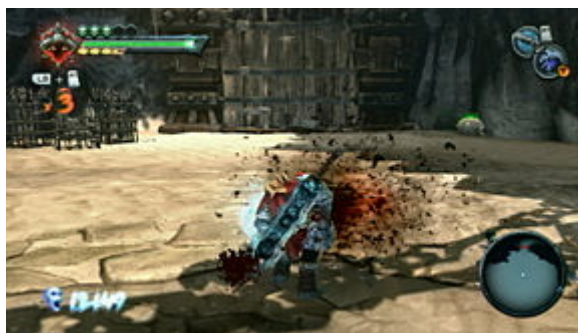
25 Chests

3 Soldier Artifacts

1 Overlord Artifact

ASHLANDS, THE GLADIATOR ARENA

This battle is all about managing your Chaos Meter, which you'll require for the final challenge this arena has to offer. In the arena you'll encounter enemies on horseback for the first time. You can attack these enemies with your sword like any others, but close range combat has its consequences. You can always use Mercy to drain their substantial health bars from afar when locked on; don't just wait for them to attack.



When the Abyssal Riders come close use scythe and sword combos on them. If their horses rear up, dash away to avoid damage. There is a **Chest** (Ashlands Chest 15/25) with health on one side of the arena and another health **Chest** (Ashlands Chest 16/25) on the opposite side, so stick near these in case you need them.



Fell the first Rider and two more will appear. Make sure to weaken these with Mercy while they circle far away. When they move in, use wide-range attacks like Blade Geyser and the scythe to hit them. When the riders are stunned they slow down and you can hit them with everything you've got.

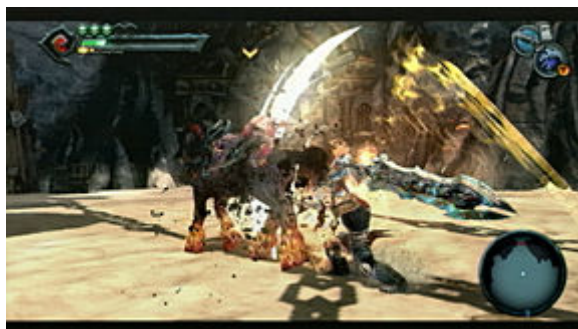


Do not use the Chaos Form for now -- you need to save it for the final challenge. A third wave of enemies arrives with two Traumas. Resist using Chaos Form on these as well. Just dash in to attack and then dash out again. If they crowd you and you have no other choice, use Chaos Form, but realize you'll have to build it back up again for the final fight.

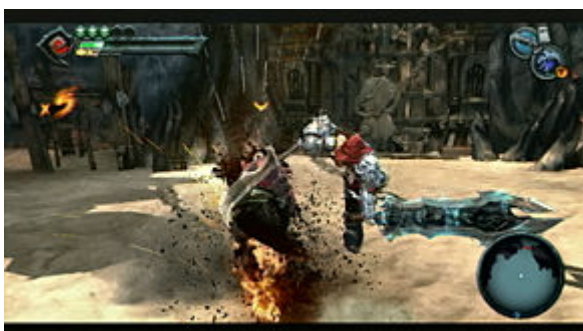


ASHLANDS, ABYSSAL GLADIATOR

The Abyssal Gladiator now appears. Immediately fire at him with Mercy. He'll summon blasts of blue fire that you can just avoid by strafing. When he pulls away from you and the horse hooves the dirt, get ready to dash out of the way.

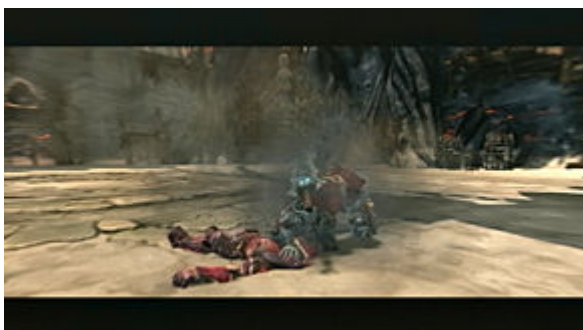


It's best to stay on the offensive in this portion of the fight. Wrath, sword and scythe attacks can be used to damage the foes so long as he is nearby. When the horse rears, dash away quickly.

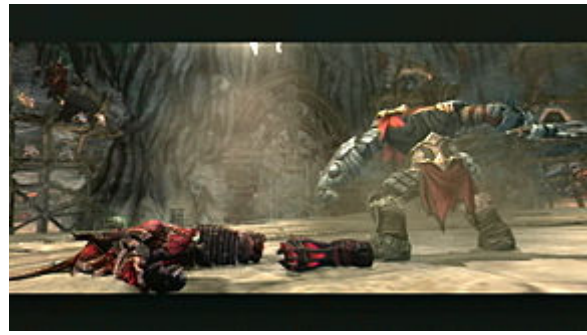


When you stun the Gladiator he'll go limp and you'll be able to attack him freely. This should happen fairly quickly. You want to make absolutely sure you have a full Chaos Meter so slash him as much as possible.

When a prompt appears above the Abyssal Gladiator you'll be able to yank him from his steed. On two feet the Gladiator is much more powerful -- but you've been saving Chaos Form for just this moment!

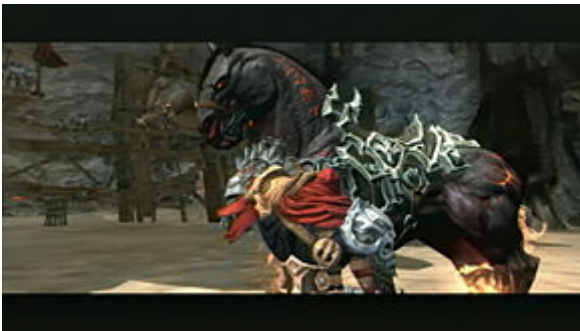


Activate Chaos form and attack the Abyssal Gladiator. You'll be able to end the battle in seconds. Your reward is great: a steed of your own!



Horse Profile: Ruin

War & Ruin are reunited. While riding Ruin, sword attacks become very powerful.



You can summon Ruin in any open area using the shoulder buttons. You can dash normally and perform a powerful kicking/pounding attack by hitting the secondary weapon button. Ride around the arena and take out the enemies with your new attacks.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 9	Part 10	Part 11						»
---	--------	---------	---------	--	--	--	--	--	---

The Ashlands

Chests & Collectibles

25 Chests

3 Soldier Artifacts

1 Overlord Artifact

ASHLANDS, THE ROAD TO THE STYGIAN

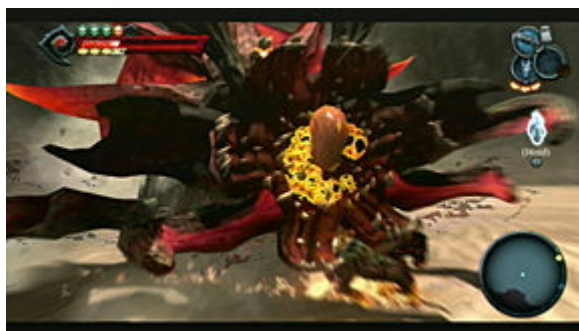


Ride south through the newly opened passage, stopping for a **Chest** (Ashlands Chest 17/25) along the way with 100 Souls inside. Head all the way south to the open area with the Ash Titan and the wooden towers.



THE ASH TITAN

It is time to get revenge on the Ash Titan! Ride around the sand on Ruin -- you won't be hindered -- and get the worm's attention. Make sure you have Mercy equipped and at the ready. As it opens its mouth and rises out of the sand, run away from it and lock on to its mouth.



Fire at the worm's gaping maw with mercy and you'll damage its weak spot. If you get knocked off of Ruin, just summon the horse again.



Eventually a prompt will appear above the worm. Ride up to its head and, while still on Ruin, activate the prompt to slay the beast.



With the worm slaughtered a new way opens in the north. Before entering the new area, ride Ruin towards the rocky ledge and dismount near it. Press JUMP as you dismount to reach the ledge. Follow it east and then north into a cave with a **Chest** (Ashlands Chest 18/25) with 500 Souls inside!



Now take the northern exit out of this area. You'll have to ditch Ruin in the next area. Luckily, a Devastator soon shows up with a Fragment Cannon in tow. Ignore the Berserker and focus on the Devastator so you can strip it of its firepower.



Use your Wrath powers to make short work of it. Grab the Fragment Cannon and send a few rounds into the remaining enemies.



As you proceed down the long cave you'll encounter many waves of Berserkers, Devastators and even a pair of massive Traumas. You know what to do: just fire away with the extremely powerful Fragment Cannon.



A **Chest** (Ashlands Chest 19/25) with health lies along the west side of the cave, while another **Chest** (Ashlands Chest 20/25) with 300 Souls inside is nearby.



If you survive the onslaught -- and the Cannon should make this a breeze -- then head east to the next area marked on your map. Dive into the water and swim to the bottom to score a **Soldier Artifact** (Soldier Artifact 14) at the bottom.



Clamber out of the pool and make your way north. You'll only encounter minor enemies on the way. A Vulgrim location is on your right just before you leave the cave.



A **Chest** (Ashlands Chest 21/25) here will refill your health as well.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»				
«	Part 9	Part 10	Part 11						»

The Ashlands

Chests & Collectibles

25 Chests

3 Soldier Artifacts

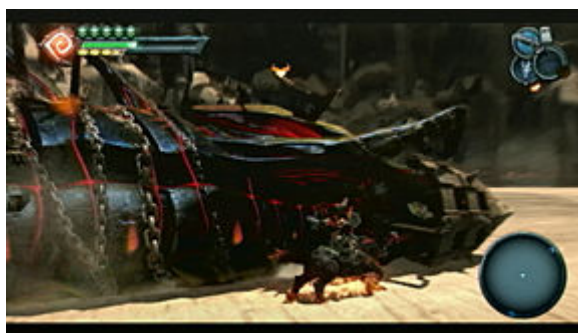
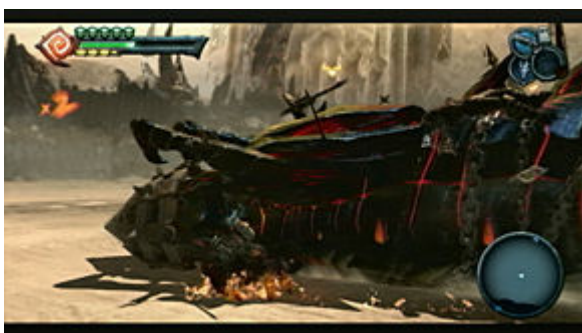
1 Overlord Artifact

ASHLANDS, THE STYGIAN

Ride out into the open desert for this dungeon's final battle. You'll first need to take out all of footsoldiers guarding the massive worm Stygian. This can be done rather quickly by just dashing through them and swinging your sword wildly. After several dozen are dispatched, the worm will break its bonds and pursue you.



This is a long battle, but not necessarily a hard one. You'll want to keep the Lock On button held for the entirety of this fight, and keep the Mercy pistol equipped as well.



Immediately dash away from the worm and move at a right angle to it. Try to get it to curl towards itself. Soon the beast will cease to pursue you and begin to maraud around the area. A thick muzzle is attached to the worm's face. You must attack this directly.



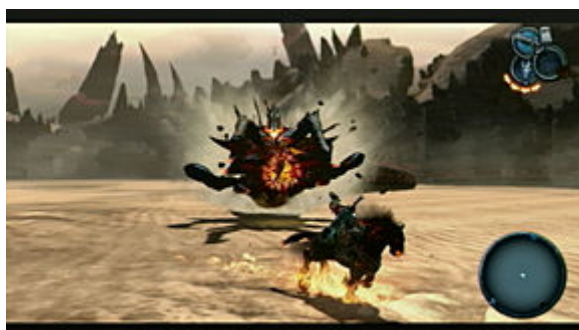
Ride up alongside the worm's head and slash at the metal brackets on either side of it. Each must be hit about ten times before they simultaneously fail, revealing the worm's might mouth.

You should know what to do now: Lock onto its weak spot in its mouth, ride ahead of it and fire away. As you do this, dash if it gets too close. You can only dash a few time in a row, then you'll have to rest Ruin, so be careful not to overexert your steed.

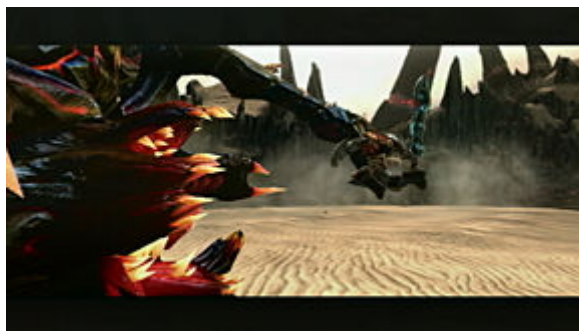
Once the worm takes a bit of damage it will retreat, summoning smaller worms to the fight. Ride ahead of these and shoot at them, dashing when they get too close.



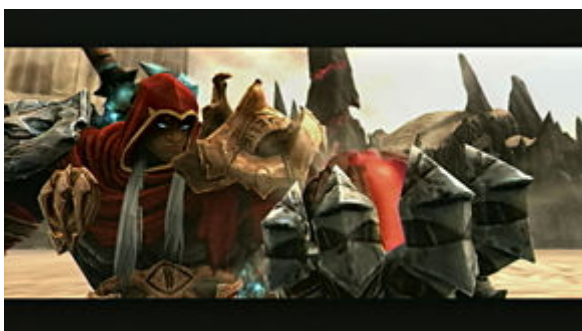
They are resilient but not all that dangerous. The battle will eventually shift back to the Stygian. It will emerge out of the ground vertically, attempting to knock you down. Avoid it by dashing away and generally keeping your distance. Note: You can actually land right back on Ruin if you get cast into the air! Just time your summon correctly (or mash the two shoulder buttons as you fall).



The worm will eventually pursue you again. The remainder of this fight is just a repeat of the last two rounds: small worms, then big worm.



After several rounds of firing at the Stygian's weak spot, it will fall to the ground and a prompt will appear above it. Ride up to hit and activate the prompt to end the battle.



You will be rewarded with a Heart of the Chosen and a Lifestone!

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

THE ROAD TO THE IRON CANOPY

Use a Vulgrim location to return the Heart of the Chosen to Samael and he'll endow you with the Soul Bridge power.

Item Profile: Soul Bridge

War can now access once dormant Soul Bridges. Charge Ruin through the pillars to activate them.

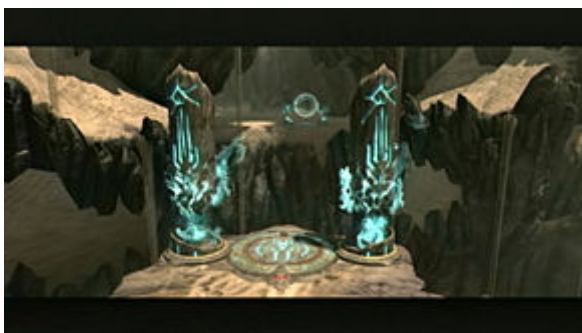
The only Soul Bridge you can access is back in the Ashlands. Head to a Vulgrim location and warp back to the Ashlands entrance. There are two more chests you can score here now that you have Ruin. The first is due east of the entrance to the Ashlands. Cross the desert to a shaded overhang with a visible **Chest** (Ashlands Chest 22/25) on it. Inside are 100 Souls.



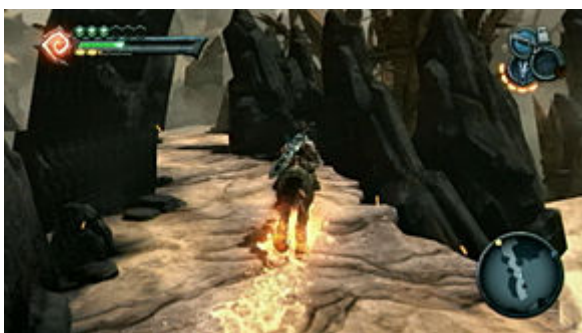
Now, head due north across the large desert, past the wooden towers. Look along the northeast wall for a patch of blue crystals. Ride over here and destroy the crystals. Just beyond them is a cave with a **Chest** (Ashlands Chest 23/25). A **Wrath Shard** (Wrath Shard 9) is within!



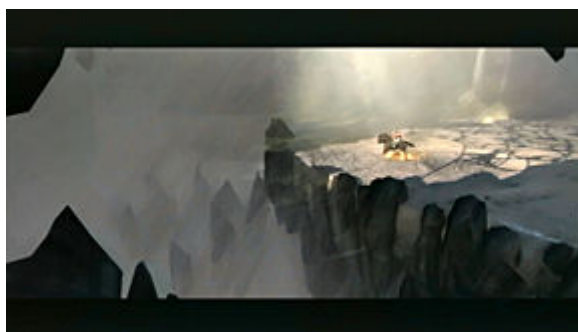
Now, head to the Soul Bridge. The path leading up to the bridge is a raised rocky path starting in the southern region of the Ashlands near the first wooden tower.



Ruin will easily glide over the gaps in the path allowing you to reach the Soul Bridge. Once at the pillars, dash through them on Ruin to cross the wide gap.



Follow the lonely path to the Iron Canopy.



Iron Canopy

Chests & Collectibles

27 Chests

2 Soldier Artifacts

1 Champion Artifact

Upon arriving at the Iron Canopy you'll be abducted by large spiders. When prompted, mash the INTERACT button to free yourself from the cocoon. The infested Iron Canopy lies before you.



Your first order of business should be to open the nearby **Chest** (Iron Canopy 1/27) in a nook just to the northwest. Inside are a paltry 100 Souls.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

Chests & Collectibles

27 Chests

2 Soldier Artifacts

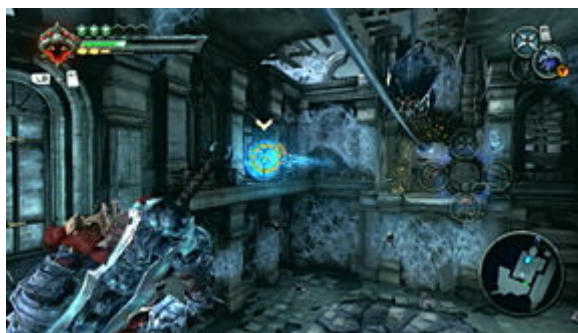
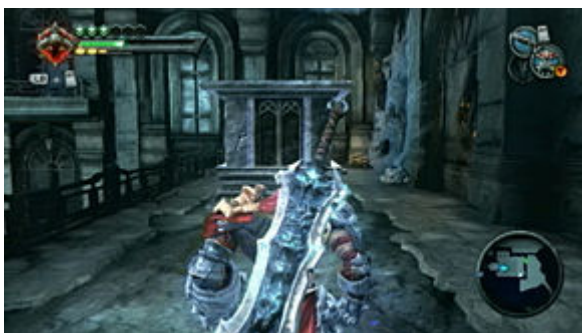
1 Champion Artifact

THE IRON CANOPY, THE ABYSSAL CHAIN PART I

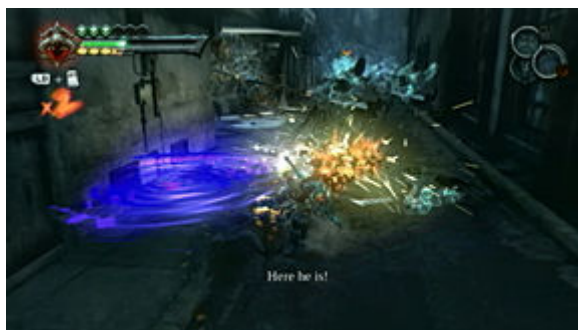
Make your way east into the Iron Canopy. A door covered in web can be penetrated by activating the prompt that appears over it. Just inside the room is a massive Loom Warden hanging over a strand of web.



You can't hurt the arachnid yet, so destroy the blue crystals nearby. Move the pedestal under the web strand and stand under it. Look for a Chronosphere along the west side of the room. Activate this with your Crossblade and then jump onto the strand of web and dash under the massive spider.



On the other side of the room drop down to the ground below and run south along the long adjacent hallway. Cross the bridge and it will crumble behind you. You'll encounter some angels in this passage -- just knock them out of the sky with the Scythe and attack them when they hit the ground.



Along the eastern wall in this hallway is a breakable wood panel with a **Chest** (Iron Canopy 2/27) behind it that will refill your Wrath. Rip open the door to the south and head into the destroyed building. Another wood panel in the same area hides a **Chest** (Iron Canopy 3/27) with a **Wrath Shard** (Wrath Shard 10) inside.

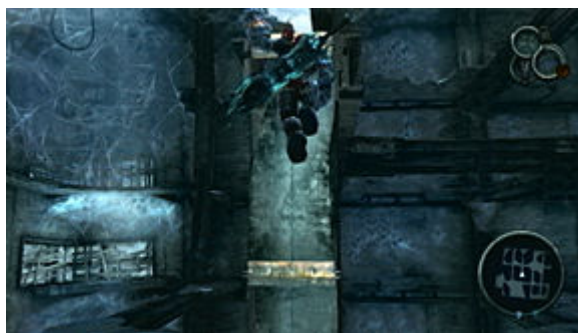


Jump down to the lower floor and open the **Chest** (Iron Canopy 4/27) for a small amount of Souls. Examine the room you are in: egg sacs line the area. Destroy these with the Crossblade or Ruin and then sweep the small spiders off the ledge with your Scythe.

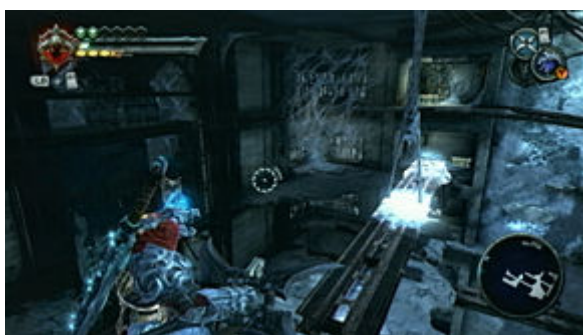


Now, hit the switch on the bottom level to raise a Chronosphere. This will help you get to two more area chests. Climb

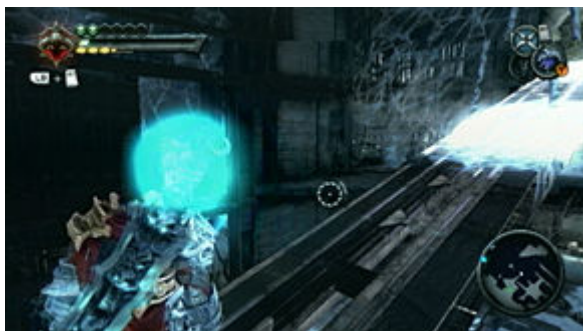
up to the top level using the handgrips in the middle of the area. Here you'll find a girder suspended between you and two chests.



Hit the Chronosphere to the left and then run across the girder to the first **Chest** (Iron Canopy 5/27) for the dungeon's **Map**. Now, return to the top level.



Another chest is above you. This time, hop on the girder and it will begin to tilt under the influence of your weight. When it's angled upward sufficiently, hit the Chronosphere and run up the angled girder, frozen in space, and onto the ledge with the **Chest** (Iron Canopy 6/27). Inside is the **Beholder's Key**.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

Chests & Collectibles

27 Chests

2 Soldier Artifacts

1 Champion Artifact

THE IRON CANOPY, THE ABYSSAL CHAIN PART II

Exit back to the hallway where you fought the angels and run north. Look for some Demonic Growth on the western wall. Hop onto this and follow it around the building to the west to reach the locked door. Use the key on the door.



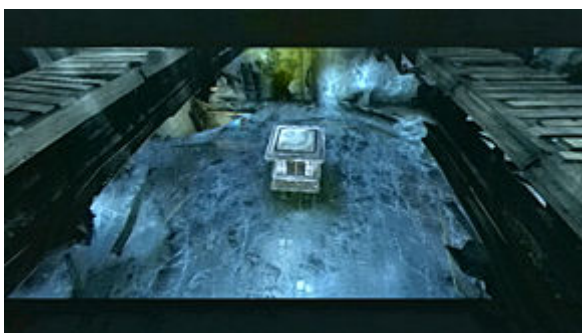
A massive spider patrols the lower area of this room but you'll be safe walking around on the webbed floor. Push the block under the Goremaw and grab ahold. The Goremaw will lift you to the rafters.



Disembark the makeshift elevator and hop down to the nearby **Chest** (Iron Canopy 7/27) for a Wrath Shard (Wrath Shard 11). Now, stand in the southeast corner of the room with the giant spider just below you.



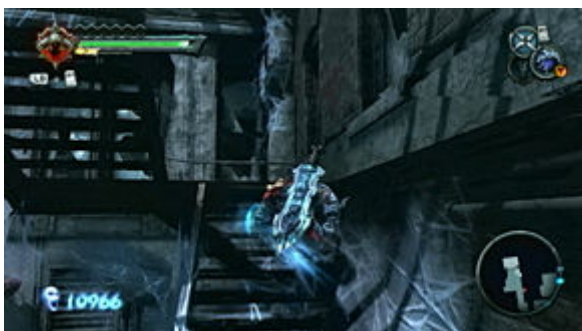
Target the Goremaw and hit it with Ruin or the Crossblade to make it drop the block. This will send the massive spider to the ground, temporarily stunning it.



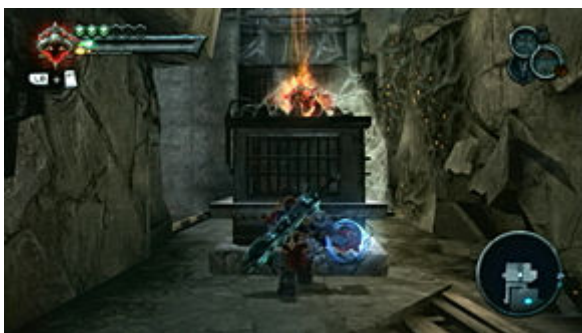
Drop to the lower level and cross the south wall using the hand grips. Take the stairs out of the room on the west side.



In the alley you'll be ambushed by Undead Lords -- not the most powerful of foes. With the ample spiders in the area you may want to consider using Blade Geyser to keep things from getting crowded. With the enemies disposed of the doors will open.



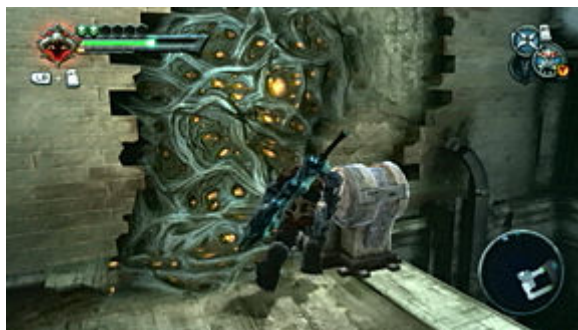
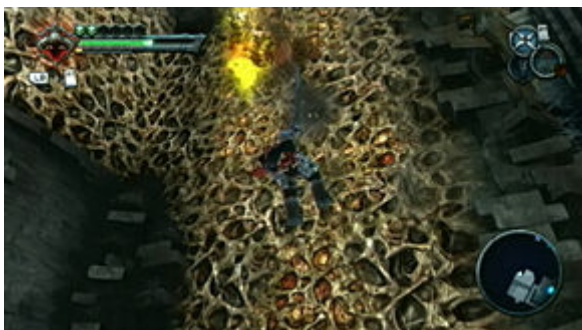
A staircase in the northeast corner of the alley leads up to a dead end -- but you should be able to spot a **Soldier Artifact** (Soldier Artifact 15) on a ledge below. Double-jump off the stairs and glide down to it.



Head north into the building by ripping through the webs. After clearing out the spiders in the room, jump down into the trench and pull the block over to the elevator platform.



Climb up the growth and use the switch above the elevator you place the block on to raise it. Now, line the block up with the elevator across the way and pull it to the edge of the gap. Grab it and charge the Tremor Gauntlet, punching the block across the gap onto the elevator.



Climb the Demonic Growth to the upper level using your sword to eliminate the enemies and dodging the bombs. At the top you can raise the elevator even higher with the help of another switch.



Grab the bomb on top of the block and toss it at the red crystals blocking the door to clear the path to the next room.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

Chests & Collectibles

27 Chests

2 Soldier Artifacts

1 Champion Artifact

THE IRON CANOPY, THE ABYSSAL CHAIN PART III

This room is filled with Undead Lords. You can use your Chaos Form now or slash at them with regular attacks. You may want to save it, though: when the Earthcracker appears you can weaken it significantly with Chaos Form.



This creature is powerful but predictable. It rears up and slams the ground twice giving you ample time to dash away between attacks. If it grabs you, press the button prompt rapidly to counter attack.



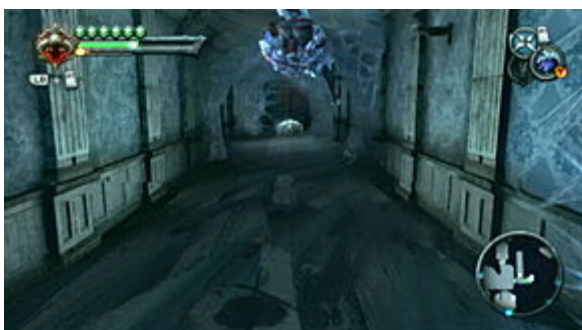
The doors will unlock when the enemies are defeated. Head in the southwest one for a **Chest** (Iron Canopy 8/27) with 300 Souls. Take the eastern door through a cobwebby passage.



In the next room slay all the spiders and continue east. Here you'll find a large seal with the insignia of four spiders -- it looks like you have some exterminating to do!



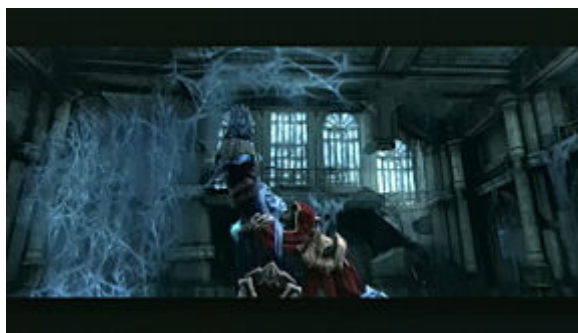
Hop down to the left and look for a **Chest** (Iron Canopy 9/27) with health inside. Now, cross the bridge to the north. It will crumble behind you.



You may spot a chest down the hall but hold up: A weak floor lies just to the right of the locked door. Double jump and glide over to this **Chest** (Iron Canopy 10/27) to score some Souls.



Drop through the hole in the floor. Head down the stairs and grab the **Chest** (Iron Canopy 11/27) with health inside. In the next room is an item you've been waiting to get your hands on for a long time!



Item Profile: Abyssal Chain

Fires a grappling chain that attaches to enemies and moveable objects.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

Chests & Collectibles

27 Chests

2 Soldier Artifacts

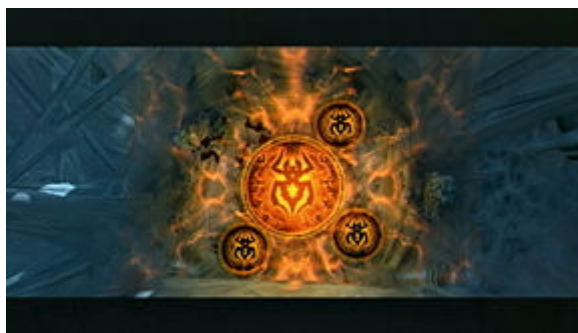
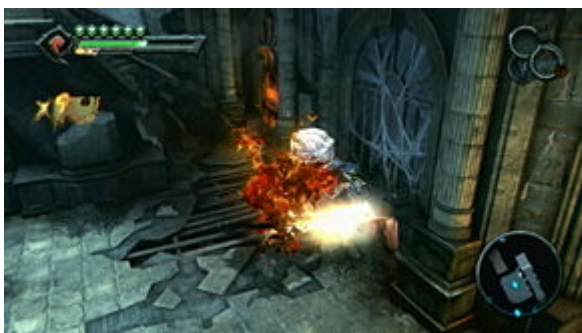
1 Champion Artifact

THE IRON CANOPY, THE HUNT PART I

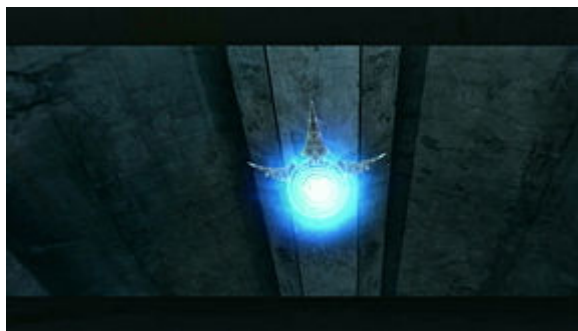
A Loom Warden will drop into the room as soon as you obtain the Abyssal Chain. To defeat it, you need to use your new item. Pause the game and equip it, then select it using the D-pad. Now, target the spider and fire the Chain at it.



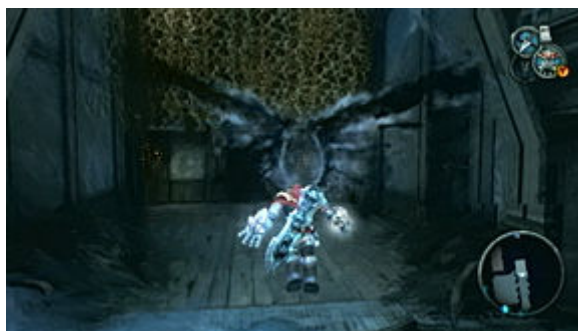
This will remove the arachnid's armor, exposing it to harm. You can finish the battle quickly by switching to Chaos Form and slash away. One down, three to go! You'll notice the spiders' locations are marked on your map.



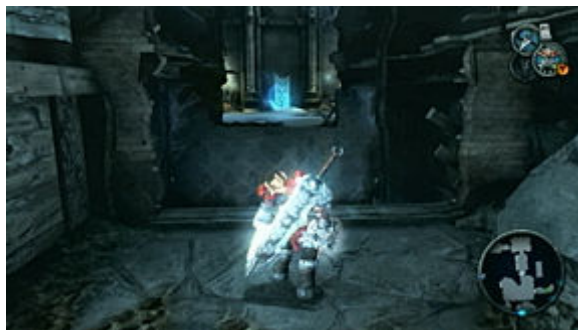
Before leaving the area, check the corner for a small room with a **Chest** (Iron Canopy 12/27) inside containing Wrath.



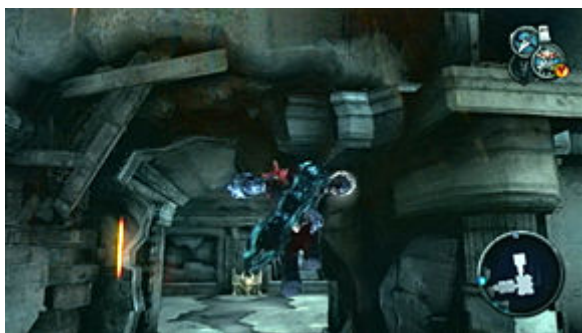
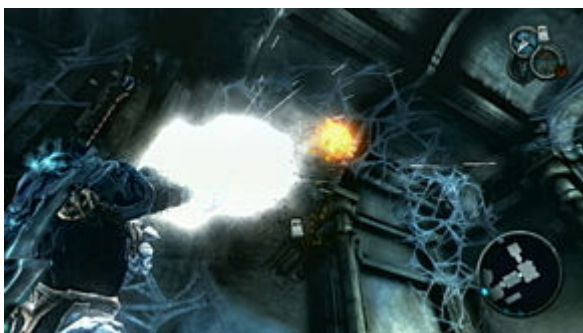
Now you'll need to practice grappling the blue hooks on the ceiling -- you may have spotted these throughout the game.



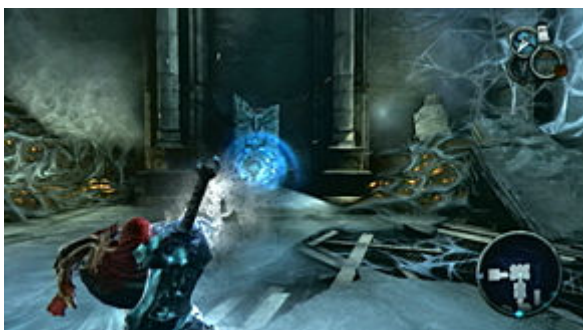
There's one above the stairs back the way you came. Manually target the blue glowing hook and hold the trigger to swing. Jump towards the Demonic Growth in the North and climb it.



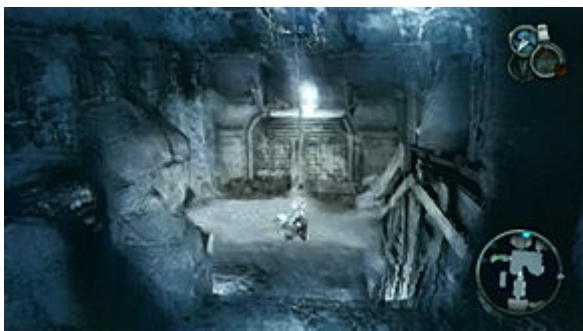
Turn around at the top and you'll see a locked door below. Hop down into this room and look for Demonic Growth on the east side. Climb this and then use the blue hook to swing further east.



In this room you'll find a Chronosphere -- don't hit it yet. Instead, look for an Abyssal Chain hook on the ceiling. Use this to access the high north passage. You'll find a **Chest** (Iron Canopy 13/27) here with an **Abyssal Armor Piece Inside** (Abyssal Armor Piece 7).



Now, return to the room with the Chronosphere. Activate it and quickly seek out the chain hook to the west. Snag it with the Abyssal Chain and then double jump after a single swing. You should be able to blindly pull the RIGHT TRIGGER to catch the next chain hook while time is still slowed.



Swing past the two Goremaus and float down to the **Chest** (Iron Canopy 14/27) to find the **Beholder's Key**. You can also grab the **Chest** (Iron Canopy 15/27) with health in it nearby. This will make the next step easier: you must get snagged by a Goremaw and spit back into the main room.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

Chests & Collectibles

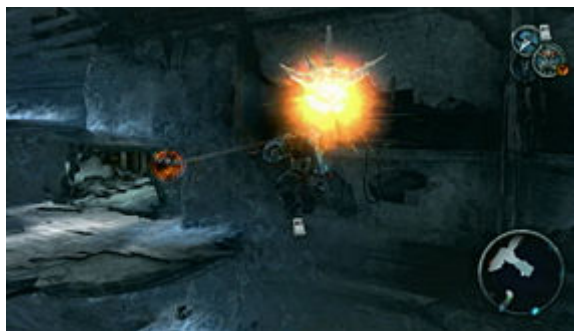
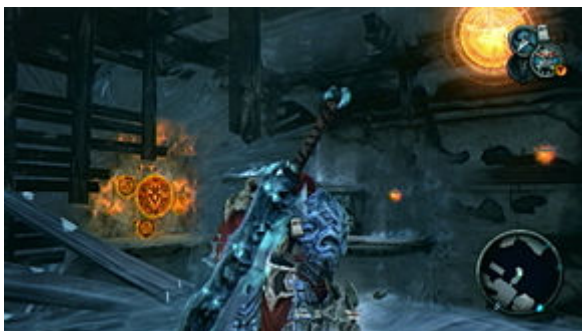
27 Chests

2 Soldier Artifacts

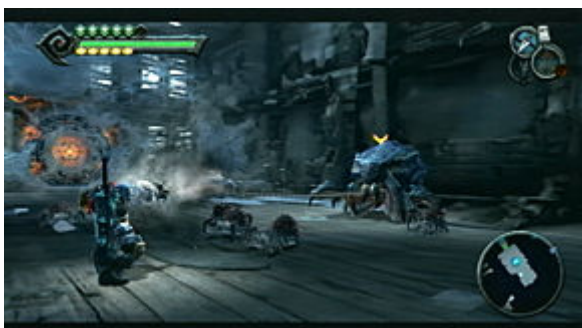
1 Champion Artifact

THE IRON CANOPY, THE HUNT PART II

Open the locked door to the south. You can use this opportunity to get the chest in the next room (where the floor collapsed) if you missed it. Otherwise, head south into the open area with the spider seal. You can now use the chain hooks to cross the area where the bridge collapsed.



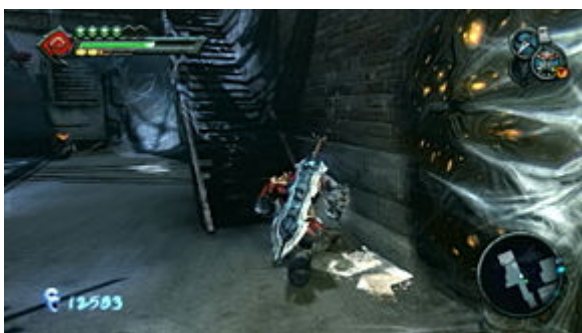
Keep backtracking to the south until you are ambushed by the second Loom Warden. You probably won't have your Chaos Form recharged for this battle, so use Blade Geysers to soften up the arachnid. Try to catch her spawn in the process.



Hit her with sword attacks until an Instant Kill prompt appears. Head west from here in to the room with two short passages leading off to the west. Take the south passage and look for a chain hook at the top of the small room. Use the Abyssal Chain to grapple up to the ledge and score the **Champion Artifact** (Champion Artifact 3). It's high above the room with the bomb block and elevators.



Drop to the very bottom of the room with the bomb block and elevators. Exit into the alleyway and climb the stairs (where you found the artifact earlier). At the top, face west. You should see a chain hook on a ledge above.



To get into this area you'll need to double jump and activate the Abyssal Chain at the height of your jump. This should pull you into a room with chests. In one **Chest** (Iron Canopy 16/27) you'll find the **Hoardseeker**, which reveals the remaining chests. Another **Chest** (Iron Canopy 17/27) has health and the final **Chest** (Iron Canopy 18/27) contains Souls.



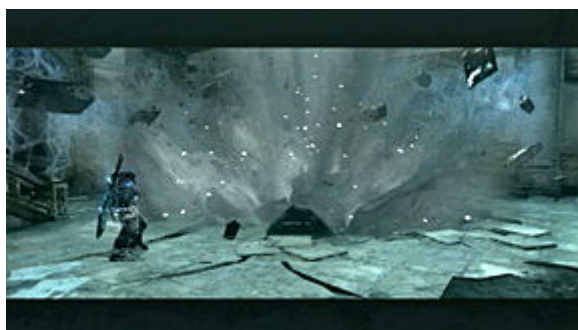
Use your map to find the next Loom Warden. Just take the door at the end of the alley into the room with the transparent floor. The Warden hangs upside-down in this room, so you'll need to yank her off the ceiling with your Abyssal Chain before removing her carapace. She's flanked by Undead Lords (why are they defending her?) so activate your Chaos Form to wipe out the lot of them. Three down!



Now, head east into the main entrance area. You should see three chests marked clearly on your map here. Use the Abyssal Chain to grapple over to the chests. One **Chest** (Iron Canopy 19/27) contains health, another **Chest** (Iron Canopy 20/27) contains Wrath and the third **Chest** (Iron Canopy 21/27) has 100 Souls inside.



It's time to find another spider. Open the door to the north and grapple the final Loom Warden. She'll fall through the floor below, opening up a new area to explore.



You'll have to defeat her first, however. Use the same method you used on the last three to break the another seal on the door -- but what's this? It still seems to be sealed! Unfortunately, a large foe stands between you and a fully unlocked door. Grab the health in the **Chest** (Iron Canopy 22/27) and head west to meet this foe.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

Chests & Collectibles

27 Chests

2 Soldier Artifacts

1 Champion Artifact

THE IRON CANOPY, THE BROODMOTHER

The Broodmother is a larger Loom Warden that is resistant to your Abyssal Chain maneuver. To find her weak spot you'll need to distract her. You may have noticed her snacking on an egg sac at the outset of this fight -- your first priority is to keep her munching.



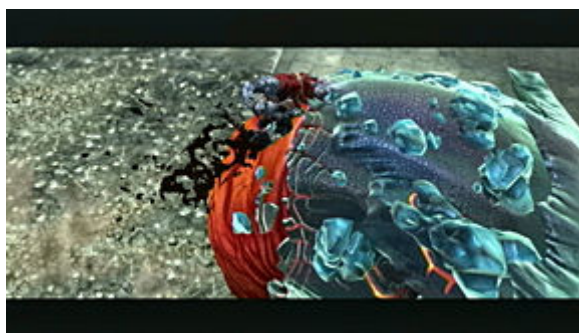
Target and grapple an egg sac from the ceiling with the Abyssal Chain and it will end up in your arms. When she opens her mouth and inhales, toss it right at her. She'll distractedly devour the pupa (ewww!).



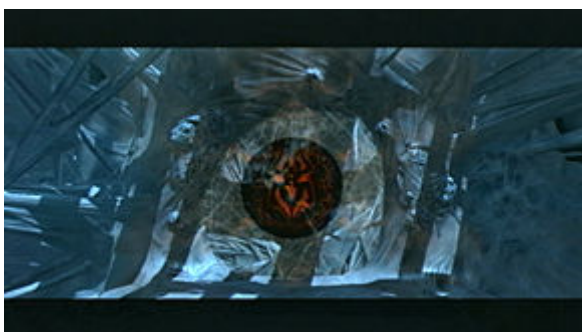
Run around to her blue-crystal-covered backside and attack it with the tremor Gauntlet. A meaty red thorax will be revealed -- her weak spot.



Now, dodge her body slams by double jumping and then listen for her shriek -- this indicates she's about to lunge at you. Dash to safety and then grab another egg sac.



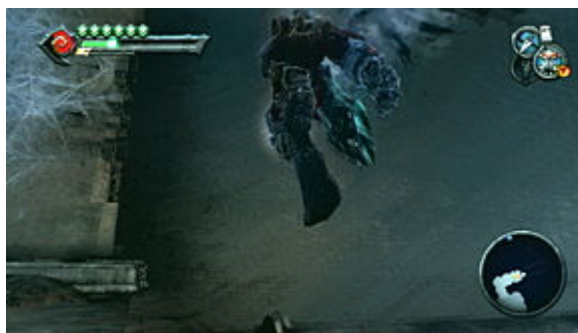
The rest of the fight involves stuffing her face, dodging and then slashing at her backside. Throw whatever you've got at her to make the fight end quickly -- Wrath attacks, Chaos Form, whatever. The fight should end after two or three good attacks on her weak point.



With the final seal broken you can now gather up some remaining loot before meeting with the dungeon's master. Head through the western door and follow the passage through the sewers. Grab the **Chest** (Iron Canopy 23/27) with health that you pass.



The next room is filled with minor enemies. Resist using Chaos Form until the final wave: two Grappleclaws.



Take the north passage to an area with several Geysers. Float up the first Geyser and turn around to find a ledge with a **Chest** (Iron Canopy 24/27) on it. Inside you'll find the awesome War's Glory enhancement!

Enhancement Profile: War's Glory

When used, it unlocks the mastery of weapons, dramatically increasing War's combat prowess.



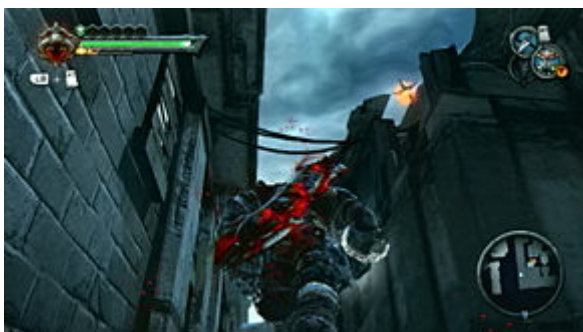
Cross the chain hooks and float across the Geysers to cross the long passage to the Demonic Growth on the far side. Your path to the unlocked door is blocked once again in one of the rooms to the south.



An Earthcracker heads up this ambush, so save Chaos form for that battle. Before you make your way through the unlocked door, it may be worth backtracking all the way to the dungeon's entrance again.



Pass through the room where the spider fell through the floor. Cross the strand of web to the north and drop down. Look up for a difficult-to-spot chain grip. It should be near the chest marked on your map. Grapple up to this **Chest** (Iron Canopy 25/27) for a Greater Life Essence.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

Iron Canopy

Chests & Collectibles

27 Chests

2 Soldier Artifacts

1 Champion Artifact

THE IRON CANOPY, THE SILITHA

Enter the unsealed door and use your Abyssal Chain to cross the chasm. On the far side is a **Chest** (Iron Canopy 26/27) with health inside. Go through the door to meet the dungeon's master.

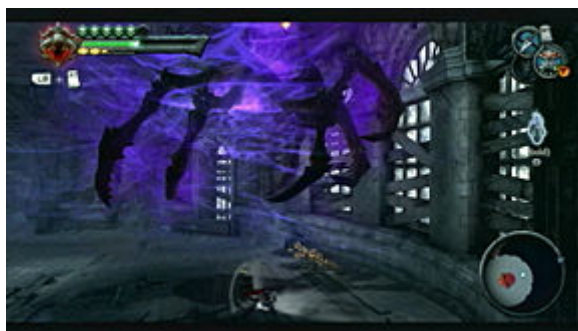


THE SILITHA

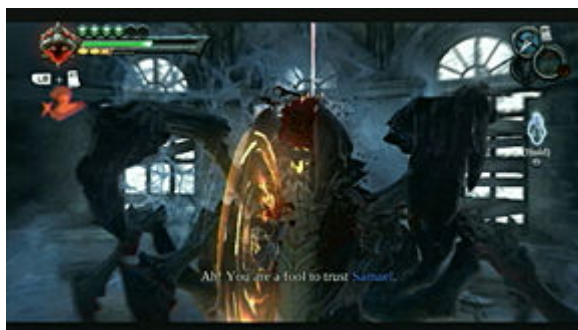
Silitha doesn't take as much strategy as some of the other bosses. You can damage her anywhere on her body at any time -- so long as she's in reach (or not crushing you). It's best to hit her in the face, however, as this seems to inflict more damage.



You can avoid her attacks for the entire fight by running and dashing constantly. Dash only when her "fog" appears and she drops. Keep locked-on to the queen while you do this. You should avoid the majority of her slam attacks in this manner.



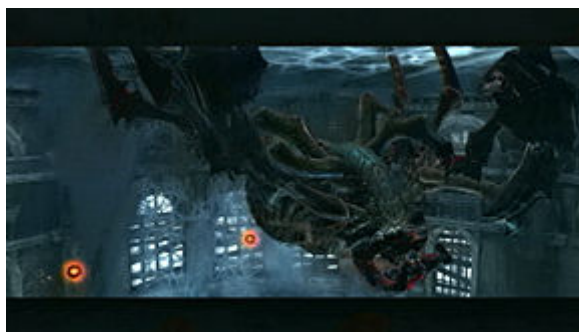
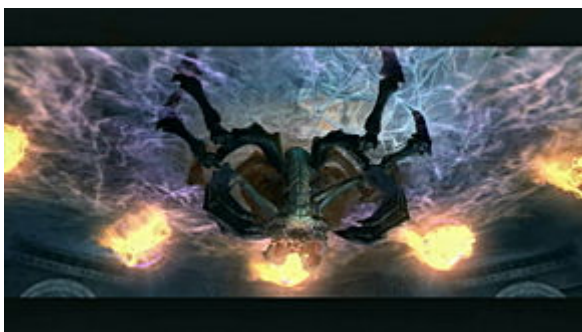
After every few slams Silitha will rest along the side of the arena. At this point, dash towards her until you are in Abyssal Chain range and then grapple onto her face. Just aim at her head, lock on and harpoon her.



Slash at her face until she teleports and then start running and dashing again. After a few face attacks, the spider will step up her attack and teleport more frequently. At this point, wait for her to pause along the side and then activate your Chaos Form. Slash at her as much as you can.



you may need to attack her another time after this, but she'll most likely retreat to the ceiling at this point. When she does, look for grapple points above you. Double-jump up and grapple one of them. From here, grapple the spider to bring her down for good.



You'll get a Lifestone Shard and Silitha's Heart for your troubles.



At the bottom of the pit where Silitha was impaled, look up to find a moving platform that you can activate with your Crossblade. This has a chain hook point attached to the bottom which you can use to get a lift back to the top floor.



Instead of taking the platform all the way to the top, however, you should take it to the middle platform where you'll find a **Chest** (Iron Canopy 27/27) with 250 Souls inside. Across the room from the chest is a **Soldier Artifact** (Soldier Artifact) behind a rock spire.

«	Chapter 3	Chapter 4	Chapter 5			Chapter 6	»		
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»

Treasure Roundup II

Chests & Collectibles
3 Wrath Shards
2 Soldier Artifacts
1 Champion Artifact
1 Overlord Artifact
1 Abyssal Armor Piece

ASHLANDS

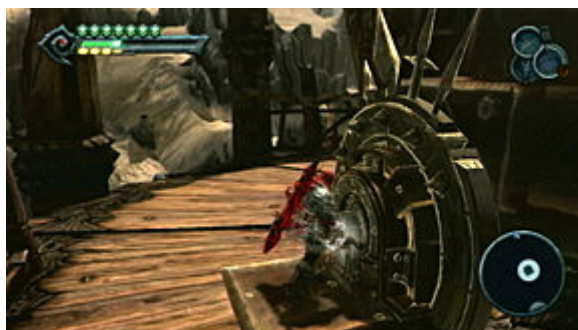
Are you ready to track down the game's most obscure collectible, the Overlord Artifact? We thought so. In the Ashlands, head for the fourth wooden tower -- the northernmost one. You can access this strip of towers near the Soul Bridge entrance.



You'll need to slow down time in the first tower and climb up and over the Demonic Growth to get to the northern towers. In the northernmost tower, climb the Demonic Growth to the second tier (above the spinning blade) and throw the switch.



This should drop the Chronosphere down to the level with the spinning blade. Use the Chronosphere to cross to the other side of the spinning blade (climb across the Growth on the roof). Now, use the Growth on the outer wall to climb to the high walkway between the two northern towers.



Your goal is the very top of the north tower. While standing on the walkway between the towers, look directly up. A blue chain hook point is here. Grapple this with the Abyssal Chain to reach the top of the north tower. Hit the switch to stop the drill.



Drop down into the hole below the drill bit and follow the cave back to the **Overlord Artifact**. It's worth 5000 Souls!

Now that you're already down here in the cave, you may as well pick up a nearby enhancement as well. Swim over to the cave with the many Goremaws and traverse it to its far eastern end. Use the Abyssal Chain to cross to the visible **Chest** (Ashlands Chest 24/25). You'll need to fight off several waves of enemies to get at it, but inside is the Strife's Offering enhancement.



Enhancement Profile: Strife's Offering

When equipped, this enhancement greatly increases War's prowess with guns.



Now, head east across the level. To the north of the wood tower in the east, look for a strip of raised rock along the eastern border. The north side of this strip is accessible via a Geyser. Take this up and follow the strip south. Cross the chain grip points with the Abyssal Chain and then look for another grip point on the tower's top. Grapple over to the tower and you'll find a **Chest** (Ashlands Chest 25/25) with an **Abyssal Armor Piece** (Abyssal Armor Piece) inside.



On the same strip of raised rock in the east, look for some Demonic Growth. Climb this to find a **Soldier Artifact** (Soldier Artifact 17) tucked away against the eastern wall.



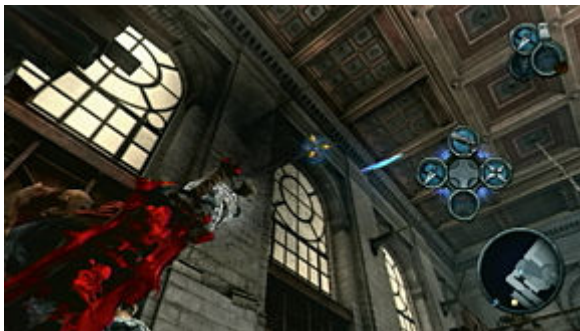
ASHLANDS ACCESS TUNNEL



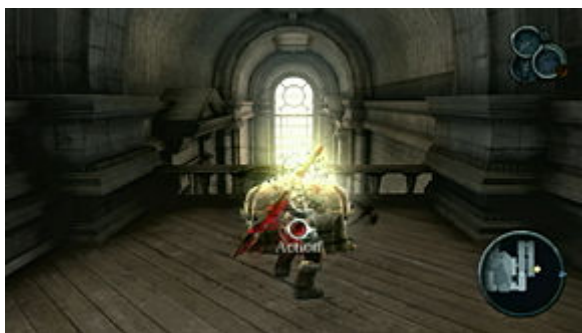
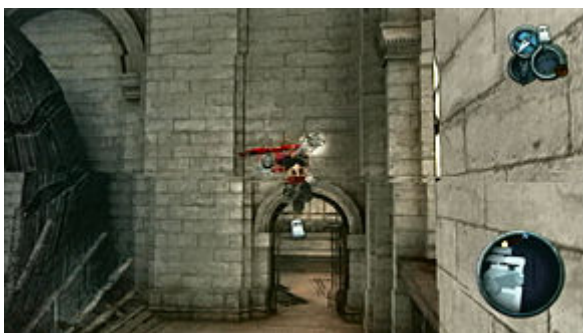
For more loot, head to the Vulgrim location in the Ashlands. Head southwest and drop into the Ashlands Access Tunnel area. Enter the room with the Goremaaws on the ceiling above a single stretch of rope. You need to cross this area to the west side, so jump out onto the rope and get eaten by a Goremaaw. From the western ledge, look up and to the right. You should be able to make out an Abyssal Chain grapple point high above. It is orange. Grapple this and then float into the secret tunnel above. You'll find a **Chest** (Ashlands Access Tunnel 4/4) here with a **Wrath Shard** (Wrath Shard 12) inside.



CROSSROADS / LIBRARY

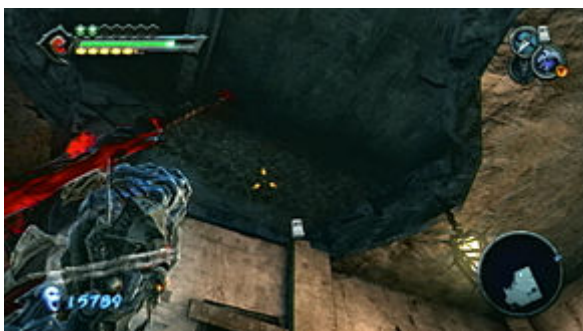


Warp to the Crossroads using Vulgrim and enter the Library to the north. In the main room, look for an Abyssal Chain grip point along the eastern wall. Use this to get to the second level. Here you can double-jump and glide over to the **Soldier Artifact** (Soldier Artifact 18) on the west side.



It's not over yet, though. Stay on the upper level and enter the door in the northeast corner of the main chamber. You'll find a **Chest** (Library 5/5) here with a **Wrath Shard** (Wrath Shard 13) inside.

CHOKING GROUNDS



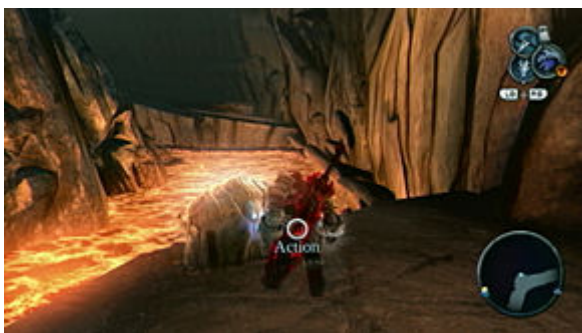
Remember that office building in the northeast corner of the Choking Grounds? Return here and ascend to the top floor. You'll need to use your Abyssal Chain on the Demonic Growth in the north corner of the penultimate floor to reach the top area. Here you'll find a **Chest** (Choking Grounds Chest 8/9) with a Possession item inside (in an Empty Vessel).

TWILIGHT CATHEDRAL

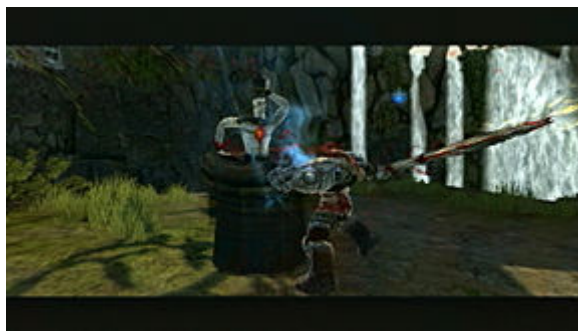
Warp to the Twilight Cathedral and head north towards the great pool of lava on at the exterior of the Cathedral. A series of grapple points hang over this pit, so use your Abyssal Chain to cross them. On the far side is a **Chest** (Twilight Cathedral 28/28) with 100 Souls inside.



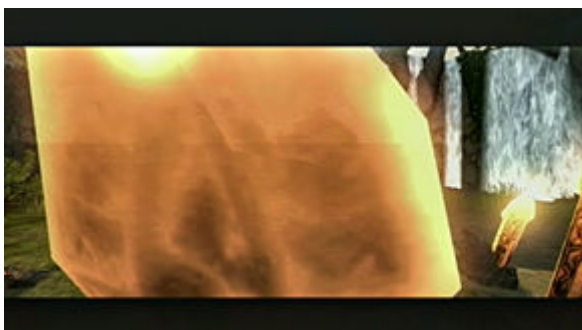
In a cave nearby you'll be able to fight the skeleton Wicked K for 2,000 Souls. Don't use your Chaos form or he'll disappear and you'll have to come back later! This is one of four locations where you can fight this strange foe. It will only take a few Blade Geysers and some combos to deal with Wicked K.



ANVIL'S FORD



In the far, far west of Anvil's Ford there's a **Chest** (Anvil's Ford 10/10) under a waterfall. Use the Abyssal Chain to swing over to it. You'll encounter the same skeletal menace along the way. Special K appears here as well, so earn your 2,000 Souls before grabbing the **Wrath Shard** (Wrath Shard 14).



SCALDING GALLOW / DROWNED PASS ACCESS TUNNEL

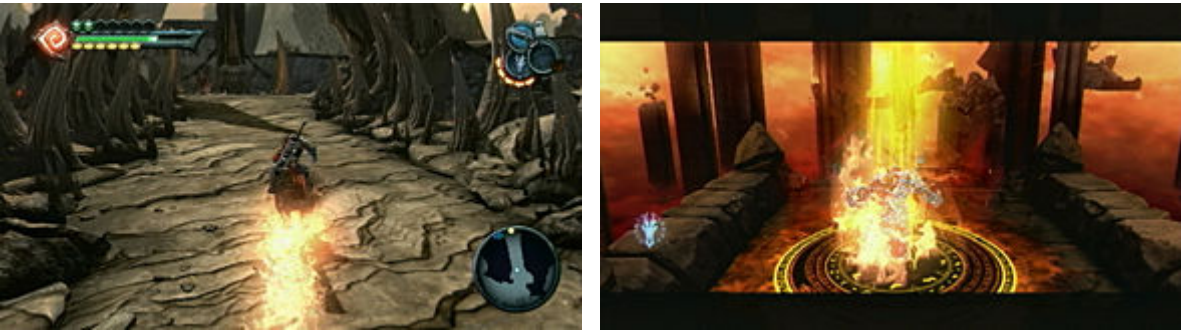
Warp to the Scalding Gallow and take the western exit to the Drowned Pass Access Tunnel. Head down to the room with the large, rotating fan blades. In the south part of this room, look for a gap in the wall below where the fan blade spins. You can leap off a fan blade and float down into this area.



As you float downward, look up for a blue chain grip. You can grapple this with the Abyssal Chain to find a secret area with a **Champion Artifact** (Champion Artifact 4). You'll have to return here again with the Voidwalker for more goodies.



You can finally approach Samael now in the Scalding Gallow and offer him the final Heart of the Chosen. He'll send you through a new portal.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Black Throne

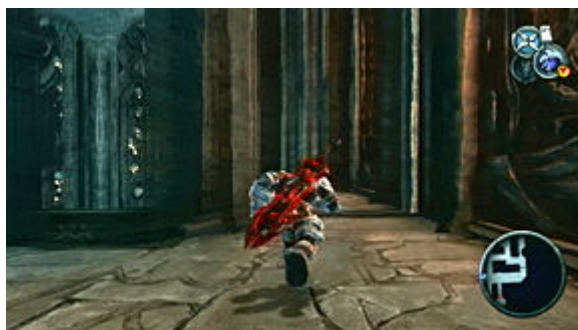
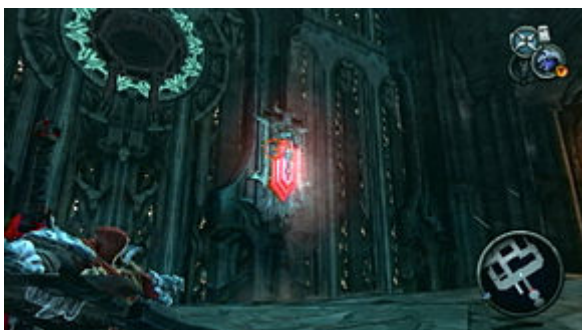
Chests & Collectibles
34 Chests
2 Soldier Artifacts
1 Champion Artifact

THE FIRST GUARDIAN I

Approach the Angel of Death, Azrael, and he'll inform you that you must defeat three guardians to continue. There is an unlocked door to the east. Enter it.



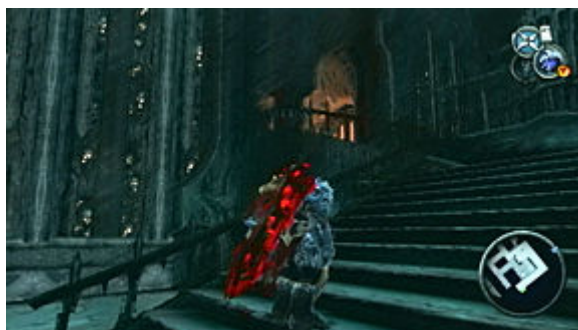
This room has a series of walls which you can raise and lower. Depending on their position you'll be able to walk through an opening to the north or south. The walls have a Crystal Blade on their "front" and "rear" that you can hit with a Crossblade to change the position. To get through this room, move the walls in the following order:



- 1 Go through the south opening of the first wall.
- 2 Hit the Crystal Blade on the of the second wall.
- 3 Backtrack to the front of the first wall and activate it, then go through the left door.

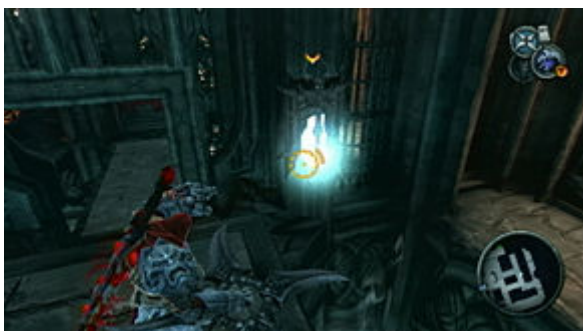


- 4 Run all the way to the far end of the room, past the third wall.
- 5 Cross the chasm using the Abyssal Chain and grab the **Chest** (Black Throne 1/34).
- 6 Hit the Crystal blade to lower the third wall. Run up the stairs on the north side.



- 7 Jump and float to the platform (between the second and third walls) to the far south.

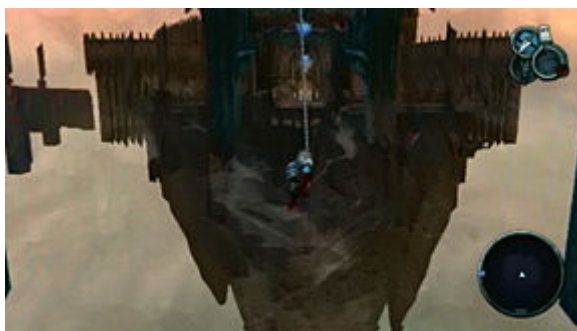
8 Hit the Crystal Blade on the third wall to raise it. This will open a new passage in the northeast corner -- you'll see this in a cutscene. Jump and float over to this corner and go through the new opening in the third wall.
9 Enter the door on the upper level east side of the room.



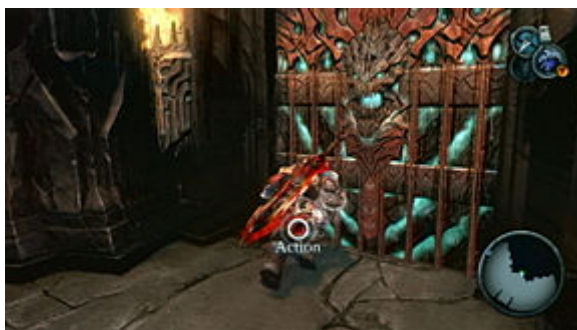
In the next area you'll be briefly stopped by an enemy. Take it out and then approach the puzzling bridge.



This bridge has four panels with a chain grip on each panel. You need to make each chain grip face downwards to activate the grips. Use the switches to turn the panels in pairs, and use the Crystal Blade to flip the first blade independently of the rest. All you need to do is get the furthest three facing down, then line up the closest one by hitting the Crystal Blade.



Once they are all facing down, the chain grips will glow allowing you to cross them.



On the far side of the bridge, open the chests -- one **Chest** (Black Throne 2/34) has health, while the other **Chest** (Black Throne 1/34) contains Wrath. Enter the large door.

On the other side of the door, you'll find another **Chest** (Black Throne 4/34) with health and a **Chest** (Black Throne 5/34) with Souls inside.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»				
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»

The Black Throne

Chests & Collectibles
34 Chests
2 Soldier Artifacts
1 Champion Artifact

THE FIRST GUARDIAN II

Head down the stairs into the large room. Here you'll be confronted by several waves of red enemies, culminating in the appearance of a Red Grappleclaw. Save your Chaos Form for the large monster, but try and take out as many peripheral enemies as you can while you attack it.

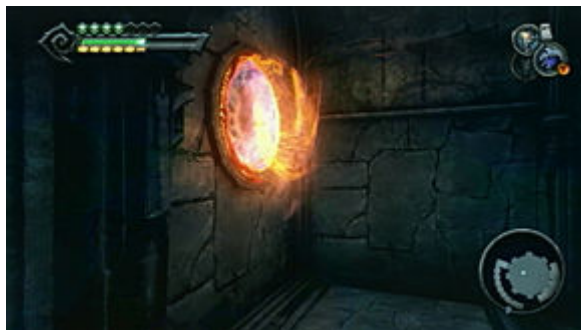


With the enemies cleared out the floor will give way, revealing a new tool that will allow you to travel between those odd stained-glass windows found throughout the game.

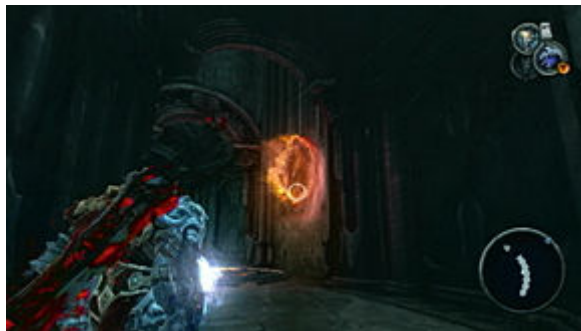
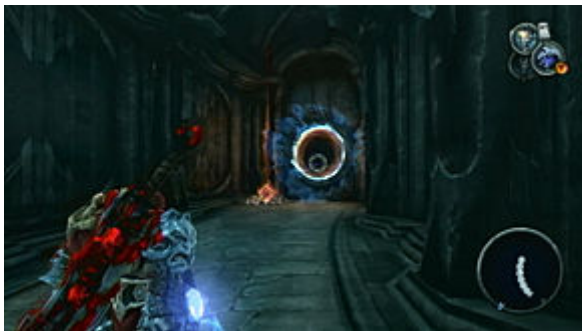
Item Profile: The Voidwalker
An arcane relic that creates portals, allowing instant travel between two points. Create a charged portal to greatly increase War's exit velocity.



Look high up on the far east side of the room for a portal. Shoot this with the Voidwalker (click RIGHT STICK to aim) and then shoot a nearby portal that you can jump into. This will allow you to reach the high ledge at the eastern end of the room.



At the northern end of this hallway is another portal on the ground. Shoot the portal on the wall then shoot the portal on the ground with a CHARGED SHOT. This will increase the velocity it spits you out at. If you screw up, you can remove portals by pressing LEFT TRIGGER while charging the Void Walker.



Before entering the wall portal, charge the Voidwalker by holding the RIGHT TRIGGER. With it charged, walk into the wall portal and you'll be shot vertically out of the ground portal. You'll find a **Chest** (Black Throne 6/34) with 100 Souls here.

Now, float over to the upper area of the hallway. Stand on the pad with the sun on it -- a floor switch -- and look straight up. The nearby window slides up the wall when you stand on this switch. At the top of this shaft is a clump of red crystals which you need to destroy. Shoot this moving window to create a portal on it.

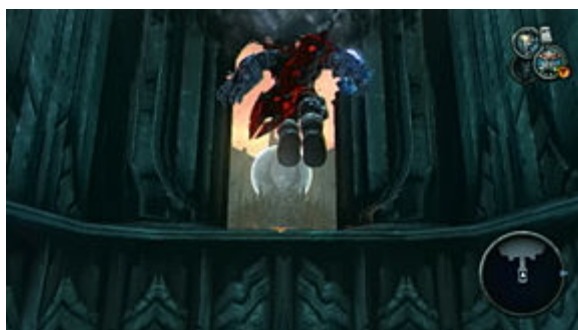
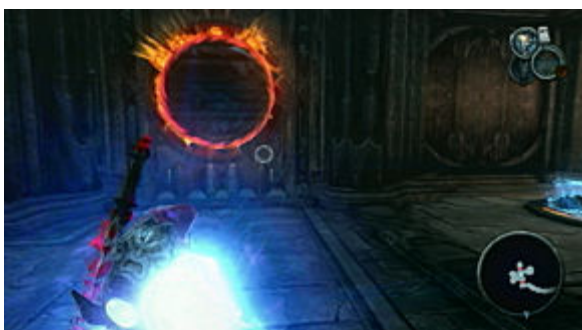
Now, run to the southwest end of the hall. Here you'll find the bomb you need to destroy the red crystals. Shoot the window near the bomb to create another portal. Now, hit the floor switch to raise the first portal panel to the red crystals.



Run to the bomb and pick it up, tossing it through the nearest portal so it warp right up to the red crystals. After it explodes and clears the path, hop in the portal after it to reach the high ledge.



Take the Geysers up to the top area. Here the door will shut behind you. Open one nearby **Chest** (Black Throne 7/34) for Wrath and the other **Chest** (Black Throne 8/34) for some health.



Charge a shot with your Voidwalker and shoot the portal on the ground. Shoot the portal on the wall, and then jump into the wall portal. This will send you shooting up to the ledge above.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Black Throne

Chests & Collectibles

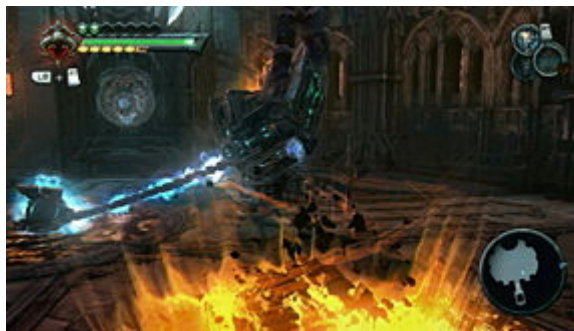
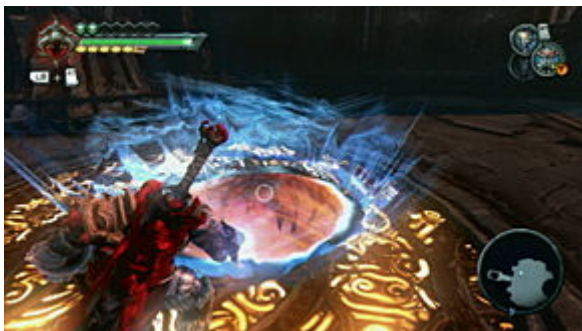
34 Chests

2 Soldier Artifacts

1 Champion Artifact

THE FIRST GUARDIAN III

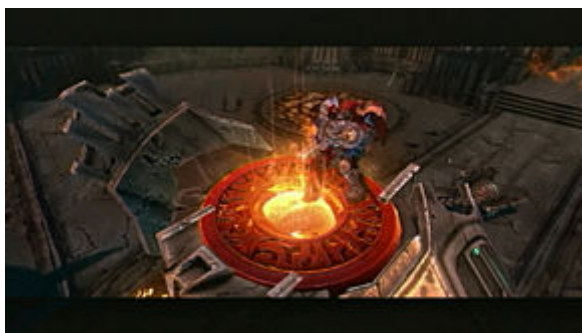
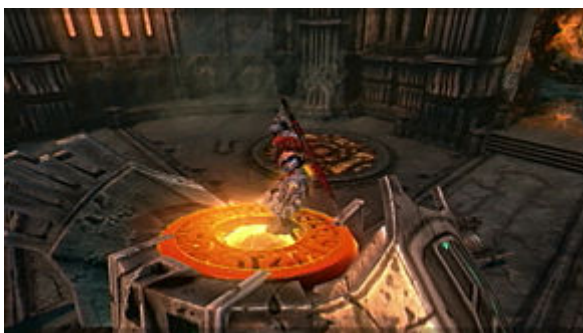
The Guardian wields a massive ball and chain that has a great range -- and is quite deadly. Luckily, you are much faster than the hulking beast. Stay far away from it at all time and you'll be safe.



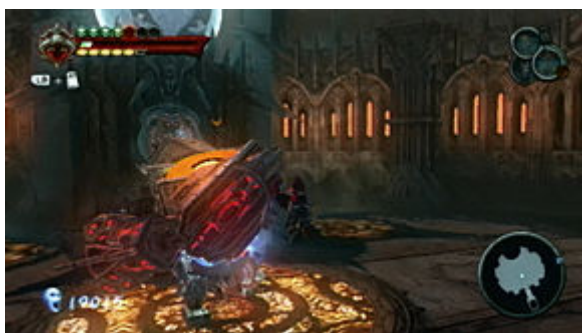
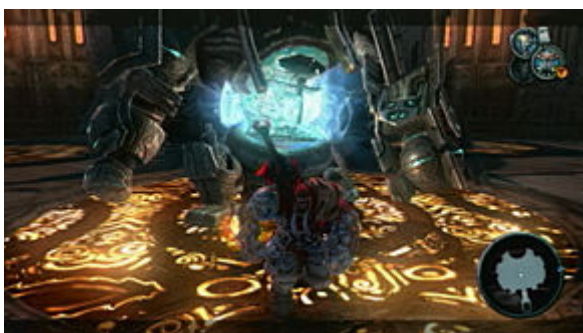
In its attempts to smash you, the Guardian will get its weapon stuck in the ground. This is your chance to act. Use the Voidwalker to shoot one of the five portals on the ground -- choose the one nearest to the hindered enemy. Make sure you charge this shot.



Shoot another portal at a safe distance and hop through. When shot out the other side, float onto the Guardian's back.



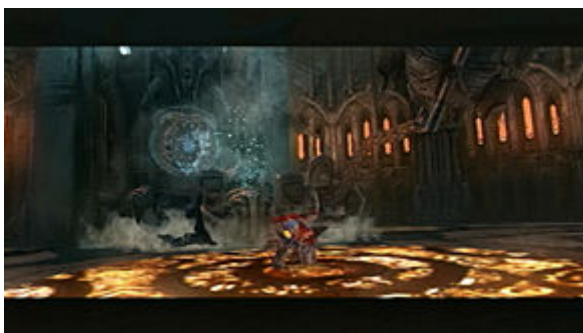
Once positioned on its back you'll see a button prompt. Activate this to stun the Guardian. Jump down and slash at its blue core.



When the core turns red, dash away! Get as far away from the spinning ball and chain as you can to avoid it.



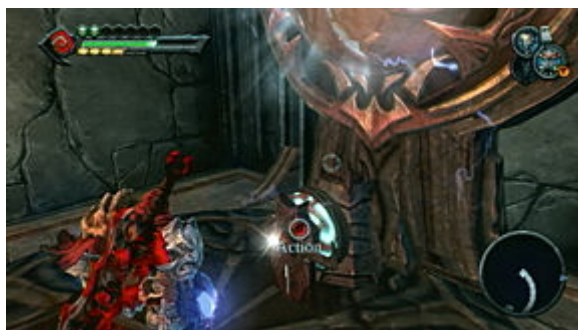
You need only to bring the monster down three times in this same manner to destroy it. An Instant Kill prompt should appear after the third attack to its core.



With the Guardian defeated, a beam of light will shoot out of the wall. This light beam must be directed all the way back to the chamber where you met the Angel of Death, Azrael.



This beam terminates on a portal spot. Shoot this spot with the Voidwalker and then hop down to the lower area. Shoot the portal on the wall to make an exit portal for the beam. The beam will then bust the wall blocking it, allowing you to travel into the adjacent hallway.



Travel down the hallway and shoot the window at the end with the Voidwalker. Your goal is to get the beam of light to hit the strange device opposite the window. This means you'll need to backtrack to the window that the beam is hitting where you fought the Guardian and create a portal once again.

Once you shoot this, the beam will travel through the portal to the strange device where it will be stored until you move it to another level. Flip the switch under the beam storage device to take the elevator down. The beam will activate at the bottom. But before you continue working with the beam, you should take a few minutes to grab the game's most important Enhancement.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Black Throne

Chests & Collectibles

34 Chests

2 Soldier Artifacts

1 Champion Artifact

THE FIRST GUARDIAN IV



Cross the room where you scored the Voidwalker and use the portals to reach the upper east side of the room. Climb through the next several floors using portals (you'll pass the hall with the Bomb Growth on the way). When you get to the room with the footswitch-activated bridge, look to the left. A portal window is barely visible on a high ledge to the west.



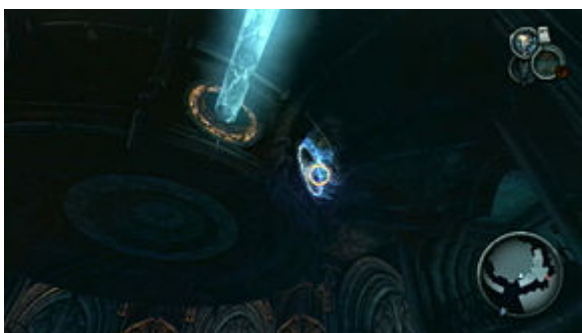
Shoot this with the Voidwalker and then backtrack to another portal to get to the western ledge. Stand on the footswitch and cross the bridge to the **Chest** (Black Throne 9/34) with the **Fury's Embrace Enhancement** inside.

Enhancement Profile: Fury's Embrace

This legendary artifact dramatically boosts War's wrath generation, and reveals the location of all items on the current map.

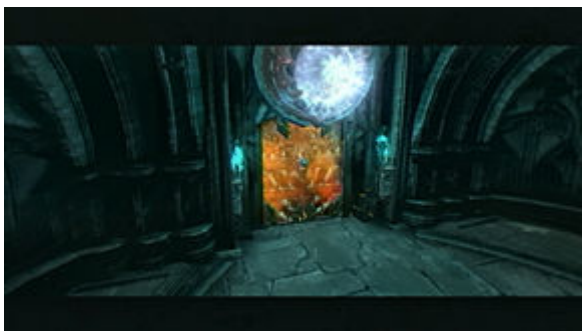


Equip the Fury's Embrace on any weapon immediately -- with it equipped you'll never need a Hoardseeker again! All the game's chests are revealed on your maps -- and the Artifacts, to boot!

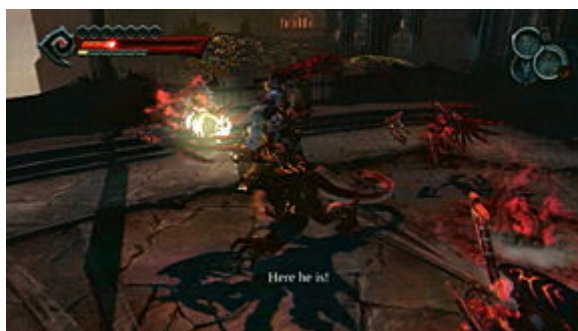


Head back to the room where you found the Voidwalker. The beam should be hitting a window on the overhang above the room. Shoot both this window and the window next to it to direct the beam at the room's locked door.

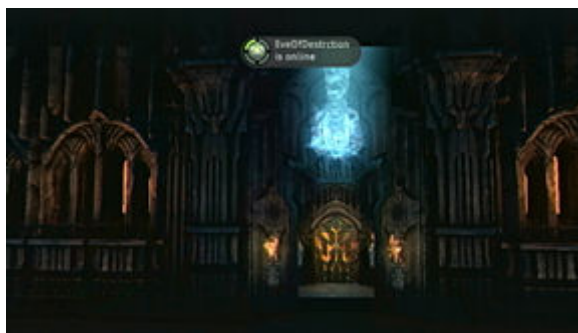
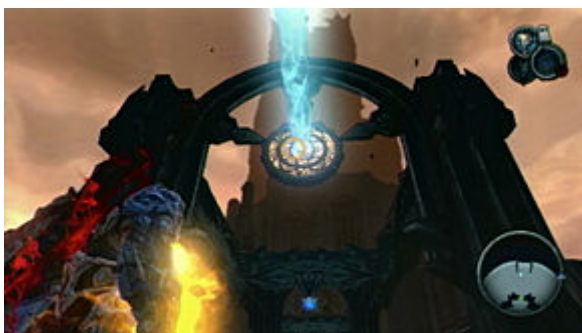
Charge a shot and shoot the portal window that's aimed at the ledge with the now-open door. Shoot one of the portal windows on ground and hop through, then glide to the door to leave the room.



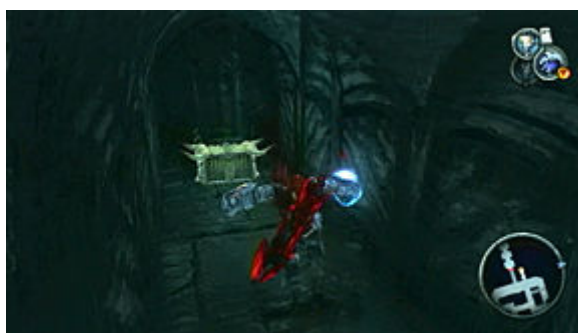
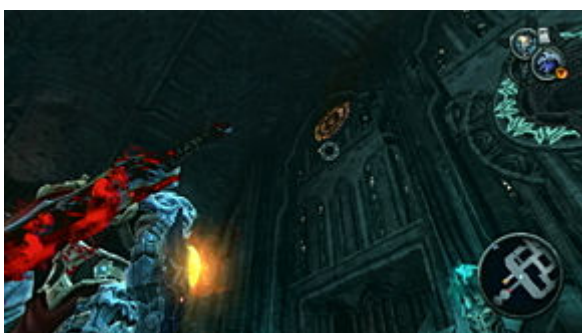
You'll face a sizeable pack of enemies in the next area. Use your Scythe to knock the Wraith Soldiers and the Forsaken out of the air. Keep them stunned and on the ground and they won't be able to damage you.



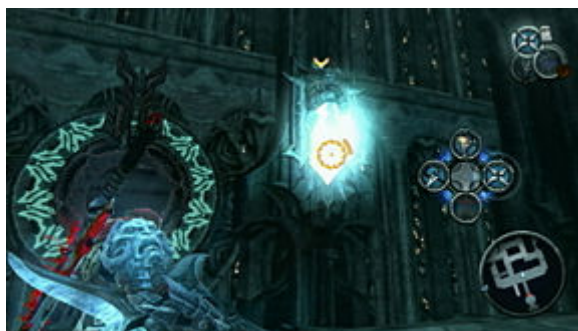
Turn the Grappleclaw against the enemies or use Chaos Form to dispose of it. When the barriers are lifted, shoot the portal window the beam is hitting.



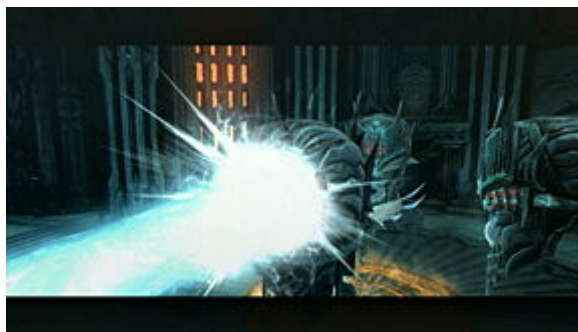
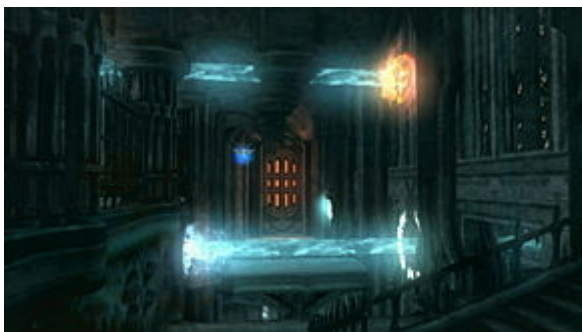
Swing across the bridge using the Abyssal Chain and, on the other side, shoot the portal window to bring the beam across the chasm. This will open the door leading into the next room.



In this room, ignore the beam for the time being. Cross to the far west side and bring the wall here down to the lower position. This will bring a portal window into view above. Another portal window is on a wall to the north. Use these portals to reach the **Chest** (Black Throne 10/34) with the Map in it. You should be able to see this chest on your map thanks to Fury's Embrace!



Now you'll need to manipulate the walls in the room to get the beam to the west side. Stand under the beam of light and shoot the window its hitting with the Voidwalkers. Now, shoot the window below the beam so the beam shoots due west.



Line up all three walls to allow the beam of light to pass through them -- you can see the hole on each wall that allows the light to pass near the ground. When the light reaches the far side of the room, the door will be unlocked.

After a cutscene you'll be able to reach a new level of the dungeon.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Black Throne

Chests & Collectibles

34 Chests

2 Soldier Artifacts

1 Champion Artifact

THE SECOND GUARDIAN I

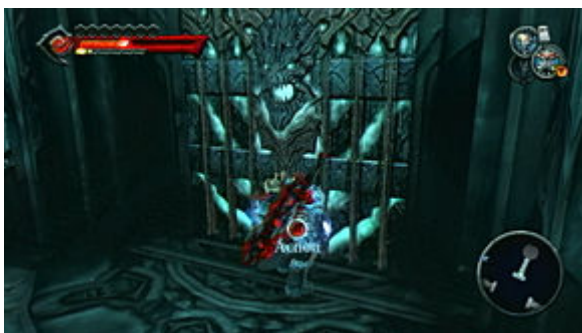
You now need to use the Voidwalker to get to the large, rotating cylinder in the middle of the room. Shoot the portal window on the wall to climb up to the lower platforms in the north. Charge a shot and shoot the ground portal and then use it to reach the high ledge. From here you can jump to the cylinder.



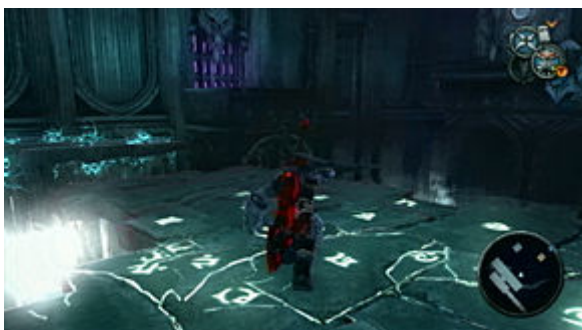
Climb the rotating steps to the very top and jump towards the door on the east side of the very top level.



Hit the switch to take the elevator on the other side to the top of the shaft. In the next room, hop on the path that forms over the deep chasm and take it to the western platform.



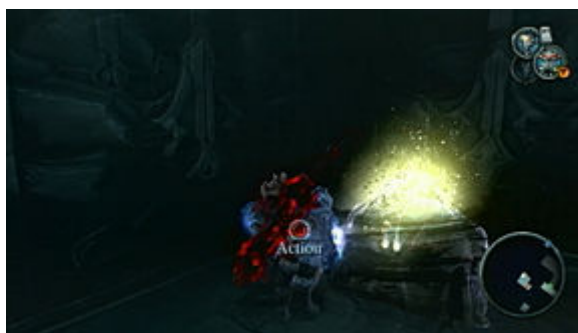
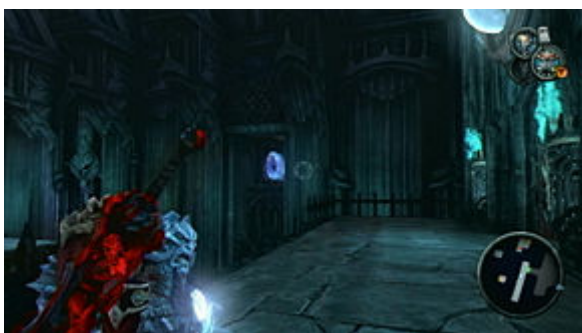
From here, equip the Crossbow and Mercy and clear out all the Wingrocks in the room. Kill every last one of them before proceeding -- trust us! Shoot the two portal windows you can see -- one on the middle column and one on the northern platform. When the path forms to the north of your platform, hop on.



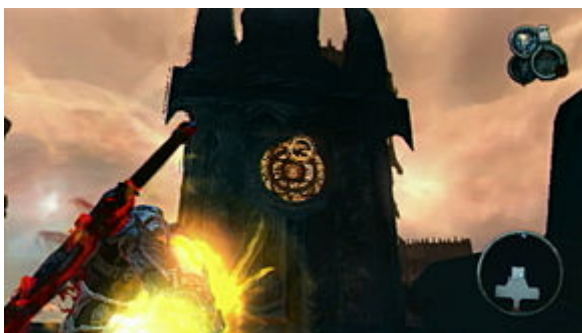
Follow the path around in a clockwise circle (you'll need to jump and glide over a large gap in the forming path). It will take you to the portal you just created on the middle column.



Once safely on the northern platform look for a distant window portal to the west. Charge a shot and shoot it and then use the nearby portal to reach the **Chest** (Black Throne 11/34) with a **Wrath Shard** (Wrath Shard 15) inside. Hit the switch and use the forming path and portal windows to return to the north platform. Enter the door here.

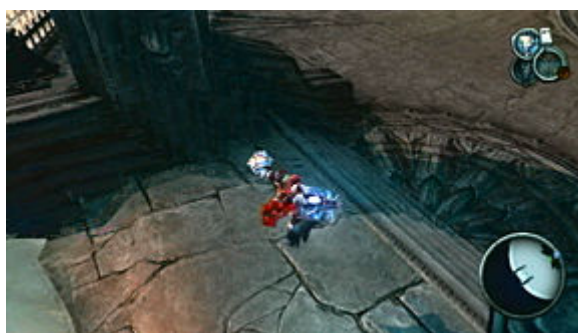
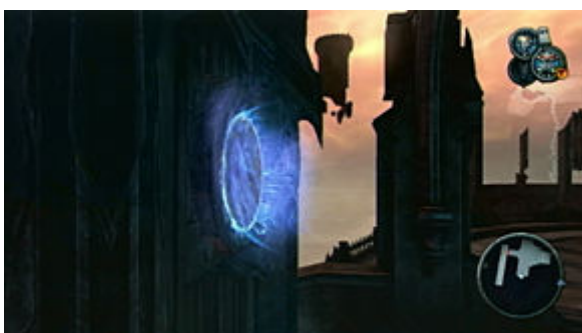


You'll find yourself in an outside region much like the one with the chain grips before. This time you'll need to use some creative portals to cross the pit.



Shoot the portal window on the spinning rock as it nears you with your Voidwalker. Shoot the window on the ground nearby as well.

When the rock spins away, it will face another rock with a window on it. Shoot this window by shooting THROUGH the portal on the nearby wall -- you should be able to see it as the rocks meet face-to-face.



Wait for the far rock to spin away to the opposite side of the gap and hop through your nearest portal to reach the far side -- where you'll be ambushed by enemies.



Use Chaos Form to tear through the enemies. Check out the **Chest** (Black Throne 12/34) on the west side for some Wrath and another **Chest** (Black Throne 13/34) on the east side holds health. Nearby this is yet another **Chest** (Black Throne 14/34) with more health -- so stock up!

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Black Throne

Chests & Collectibles

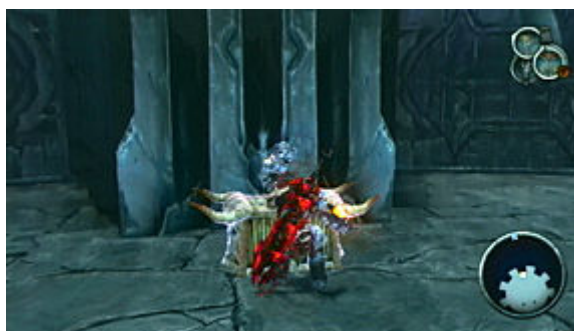
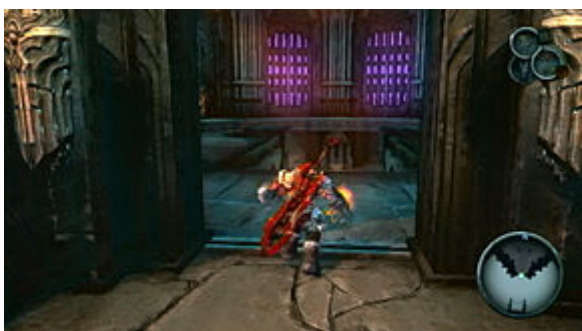
34 Chests

2 Soldier Artifacts

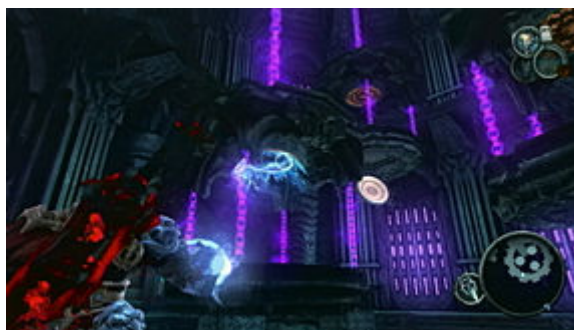
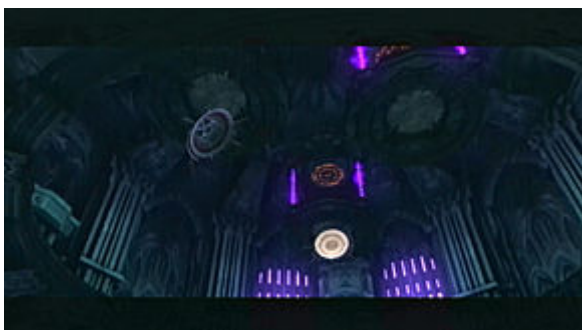
1 Champion Artifact

THE SECOND GUARDIAN II

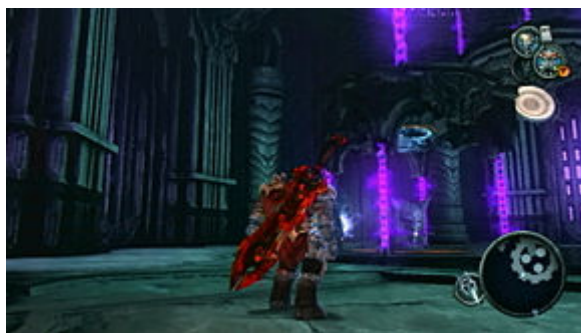
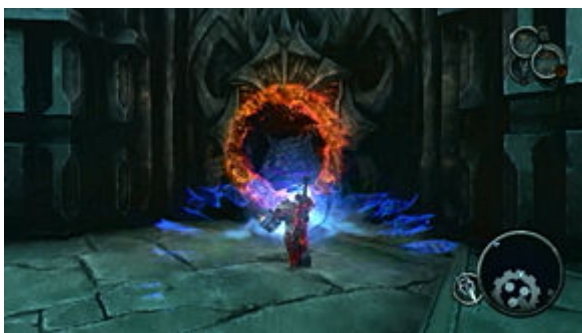
Enter the door to the north. Head down the stairs and open the **Chest** (Black Throne 15/34) to score the **Beholder's Key**. At this point the ground will begin to crumble beneath your feet as enemies appear. Tread lightly as you cut into the enemies, avoiding the plummeting pieces. Head up to the upper level when the blocks appear.



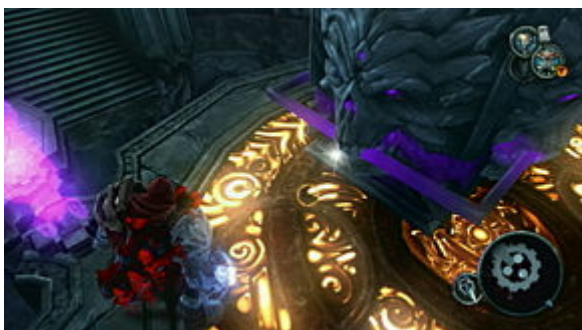
In this rather obnoxious room there are three platforms that, when weighed down by the two blocks also located in the room, can be lowered. To move blocks onto them, you need to shoot the portal windows on the rooftops of the platforms, then push blocks into similar portal windows on the ground.



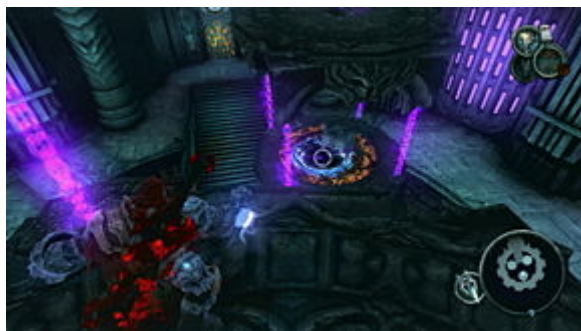
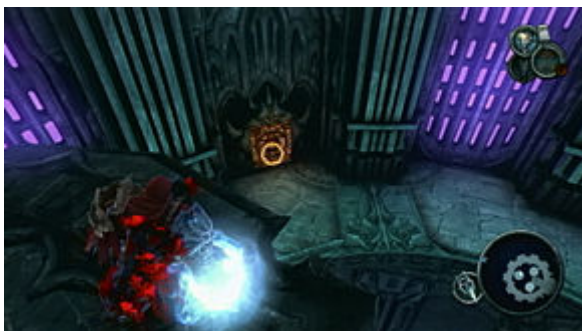
Your first goal should be to get the blocks onto the two lowest platforms. Create portals on the platforms and push the blocks through the portals on the ground.



Jump onto the second-highest platform and then aim a shot at the roof of the very highest portal. Now, this part's a bit tricky, but you can skip a lot of this puzzle if you pull this off correctly: While standing on the second platform, shoot the ground directly below you to warp onto the highest platform.



The block next to you should follow -- or it may not (this is a bit glitchy). If it doesn't, shoot the ground below the block on the platform you just left and a portal on the wall below to raise the second-highest platform. Quickly jump down onto the ROOF of it as it rises.

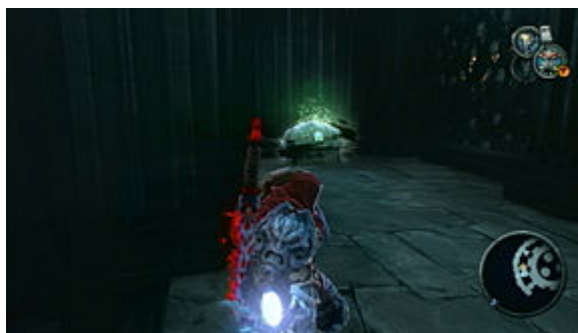
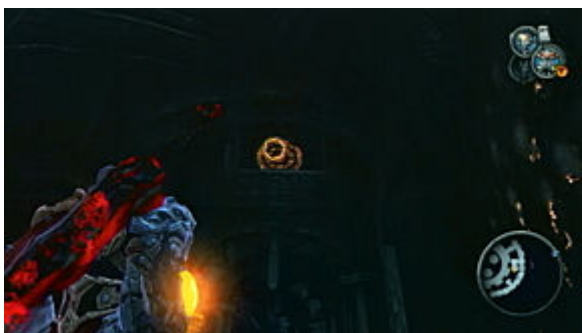


From the roof of this platform, shoot the roof of the highest platform and the ground below the block on the lowest platform. When the high platform comes down below your height, you'll need to jump on its roof.

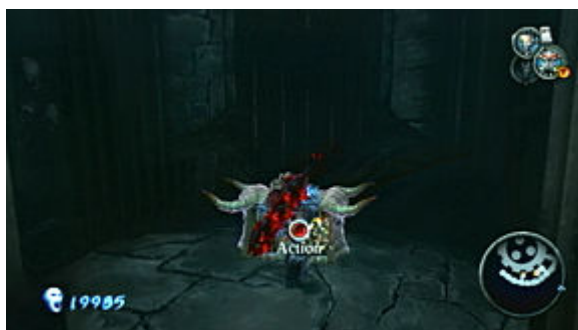
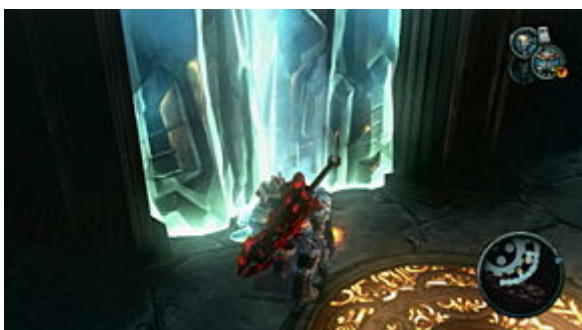


To do this, shoot a portal window near the ground and then below the block on the highest platform. This will cause it to rise. Quickly jump on it to reach the upper level.

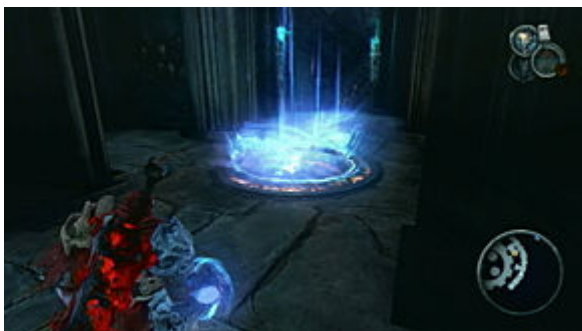
Collect the health in the **Chest** (Black Throne 16/34) by the locked door and the Wrath in the other **Chest** (Black Throne 17/34). Unlock the door and enter the adjacent hallway.



When you come to the portal window on the floor, turn around and look up. You should be able to spot a well-hidden portal window high above a gap in the roof of the hallway. Shoot this window and the window on the ground to find a **Chest** (Black Throne 18/34) at the other end with a **Lifestone Shard** (Lifestone Shard 12) inside.



Look for blue crystals and smash them to reveal yet another **Chest** (Black Throne 19/34) with the Hoardseeker inside -- which is of no use to you!



Shoot the portal window on the ground and then shoot the portal window above the Geyser at the end of the hall. Ride the transported Geyser up the tall shaft. Glide across the gap at the top to score a **Chest** (Black Throne 20/34) with Souls inside.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
---	--------	--------	--------	--------	--------	--------	--------	--------	---

The Black Throne

Chests & Collectibles

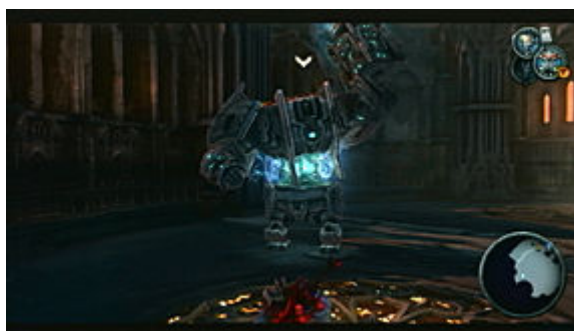
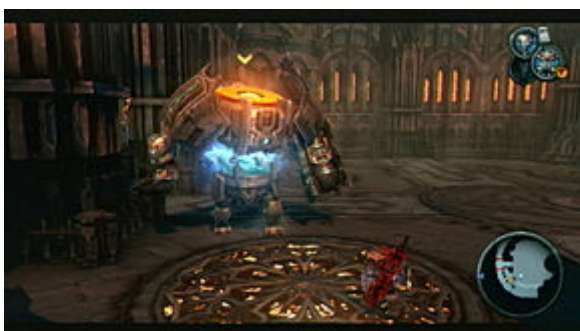
34 Chests

2 Soldier Artifacts

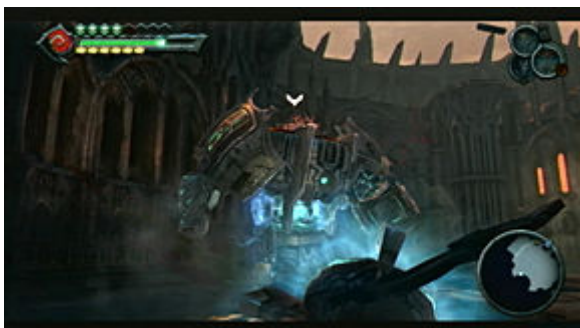
1 Champion Artifact

THE SECOND GUARDIAN III

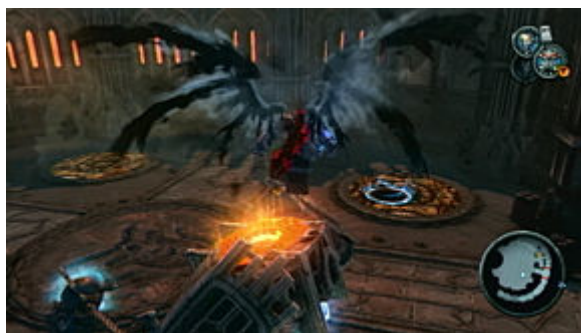
This Guardian battle is almost identical to the last, but the window portals on the ground are sealed. To break these open you'll need to enlist the help of the Guardian itself. After executing its spinning attack, the Guardian will perform an overhead smash.



Stand on a window and wait for it to wind up this attack. As it swings downward, dash out of the way at the very last second. The window's covering will be destroyed.



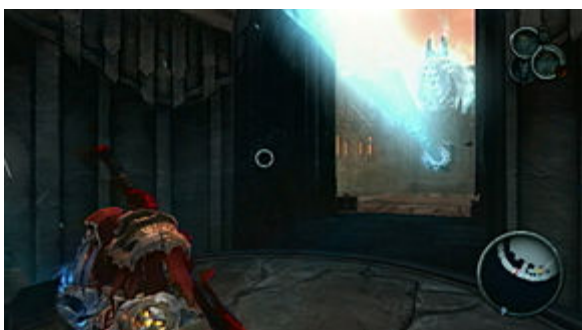
You need to do this at least twice so you can use the portals to hop on the Guardian's back. Bring it down three times to get the Instant Kill prompt.



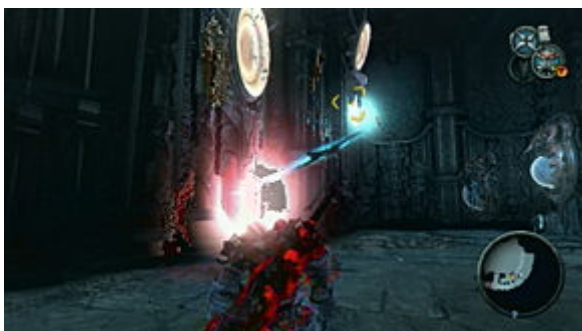
With the second Guardian dismantled, a new beam of light will shine. Shoot the portal window the beam is hitting and then take the elevator down.



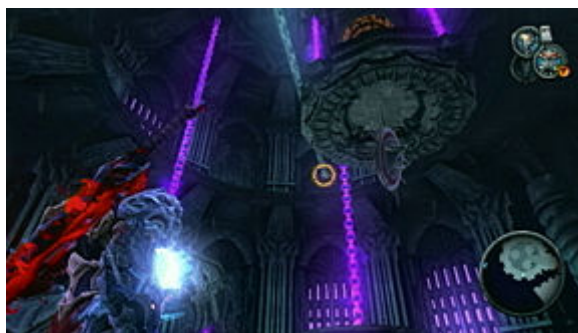
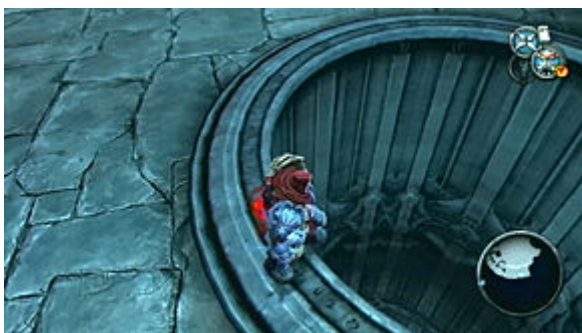
Shoot the portal at the bottom of the elevator. You'll now need to reposition several mirrors in the room to carry the light to the device at the far end of the room. First, grab the **Chest** (Black Throne 21/34) for some health.



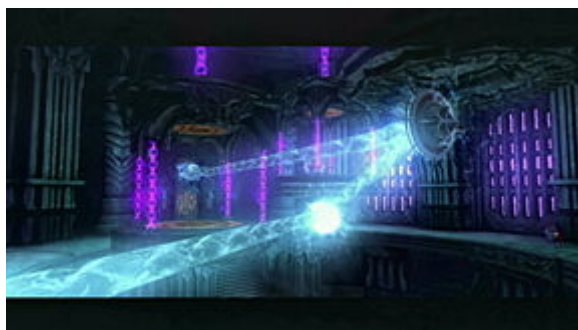
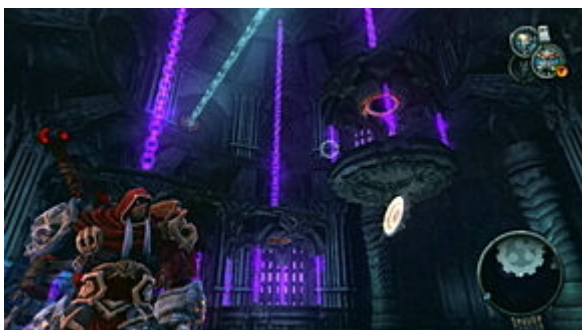
Now, take out your Crossblade and examine the Crystal Blade switches on the wall. Target each one and hit them all with one toss of the Crossblade. This will bring the mirrors into place and allow the beam to reach the far side.



Hop down the long shaft to the dreaded weighted platform room. The solution to this next puzzle is fairly simple. Way down **ONLY** the highest platform with a block.



Run around the rim of the bottom level and shoot the window where the beam terminates high above -- don't worry, you can hit it from all the way down here. Now, shoot the portal window along the wall at the bottom in the northwest. The beam will then bounce off the mirrors below two of the platforms and unseal the door to the south.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13	Part 14			»
---	--------	---------	---------	---------	---------	---------	--	--	---

The Black Throne

Chests & Collectibles

34 Chests

2 Soldier Artifacts

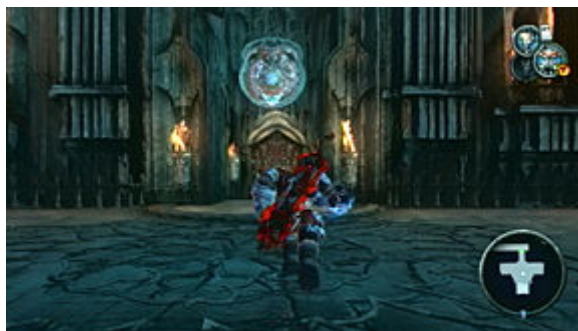
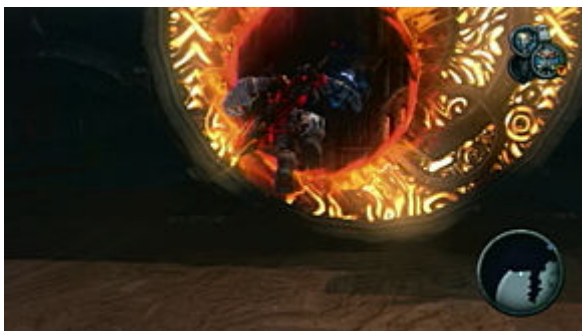
1 Champion Artifact

THE SECOND GUARDIAN IV

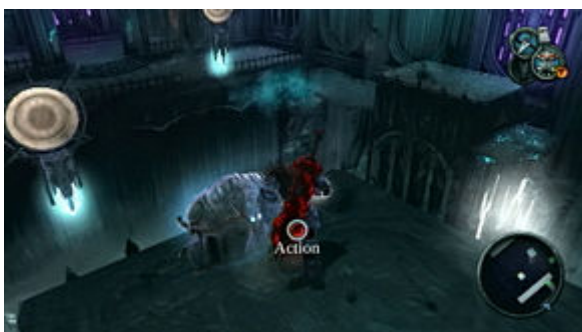
Once outside, shoot the portal window on the nearest rotating block, then the nearby portal window. Watch the nearby portal window until you see the window on the distant block come into view. Shoot it through the portal. Now, go back and shoot the nearest block again, allowing the beam to travel through both blocks to the far side.



Repeat these steps and hop through to the other side and enter the door.



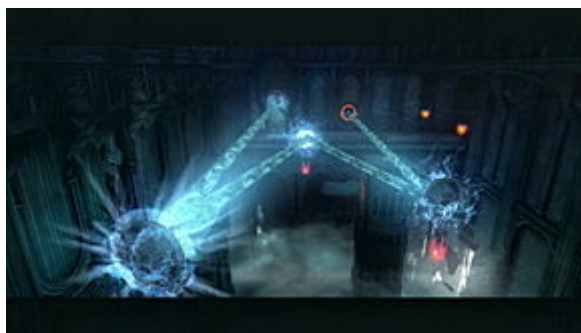
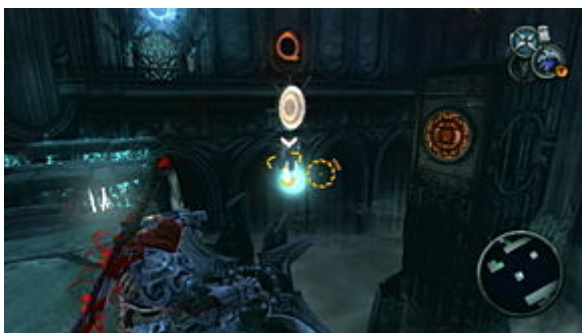
In the room with no floor, several mirrors will now appear along with chain hooks on the ceiling. Use the latter to cross to the middle column and open the **Chest** (Black Throne 22/34) for 250 Souls.



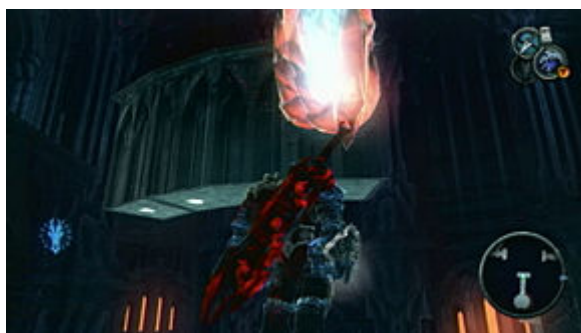
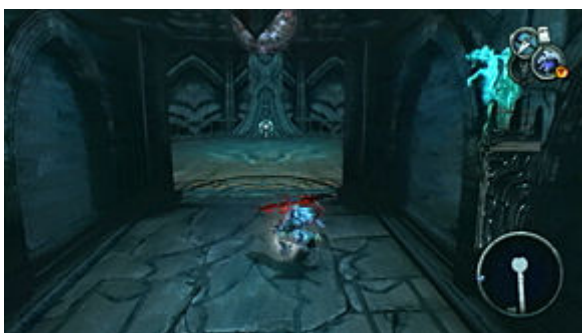
Now, shoot the new window portal on the north wall. Look for another portal in the far south that should eventually redirect the beam to the final elevator/storage device.



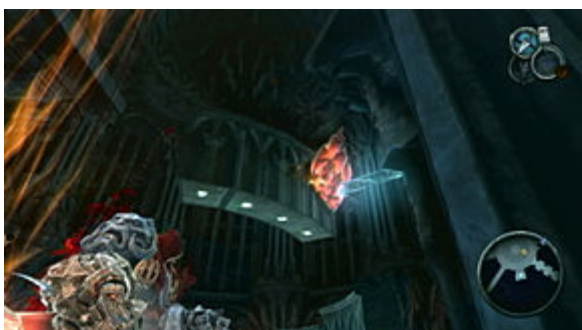
Grapple to the south with the Abyssal Chain and shoot this window portal. Now, take the bridge to the western platform. Use your Crossblade to hit the three Crystal Blades hanging above the abyss to raise the mirrors beneath them and redirect the beam.



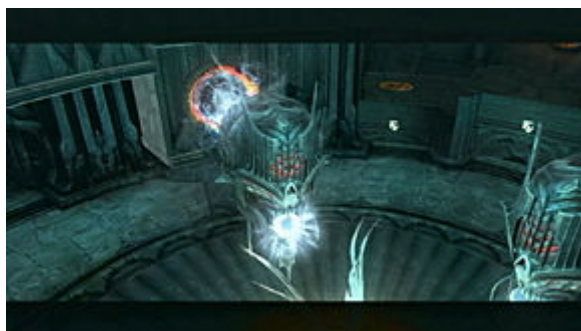
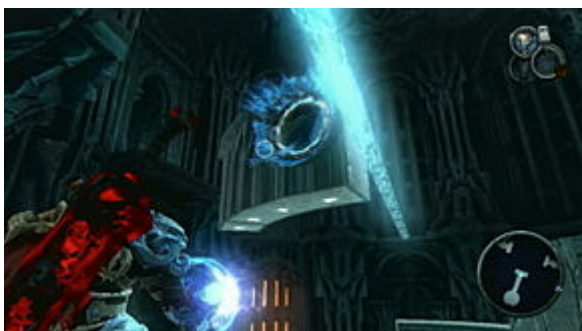
Take the elevator down into the main chamber. You may notice the central cylinder has extended even higher. You may also notice some red crystals passing in front of the beam high above.



There is a platform below with a Bomb Growth. Float down to this. You need to toss one of these bombs up at the red crystals to destroy them.



Doing so will reveal a portal window. Shoot this with the Voidwalker, then shoot the portal on the inside of the spinning cylinder to bring the beam to the center of the room. You can now set off to find the third, and final, Guardian.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13	Part 14			»
---	--------	---------	---------	---------	---------	---------	--	--	---

The Black Throne

Chests & Collectibles

34 Chests

2 Soldier Artifacts

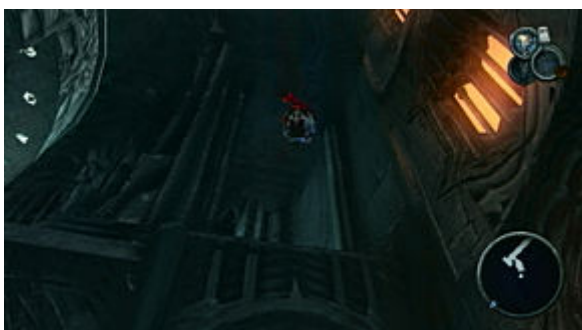
1 Champion Artifact

THE THIRD GUARDIAN I

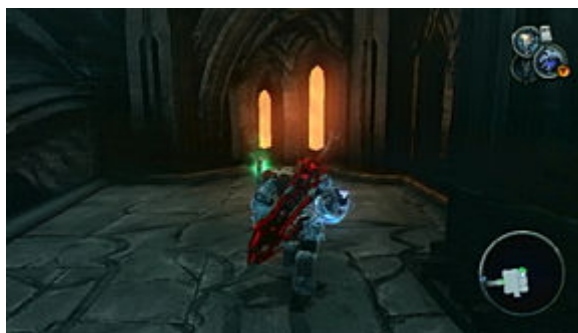
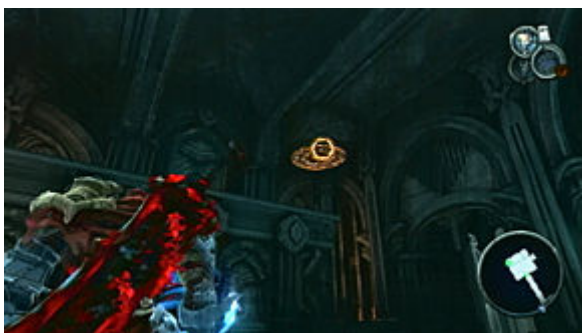
After the long cutscene, a new section of spinning cylinder will appear in the main hall above Azrael. Your goal is a door high up on the south side of this room. To get there you'll need to use several pairs of portals.



Climb the spinning cylinder and look for the new window portal on the ground along the south wall. Shoot charged shots at the portals on the ground so they fire you swiftly upward. You can use these to reach the high door that leads into another wing of this endless dungeon.



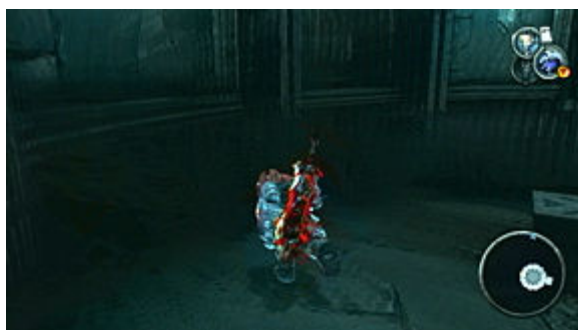
In the first room you come to, open the **Chest** (Black Throne 23/34) for 100 Souls. A bigger prize sits on a ledge in this same room. Shoot the portal on the ceiling (do NOT charge this shot) with the Voidwalker and then use the wall portal to warp up to it. Float down onto the southern platform to score a **Soldier Artifact** (Soldier Artifact 19).



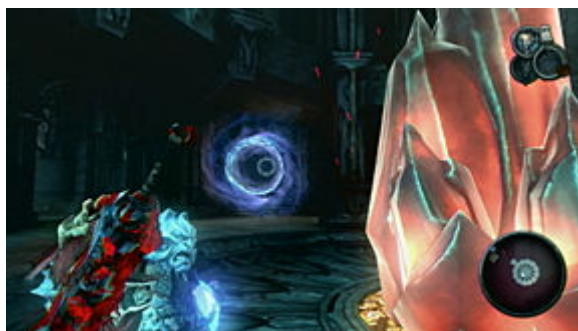
To the west is a pair of threatening spikes moving up and down. Shoot the window on the fare spike and then shoot the window on the eastern wall. Approach the eastern window and examine the portal.



You should see a portal come into view briefly as the spikes move up and down. Charge a shot and shoot it through the wall portal so it hits the portal that appears.



Now, wait for solid ground to appear in the portal and step in to warp across the spikes. Run down the long spiral staircase to the very bottom.

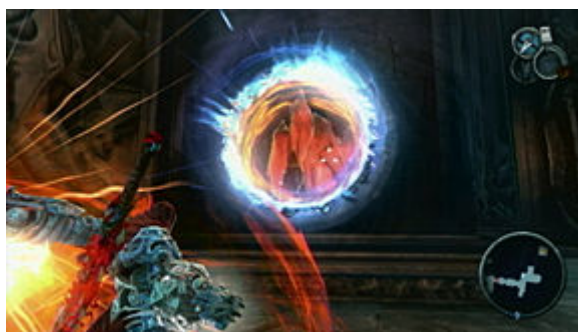
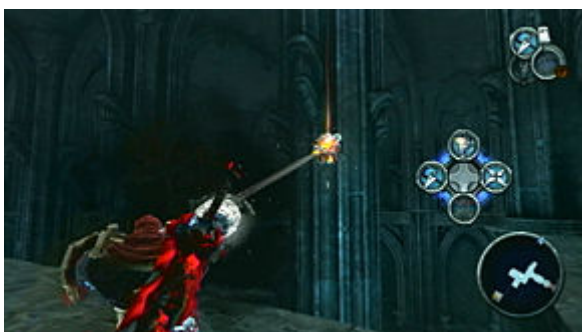


At the bottom of the spiral staircase is a clump of red crystal. Shoot the nearby window portal on the wall. To the north is a chasm with a spinning block floating above it. Charge a shot and shoot the window on the spinning block with the Voidwalker.

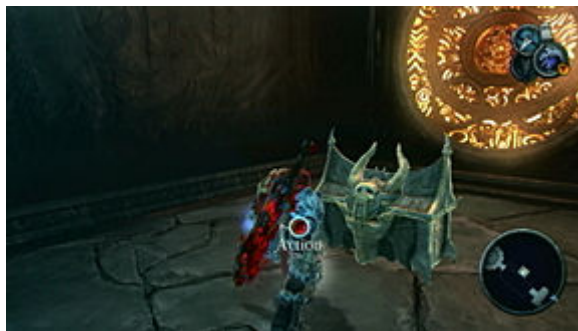


Now, wait by the first portal until the spinning block portal faces north -- you should be able to make out a Bomb Growth in the distance. Hop through and float down to get to the northern ledge.

A Bomb Growth is on a column ahead, but first grab the Wrath in the nearby **Chest** (Black Throne 24/34). You can snag a bomb by using the Abyssal Chain. Note: You can open a door here back to the main chamber for easy access if you wish.



First, create a portal on the nearby window. Snag a bomb and wait by the portal. When you see the red crystals appear, toss the bomb through the portal to destroy them. You can now use the portal to access a **Chest** (Black Throne 25/34) with an **Abyssal Armor Piece** (Abyssal Armor Piece 9) inside!



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13	Part 14			»
---	--------	---------	---------	---------	---------	---------	--	--	---

The Black Throne

Chests & Collectibles

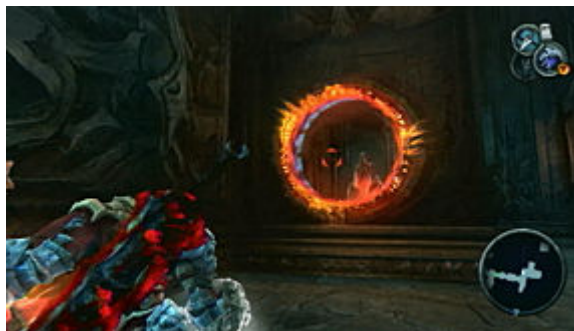
34 Chests

2 Soldier Artifacts

1 Champion Artifact

THE THIRD GUARDIAN II

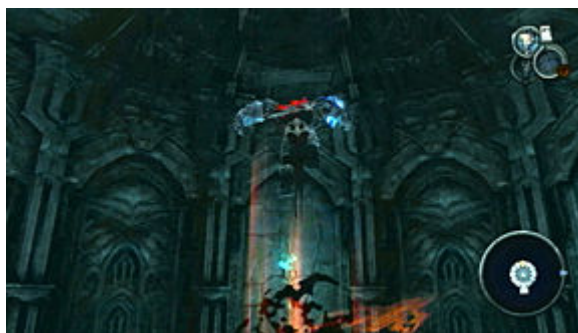
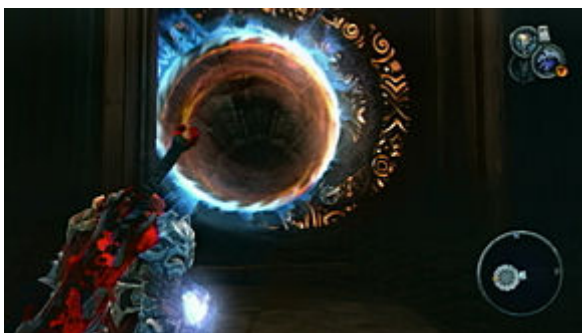
Now, use the portal window on the wall and the spinning cube portal to return to the area with the bomb. Clear your portals, then shoot the block again (charge this shot) and shoot the wall near the bomb.



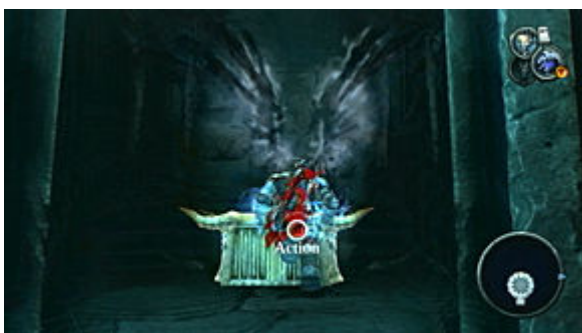
Hop into the wall portal and cross to the spiral staircase -- you'll need to float by hitting JUMP after you emerge (this is a bit wonky). Shoot the wall by the red crystal and you'll have a path between the bomb and the red crystal.



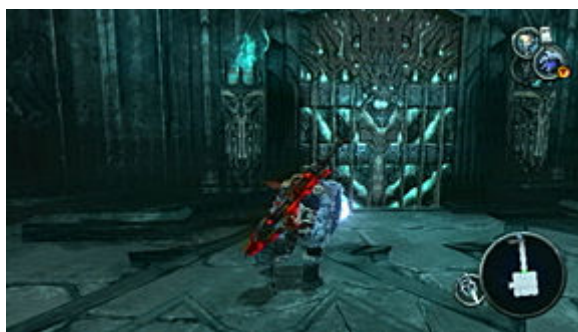
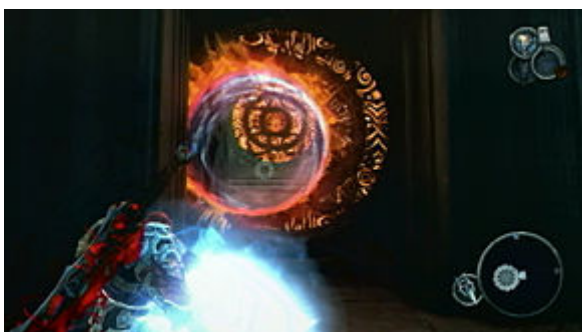
Go through the portal, grab a bomb and toss it through the portal to destroy the crystal. This will cause a tall column to rise in the middle of the spiral staircase area.



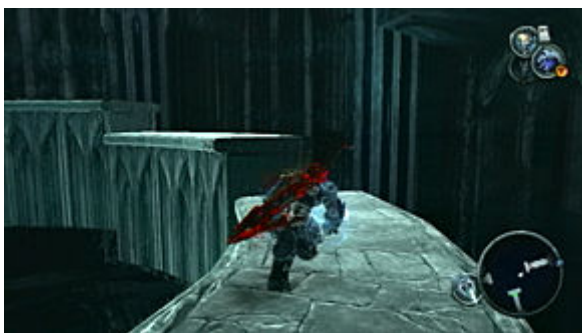
Climb the stairs, charge the Voidwalker and shoot the window portal on the top of the column. Shoot the nearby wall portal and step in to shoot up to the high **Chest** (Black Throne 26/34) with the **Beholder's Key** inside.



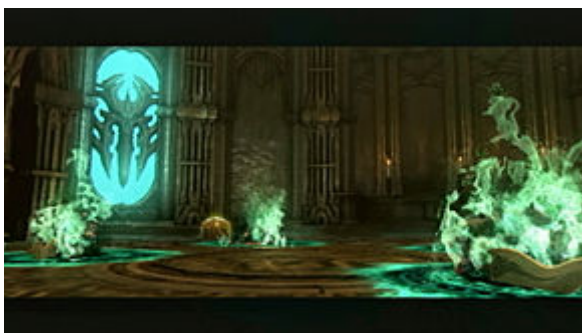
Backtrack to the central chamber by using the portals on the rising and falling spikes.



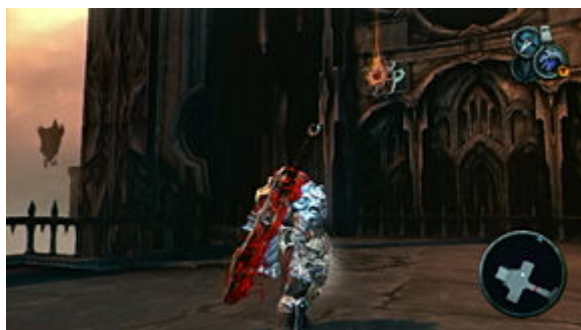
Once in the central chamber, climb the spinning cylinder to the very top. Use the Beholder's Key to open the locked door on the north side of the tall chamber.



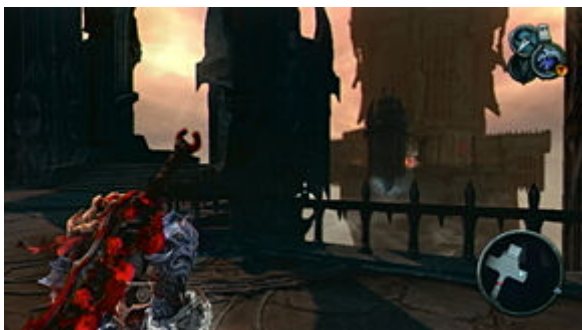
Take the elevator up and try to build your Chaos reserves up on the way. At the top, a large chamber features many enemies and two chests, one **Chest** (Black Throne 27/34) has Wrath inside and the other **Chest** (Black Throne 28/34) has health. Activate Chaos Form and cut through the enemies quickly -- if you keep attacking the final Shield Lord you'll be able to maintain Chaos Form for a bit longer than usual. The large hall has passages branching off in all directions. Head west first.



You'll come upon a familiar bridge area -- this is identical to the last except for some annoying red crystals. The procedure to cross the abyss is nearly identical, however. Shoot the window portal on the nearest spinning cube first, then shoot the window portal on the wall.



Watch for the window to line up in the wall portal as the two spinning cubes meet. Shoot it. Use the Abyssal chain to grab a bomb from the nearby Bomb Growth.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13	Part 14			»
---	--------	---------	---------	---------	---------	---------	--	--	---

The Black Throne

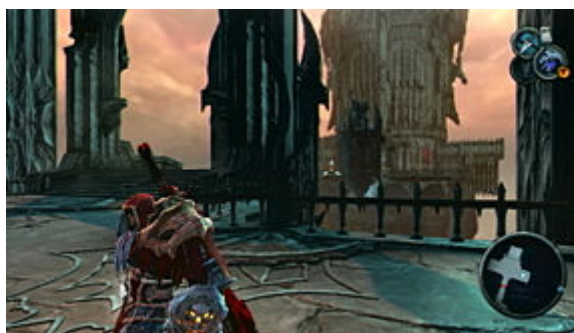
Chests & Collectibles

34 Chests

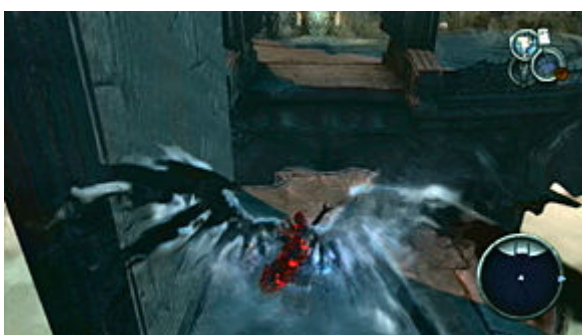
2 Soldier Artifacts

1 Champion Artifact

THE THIRD GUARDIAN III



Now, look for the red crystals to appear in the portal. Toss the bomb through at them to destroy them. You can now hop through the portal to reach the far west side of the area.



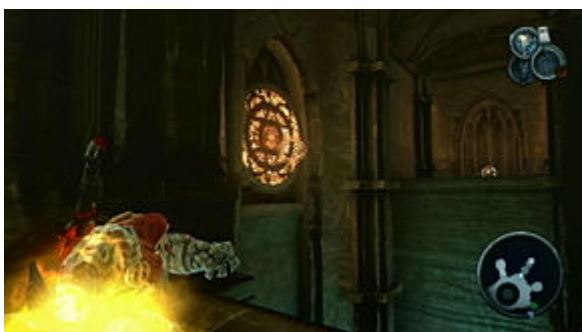
You'll be ambushed by enemies here -- a seemingly endless supply of ultra-powerful enemies including three Shield Lords makes conserving Chaos Form essential here. Luckily you can also use Wrath with abandon since it can be refilled by a nearby **Chest** (Black Throne 29/34). Use Blade Geyser to cancel the Shield Lord attacks. Another **Chest** (Black Throne 30/34) in the area has health which you'll most likely need.



Head through the door when the final Shield Lord is dispatched. Turn the crank (once) and hop down below to grab the **Chest** (Black Throne 31/34) with 100 Souls in it.



Now, explore the west side of the room. Shoot the portal on the wall in the southwest wing.



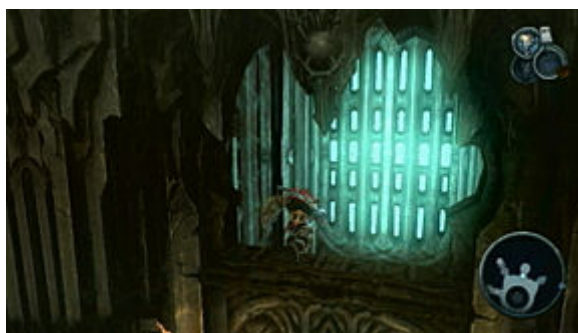
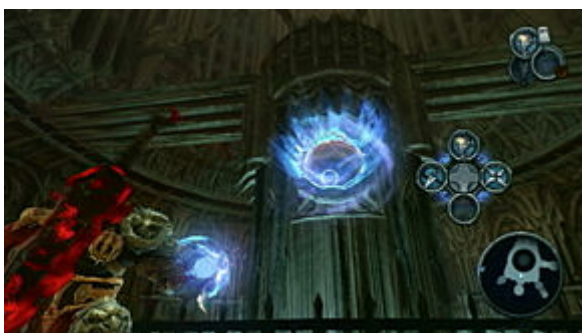
In the northwest wing, dive into the water to score the final **Soldier Artifact** (Soldier Artifact 20). Surface again and shoot the portal in the northwest passage.



Use the Crossblade to hit the nearby switch and the portal will lower into the pool of water, draining it into the southwest passage.



Swim across to the far switch in the southwest passage and activate it. Now return to the entrance and activate the switch here once again.



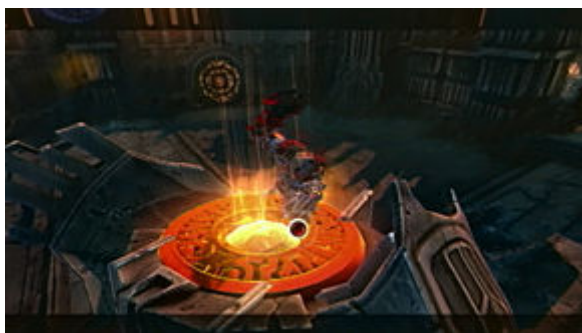
This will point a window portal on the central column due west. You can use this to cross to the elevator. Take the elevator up to the final Guardian...

THE THIRD GUARDIAN

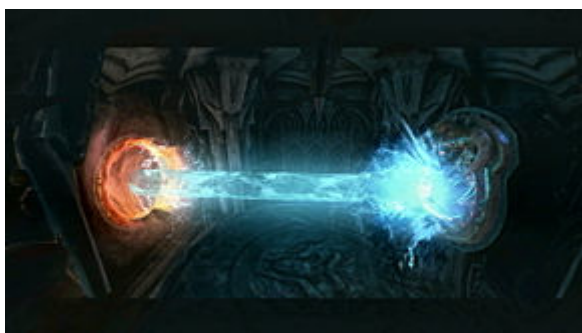
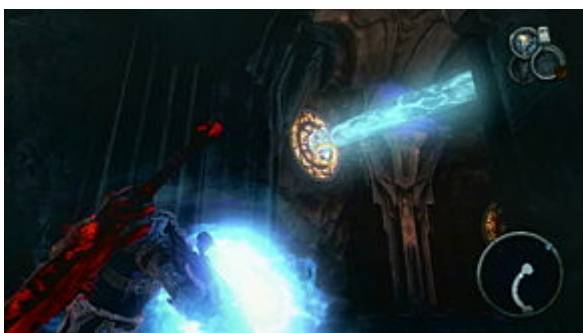
This Guardian is arguably easier than the last. The window portals are now on the walls which means you'll have to lure the colossus over to them before attempting to mount it.



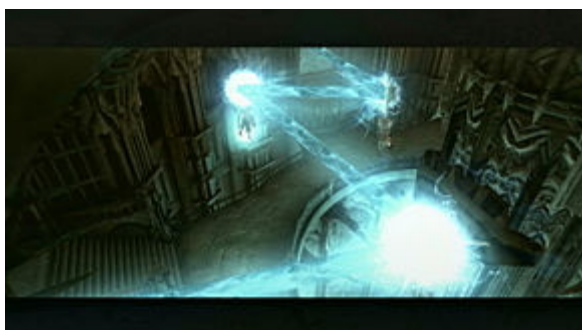
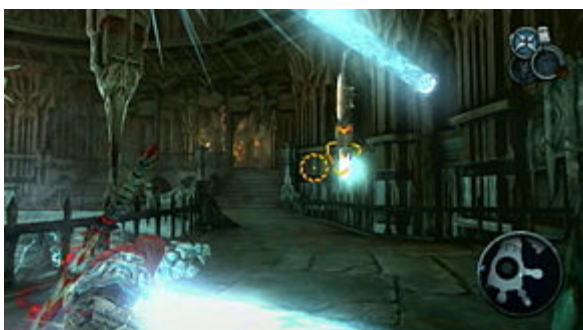
Charge a shot and shoot the high window, then use one of the lower ones to warp high above the arena and float down onto the Guardian's back. Bring it down three times to eliminate it.



This will activate the final beam of light. Use the portals near the elevator to charge the beam-storage device down the hallway and take the elevator down.



In the room with the spinning column, look for a Crystal Blade switch under the mirror reflecting the beam. Hit this and you'll be able to direct the beam outside to the bridge area.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

«	Part 9	Part 10	Part 11	Part 12	Part 13	Part 14			»
---	--------	---------	---------	---------	---------	---------	--	--	---

The Black Throne

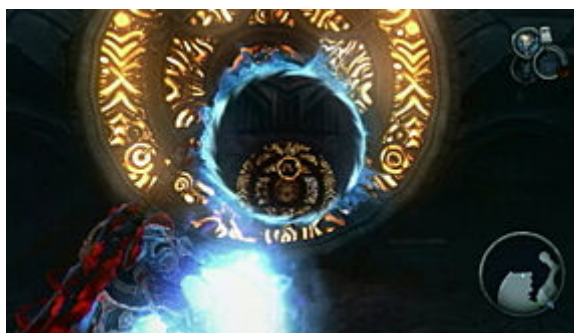
Chests & Collectibles

34 Chests

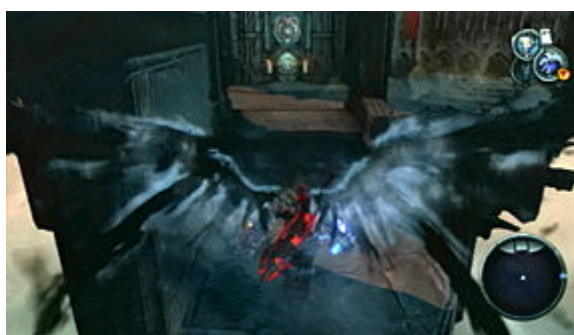
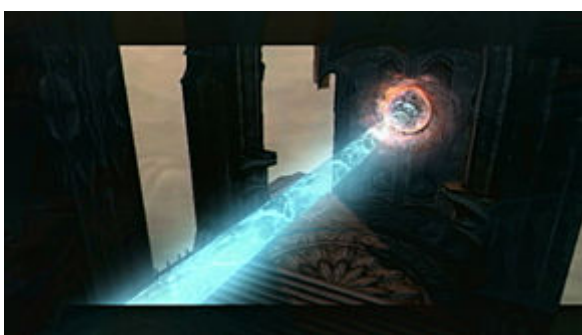
2 Soldier Artifacts

1 Champion Artifact

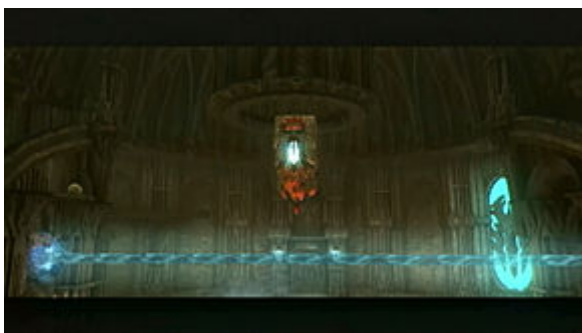
THE THIRD GUARDIAN IV



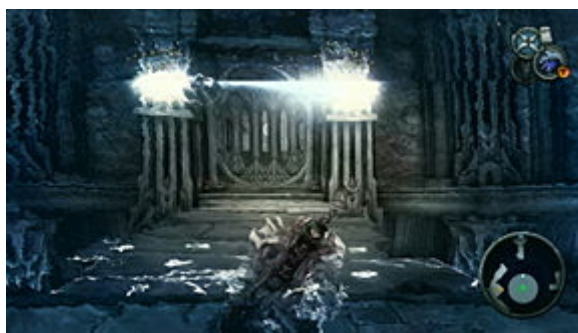
On the bridge you'll need to once again shoot the nearest spinning cube, then the wall and then shoot the far portal when it shows up in the wall portal. You've done this several times before -- it should be second nature by now!



Cross the gap using the same technique and enter the door. This room now features a geyser and a floating block with two portal windows on its sides. You should also note the two Crystal Blade switches on the northern wall and the Crystal Blade on the floating block.



You need to hit these all nearly simultaneously, so you'll need the help of the Chronosphere in a small passage to the east. Before doing anything, create portals on the two windows on the floating block.



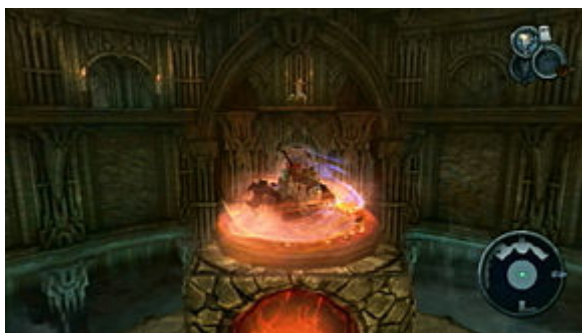
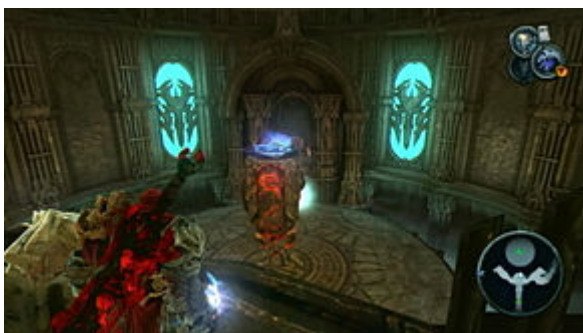
Run over to the Chronosphere and activate it. Dash back to the floating block and hit the Crystal Blade on it first. Target both Crystal Blades on the wall next (you've got to be fast!) and, when the Chronosphere winds down, the beam should be redirected into the central chamber.



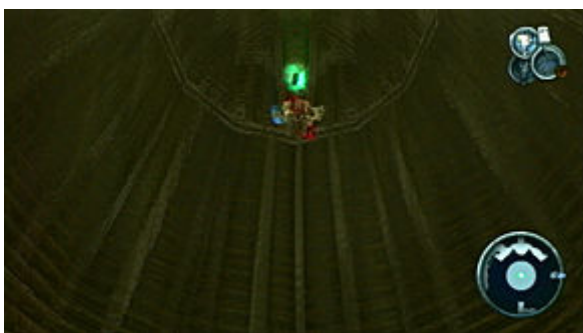
But your work in this room is not quite done! Use the Geyser to float to the ledge just beyond it. Run up the stairs on the side of the room towards the **Chest** (Black Throne 32/34) with health inside.



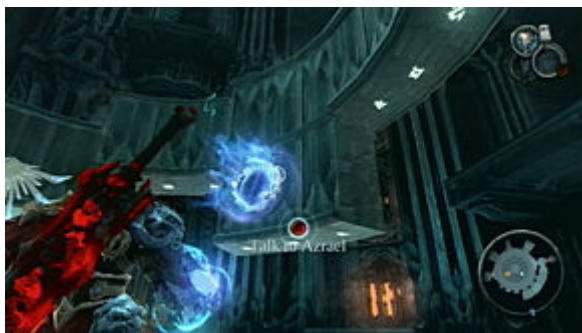
Use the ground portal nearby to warp up to a higher level and grab the **Chest** (Black Throne 33/34) in the west for 500 Souls.



Examine the floating block in the middle of the level from this vantage point. Charge the Voidwalker and shoot the visible window on the top of the floating block.



Backtrack to the portal windows you just used, shoot one of them and hop in to be ejected out of the portal atop the floating block. You'll fly right into a **Champion Artifact** (Champion Artifact 5) high above the center of the room. Hit the two Crystal Blade switches in the north and head through the open gate to the elevator. Take it back down to the main chamber.



Wait on the ledge at the top of the main gallery. Shoot the highest window portal on the spinning cylinder and then jump to the ground by Azrael. Shoot the window portal on the inside of the cylinder at the bottom. The beam will break the final bond and a path below Azrael will be revealed.

«	Chapter 3	Chapter 4	Chapter 5		Chapter 6	»			
«	Part 9	Part 10	Part 11	Part 12	Part 13	Part 14			»

The Black Throne

Chests & Collectibles
34 Chests
2 Soldier Artifacts
1 Champion Artifact

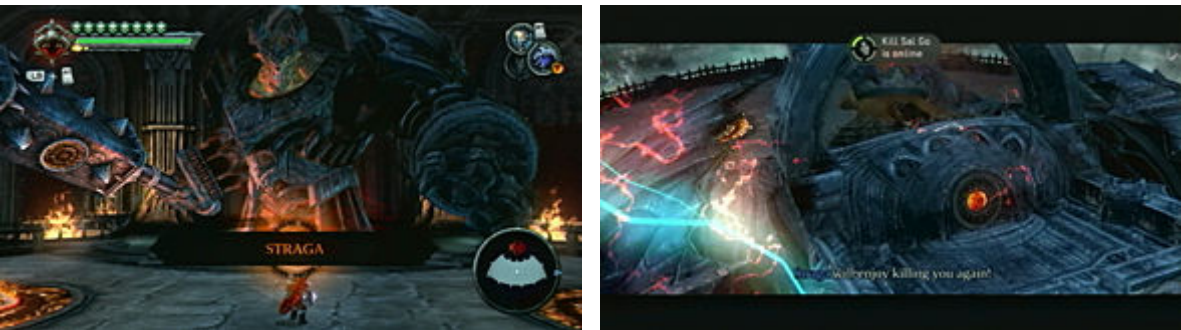
STRAGA

Head down the stairs to find the final **Chest** (Black Throne 34/34) to gain some health before the upcoming battle.



STRAGA

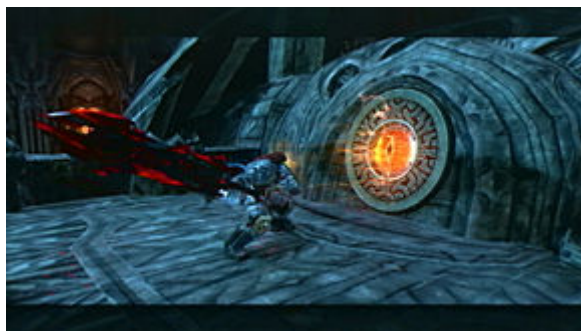
Your second battle with the massive Straga is unlike the first -- there's no cars to toss this time! Instead, you'll have to find your way to Straga's weakpoint, which is on his back.



To do this, you'll need to employ the Voidwalker. Examine Straga's club and you'll see a portal window on it. Two more windows are on the floor of the battle area. While Straga pauses between attacks, shoot his club with the Voidwalker (no need to charge).



You can't dodge his attack easily, but dashing at the last moment can occasionally get you to safety.



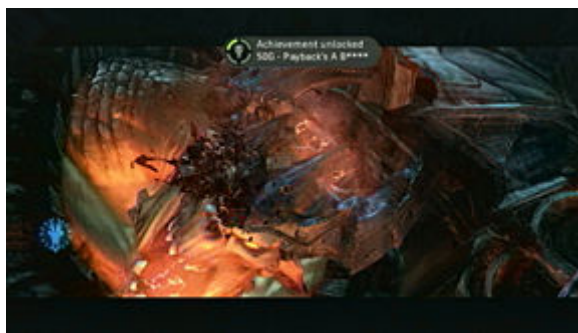
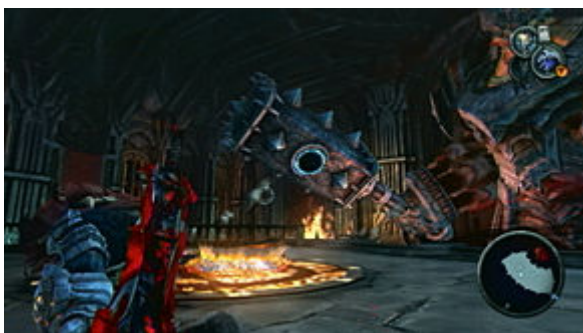
When Strago lifts the club behind his head, travel through a ground portal and you'll pop out on a conveniently located platform on his back. Activate the prompt here to bring him to the ground, stunned.



Hit Strago with sword attacks until he straightens. He'll now summon backup. Use Wrath attacks and Chaos Form to tear through the angels so you can get another clear shot at the portal window on his arm.



Fell Strago three times to finish him off for good. You'll be awarded a Lifestone and then transported to an idyllic new area.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

Part 1	Part 2	Part 3	Part 4	Part 5
--------	--------	--------	--------	--------

Eden

Chests & Collectibles

7 Chests

Head north and open the two chests. Once **Chest** (Eden 1/7) contains health, while the other **Chest** (Eden 2/7) contains Wrath. You'll need plenty of both for the next battle.



Enter the arena ahead and Azrael will give you the Mask of Shadows.

Item Profile: Mask of Shadows

This artifact bestows War with the shadow sight, revealing what is hidden.

Activate the Mask of Shadows immediately to confront Shadow War.

SHADOW WAR



Shadow War has many of the same tricks as War up his sleeve -- although he's not quite as powerful. Your goal here is twofold: deal damage using the Blade Geyser and Stoneskin Wrath attacks and also build up your Chaos meter.



Scythe attacks seem to be best for stunning Shadow War. They can often break his combo attacks. However, using the Scythe precludes you from gaining Chaos so be sure to use your sword periodically.



Eventually Shadow War will activate Chaos Form. At this point you'll just have to attack and dash away until you can activate Chaos Form yourself. The fight is essentially over once you do -- just slash away and the demon will be dispatched in due time.



Run due south and activate the Shadow Mask to reveal a **Chest** (Eden 3/7) with 250 souls within.



There's more loot to be had in the north. Activate the Shadow Mask and cross the bridge that appears north of Azrael. Hang a right and search the nearby island for the **Chest** (Eden 4/7) marked on your map to score 250 Souls.



Further to the east is another **Chest** (Eden 5/7) with 250 Souls. Nearby this chest is a waterfall. Follow a hidden path behind it for yet another **Chest** (Eden 6/7) with the final **Abyssal Armor Piece** (Abyssal Armor Piece 10)! This will grant you the Abyssal Armor!



Item Profile: Abyssal Armor

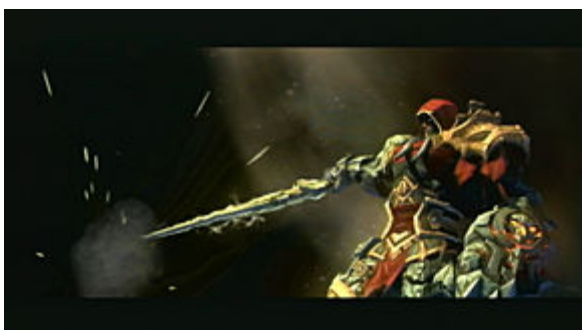
This legendary, precision crafted armor allows War to sustain much more damage.



Now, head up the stairs towards the Tree of Knowledge. Stop on the landing halfway up and jump off the edge to the left. You can see a bit of map here. Head north on the ground and you'll find a **Chest** (Eden 7/7) with a **Wrath Shard** (Wrath Shard 16) inside!



Now, approach the tree of Knowledge. After the lengthy cutscene, grab the Sword of Armageddon. Head back to Azrael.



Talk to him and then follow him through the Serpent Tunnel. On the other side you'll be returned to the Ashlands. Equip the Mask of Shadows and Grab the first Armageddon Blade Shard just ahead. Six more to go!



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

Part 1	Part 2	Part 3	Part 4	Part 5
--------	--------	--------	--------	--------

The Armageddon Blade I

The location of each Armageddon Blade Shard is now shown on your World Map and the relevant Area Maps (you may need Fury's Embrace to reveal these locations, which you should have picked up in the Iron Canopy).



LEVIATHAN'S DRIFT

There is a lone **Chest** (Leviathan's Drift 1/1) out in the middle of Leviathan's Drift with Souls inside. Ride Ruin all the way to the south to the Vulgrim location spend your Souls on upgrades. We highly recommend upgrading the Blade Geyser attack to its full power. After that, take the Serpent Hole to the southern Ashlands location.



ASHLANDS

Ride west across the main ash field toward the shard marked on your map. Look at the southern edge of the plateau the shard resides on. You should see hand grips here. You can ride Ruin near this and double-jump onto the hand grips to access this raised area.



Head downhill into the cave and switch on your Mask of Shadows. This should reveal a clump of Bomb Growth on the wall to the left of the red crystal.



Use your Abyssal Chain to snag a bomb and toss it onto the red crystal. Use your Crossblade and a nearby torch to light the inert bomb and clear the crystal.



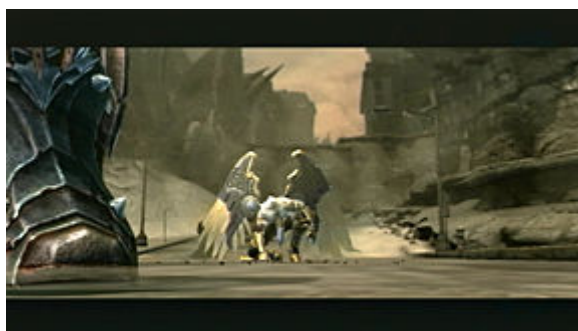
Follow the path up and around to the **Armageddon Blade Shard** (Armageddon Blade Shard 2/7). Now, ride back to Vulgrim and warp to the Dry Road.

DRY ROAD

In the Serpent Hole, examine your map. A **Chest** (Serpent Hole 1/3) sits nearby with a **Wrath Shard** (Wrath Shard 17) inside!



On the other side of the Serpent Hole, float across to the Demonic Growth and head towards the Shard marked on your map. An angry angel will block your path.



URIEL

A fully-upgraded Blade Geyser attack is a great asset in this battle. It can interrupt Uriel's biggest attacks as soon as she winds up, making temporarily invincible while the animation commences. The fully upgraded Blade Geyser actually takes twice as long to execute and that gives you a pretty significant advantage. Otherwise, you can counter her attacks but this takes some careful timing.



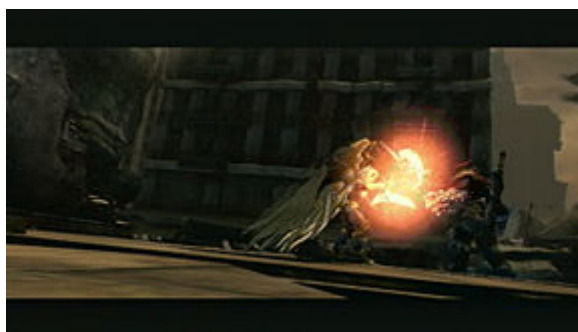
All of her attacks can be avoided by dashing away when you see her prepare to attack. One attack sends beams of light raining down all over the level. Continue to dash in perpendicular directions across the level to avoid these.



You should start seeing prompts over Uriel's head after working her over for a bit. Be sure to catch these to deal extra damage.



Once you build up some Chaos you should be able to use Chaos Form to finish the battle. Uriel has a huge amount of health, so if you need to bring some healing items into this battle for yourself to survive, just stop by a Vulgrim location to stock up.

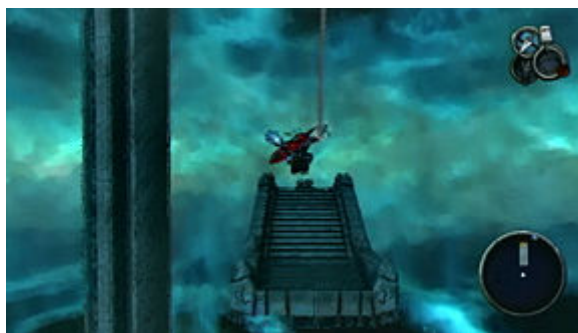


After Uriel is dealt with you can collect the **Armageddon Blade Shard** (Armageddon Blade Shard 3/7) nearby. Return to Vulgrim and warp to Anvil's Ford.

ANVIL'S FORD (SERPENT HOLE)



In the Serpent hole between the Dry Road and Anvil's Ford, look for some chain hook points floating in the ether. If you pause the game and examine the map screen, you can see a floating island to the north (scroll up). Use the Abyssal Chain to grapple over to the **Chest** (Serpent Hole 2/3) for a **Wrath Shard** (Wrath Shard 18). Now warp to the Drowned Pass.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

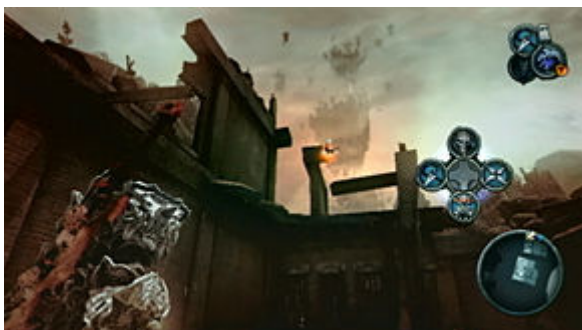
Part 1	Part 2	Part 3	Part 4	Part 5
--------	--------	--------	--------	--------

The Armageddon Blade II

DROWNED PASS



In the Drowned Pass, look directly across the way from the Vulgrim location. You can use the Abyssal Chain to cross to a **Chest** (Drowned Pass Chest 6/6) with a **Lifestone Shard** (Lifestone Shard 13) inside. **Note:** There is another chest marked on your map under the Armageddon Sword Shard, but, if you followed our guide, you actually already collected this chest (Drowned Pass 3/5) the first time you visited the area. Unfortunately, a glitch seems to make the chest appear on your map at this point.



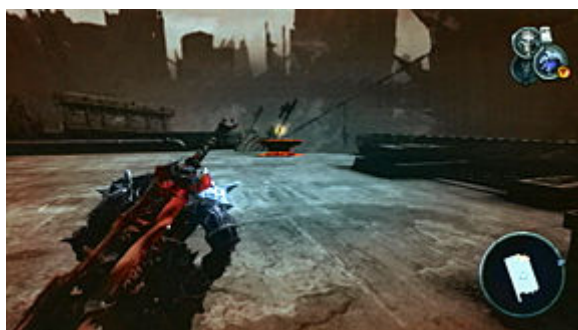
The Shard you seek is on top of the building in the middle of the area. To reach this building you need to don the Mask of Shadows. This reveals a grapple point which you can reach by climbing the stairs as high as you can on the southern building. Grapple up to the rooftops and cross to the **Armageddon Blade Shard** (Armageddon Blade Shard 4/7).



The only other thing of note in the Drowned Pass is a Special K appearance in the southwest. Travel through the sewer pipe to take on this strange skeleton once again for 2,000 Souls. Head back to Vulgrim and warp to the Broken Stair.

THE BROKEN STAIR

The broken Stair is overrun with Angel Soldiers. Use Chaos Form to take out large clumps of them on your way to the far east side of the map. Ascend the building above the Vulgrim location and use the Geyser just outside the upper window to reach the highway. Follow the highway all the way to the building in the east. Climb to the roof for the **Armageddon Blade Shard** (Armageddon Blade Shard 5/7).



Head back to Vulgrim when you have the shard and head to the Twilight Cathedral.

TWILIGHT CATHEDRAL (SERPENT HOLE)

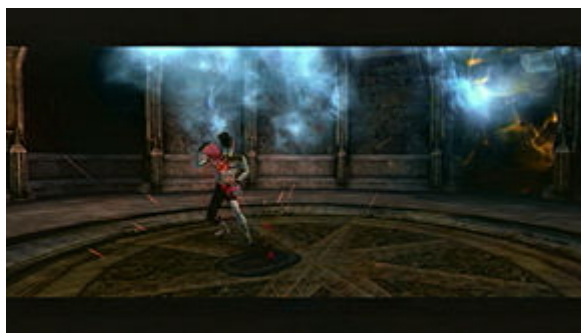


In the Serpent Hole between the Broken Stair and Twilight Cathedral, activate the Mask of Shadows and head down the forming path. You'll soon come to a yellow Geyser you can use to access a secret area of the Serpent Hole. Follow this long path to another Geyser and use that to float to the **Chest** (Serpent Hole 3/3) with a **Lifestone Shard** (Lifestone Shard 14) inside. Exit the Serpent Hole and then warp to the Choking Grounds.

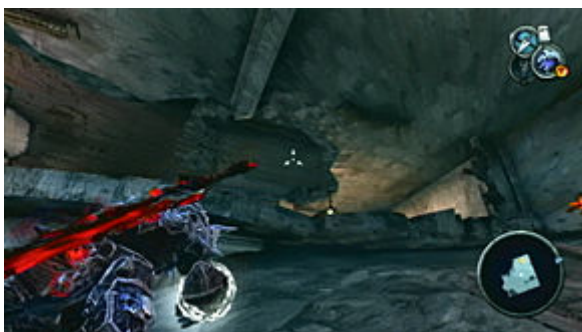


CHOKING GROUNDS

In the Choking Grounds you can encounter Special K once again in the crypt to the southwest of the Vulgrim Location. Defeat him to win 2,000 Souls.



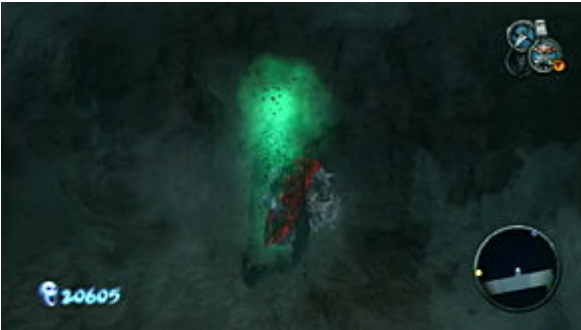
Now head to the tall building in the northeast corner that you've probably looted several times (you've certainly been back here for the Treasure Roundup portions of our guide if you've been following it closely). Climb to the very top floor and activate the Mask of Shadows.



You'll see a yellow Geyser appear. Hop into it and float up to the rooftop to find the **Armageddon Blade Shard** (Armageddon Blade Shard 6/7).



Before leaving the Choking Grounds, head to the northeast corner and enter the Broken Stair Access Tunnel. Run to the place with two blue Geysers in the large tunnel. Between these you'll find a clump of blue crystals. Destroy these with the Tremor Gauntlet to score a **Champion Artifact** (Champion Artifact 6). Now, return to Vulgrim and warp to the Crossroads.



«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

Part 1	Part 2	Part 3	Part 4	Part 5
--------	--------	--------	--------	--------

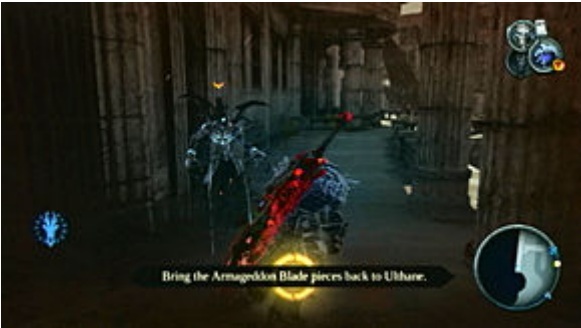
The Armageddon Blade III

THE CROSSROADS

You can see the Shard marked on the map just to the southwest of Vulgrim. To get here, switch on your Mask of Shadows and examine the streets. You should see a series of Geysers appear. There's also a chain hook up high between the two building facades you must ascend so keep the Abyssal Chain equipped.



Grab the final **Armageddon Blade Shard** (Armageddon Blade Shard 7/7) at the top of the southwestern building. You'll now need to return to Ulthane, but there are a few more loose ends to tie up before doing this. Warp to the Scalding Gallow.

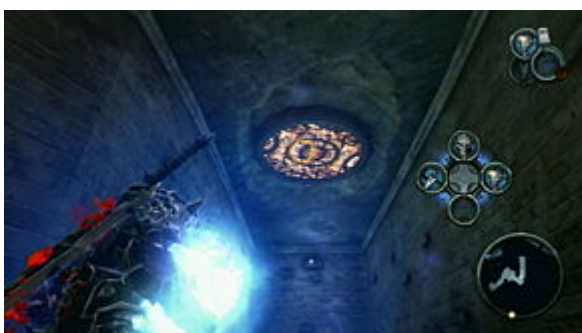


SCALDING GALLOW / DROWNED PASS ACCESS TUNNEL

First, head out the western exit of the Scalding Gallow. In the Drowned Pass Access tunnel, look for a portal window above the chest marked on your map. You can charge a shot, double-jump and shoot this portal, but it's a bit tricky.

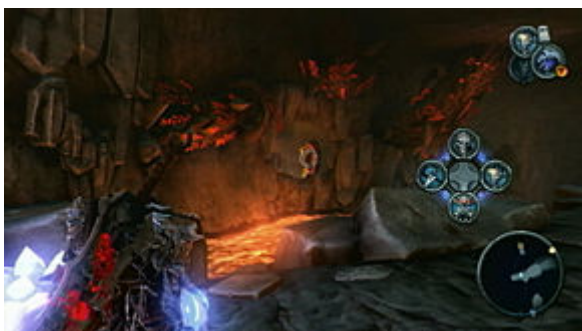


Now, head into the room with the giant fan blades. Float off the blades to the southeast and activate the Abyssal Chain while you fall to snag the hook. Take the geyser up and shoot the window portal on the ceiling to make a path to the chest.



Use the Geyser to blast up through the ceiling portal to the **Chest** (Drowned Pass Access tunnel 2/2) on the other side to score a **Wrath Shard** (Wrath Shard 19).

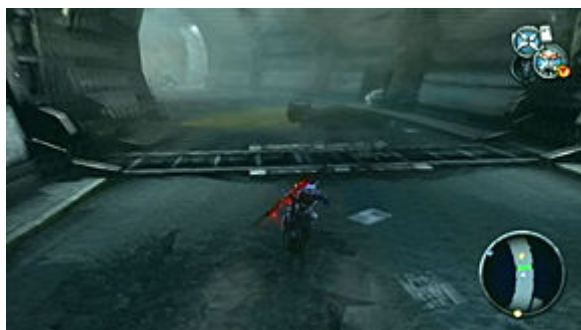
Return to the Scalding Gallow and take the eastern exit to the Choking Grounds Access Tunnel. Look to your right as you enter the tunnel and you should spot a portal window. Shoot it across the pool of lava.



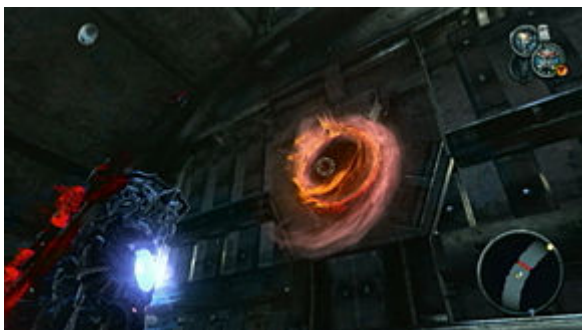
Take the Demonic Growth up and over to the window on the other side of the area. Shoot the window with the Voidwalker and enter it to score a life-restoring item in an **Empty Vessel**.



Head back to the Scalding Gallow once again and take the northern route to reach the Dry Road Access Tunnel. In the control room, activate the Chronosphere and flip the switch to raise the giant gate. Run under the gate while time is slowed.



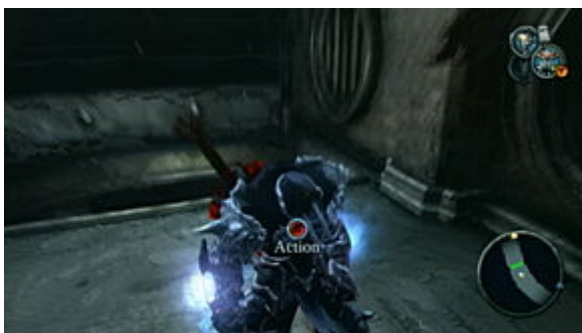
On the other side, equip the Voidwalker and shoot the portal window on the gate's rear side. Throw the switch and head back to the control room.



In the control room, shoot the portal window. Flip the switch and, when the gate raises, hop through the portal to get to a tricky **Chest** (Dry Road Access Tunnel 4/4). Inside is the Death's Blessing Enhancement.

Enhancement Profile: Death's Blessing

Pulsing with strange dark energy, this unholy sigil bears the mark of War's brother, Death.



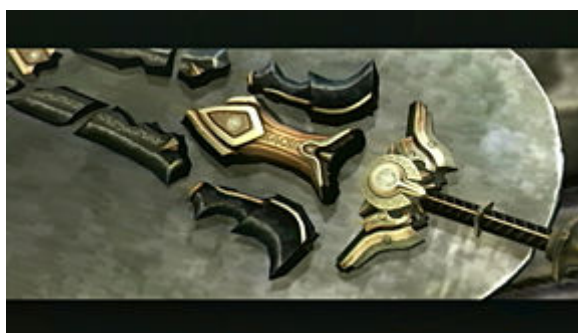
Equip your Scythe with this enhancement to convert damage you inflict on enemies to health, increase Soul gathering and damage! When you are ready, warp to Anvil's Ford.

ANVIL'S FORD

Warp to Anvil's Ford and examine your map. At the far north end of the Drowned Pass Access Tunnel is a **Chest** (Drowned Pass Access Tunnel 1/1) with a **Wrath Shard** (Wrath Shard 20) inside. To get here you'll need to smash some blue crystals with your Tremor Gauntlet. Visit Vulgrim to purchase any remaining Lifestone and Wrath Shards to complete both your Wrath and Health meter! Now head south to Anvil's Ford to re-forge the Armageddon Blade.



Follow the yellow waypoint north to find Ulthane.



Item Profile: Armageddon Blade

Re-forged by Ulthane, the Armageddon Blade is the only weapon powerful enough to slay the Destroyer.

«	Chapter 3	Chapter 4	Chapter 5	Chapter 6	»
---	-----------	-----------	-----------	-----------	---

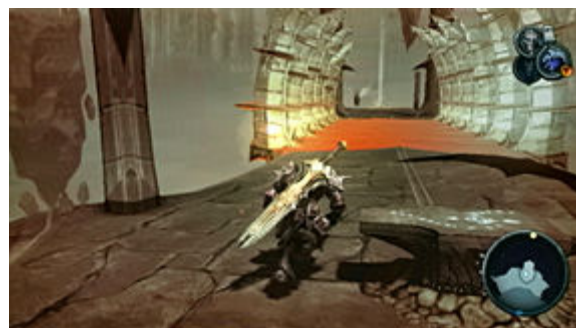
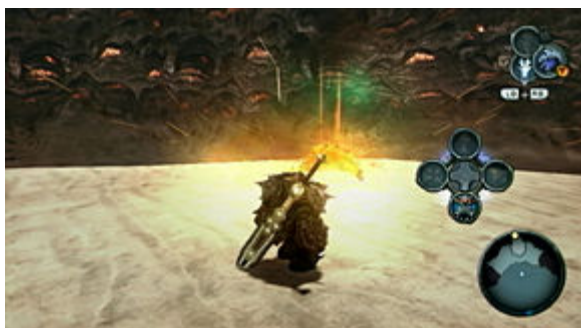
Part 1	Part 2	Part 3	Part 4	Part 5
--------	--------	--------	--------	--------

The Final Battle

The final battle lies ahead. Finish up all your collections and unfinished business before warping to Leviathan's Drift.



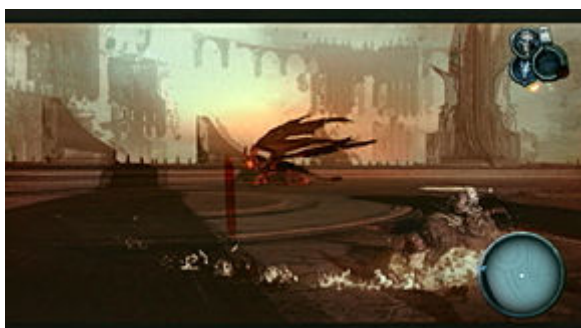
LEVIATHAN'S DRIFT



Warp to Leviathan's Drift and ride due north across the ash field. Use the Mask of Shadows to reveal a Geyser at the far north end. Cross the bridge to consort with Azrael and meet the Destroyer.

THE DESTROYER

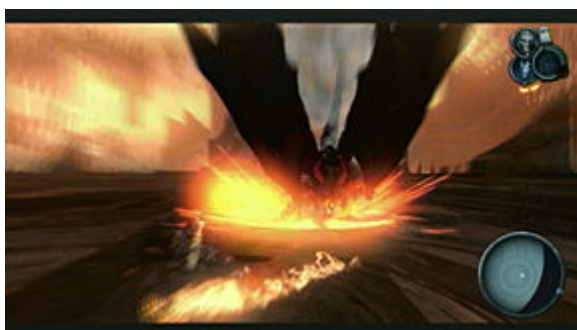
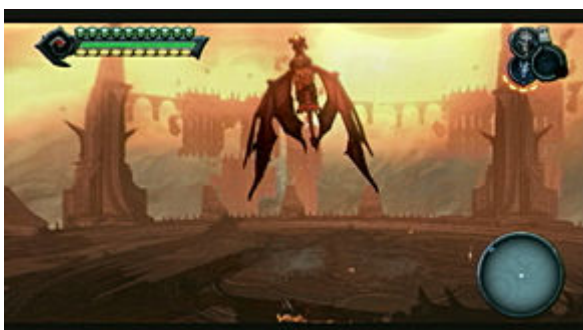
This fight can only be won with the help of Ruin. Summon your steed and lock-on to the Destroyer. You'll want to stay locked-on for the entire fight since this makes it much easier to deal blows and dodge attacks.



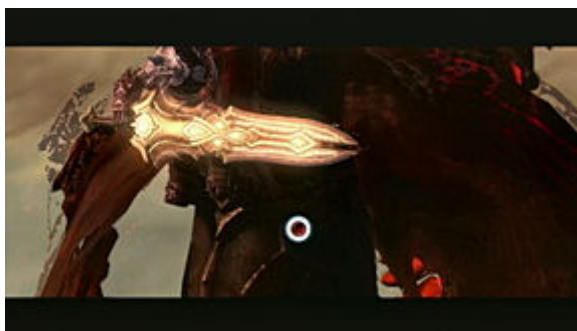
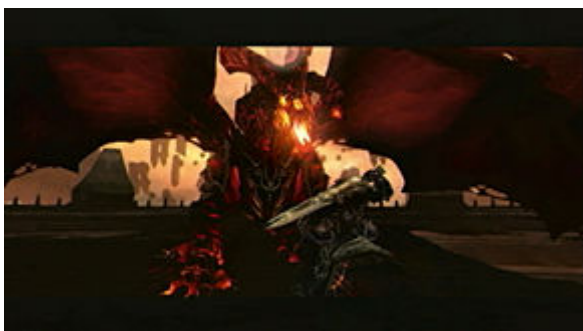
The destroyer will run around the arena periodically lining up direct charges at you. When it does this, face it head-on, like a medieval joust. As you approach it, swing your sword a tiny bit earlier than feels necessary and you should land a direct hit on the dragon.



If you miss, War will be temporarily stunned. No matter, just line up another attack run. When you do hit the beast, it will crumple to the ground stunned. At this point you can circle it, slashing away at its body.



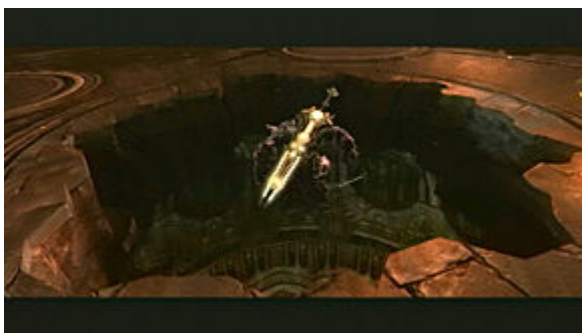
you basically repeat this for the entire fight. The only major change in the battle comes when the dragon begins to swoop high into the air after your attacks. It will then slam the ground. You need to dash to avoid the attack, which is easier than it sounds.



These attacks only become frequent when the monster is heavily damaged. The battle will end soon after this when a prompt appears above the Destroyer's Head. Ride toward the Destroyer and activate the prompt. You'll also get a prompt in the air to mash the ATTACK button, so watch out for that.

ABADDON

The Destroyer may be vanquished, but the puppet-master himself is quite alive. Abaddon's impressive sword techniques are tough to counter, but counter attacking is one of the best ways to inflict damage.



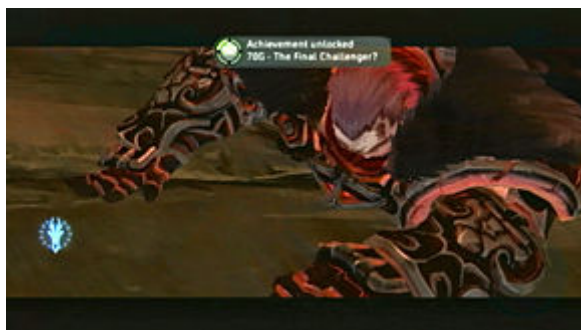
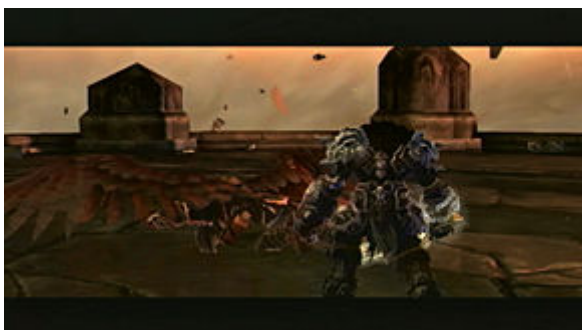
One effective strategy is to wait until he attacks and attempt to counter or dash behind him so you can get in a slash without him blocking it. This battle can be hectic but it's not too complex. Use Stoneskin and enhancements to bolster your attacks and defense and just keep hacking away.



Eventually Abaddon will take to the skies, tossing pieces of rubble down at you. Just dash out of the way when he does this.



You'll also occasionally get locked into a struggle with him, prompting you to mash the ATTACK button quickly. Win these rounds to deal the most damage. These end up being the key to victory. After two or three he'll give up the ghost. With Abaddon abated and the Destroyer destroyed, the war is finally over... or is it just beginning? Congratulations on beating Darksiders!



Darksiders Collectibles

There are many items and powerups to collect in Darksiders. Click on a section below for the locations of the Soldier Artifacts, Lifestone Shards, the Overlord Artifact, Wrath Shards, Abyssal Armor Pieces.


COLLECTIBLES	
Soldier Artifacts	
Champion Artifacts and the Overlord Artifact	
Lifestone Shards	
Wrath Shards	
Abyssal Armor Pieces	

«	Soldier Artifacts	Champion Artifacts	Lifestone Shards	Wrath Shards	»
---	-------------------	--------------------	------------------	--------------	---


Soldier Artifacts appear as floating green icons hidden throughout the game. There are 20 Soldier Artifacts in the game. These can be sold to Vulgrim for 500 Souls a piece. You get a Lifestone for collecting all 20.

1 // The Crossroads

In the northwest corner of the streets, head down the subway entrance stairs leading to the subterranean area. Now, hop down into the pool below. Breach the surface by pressing ACTIVATE/INTERACT and swim towards the green icon marked on your map.



Local



© 2009 IGN Entertainment, Inc.

Page207

2 // Choking Grounds

Head to the gazebo in the center of the map. Here you'll find Vulgrim with his wares once again. Just north of the gazebo is a staircase leading down into the ground. Head down here to find a full compliment of enemies guarding a Soldier Artifact.



3 // Choking Grounds

Directly across the area to the south of Artifact 3 are three raised sarcophagi. The middle of these three stone coffins can be moved to reveal a staircase, just like the one you found in the north. Another pack of baddies guards this Soldier Artifact.



The Broken Stair

From the entrance of The Broken Stair, run up the ramp and drop down into the trench to the west. Run a bit north to score the collectible.



5 // Twilight Cathedral

In the basement area of the South Wing, you can leap off some Demonic Growth to reach the Artifact suspended in the air -- you'll need to double-jump and glide to reach it.



6 // Twilight Cathedral

In the basement to the west of the room with the three angelic statues is a room with a long bridge over lava. Along the north side of this room near the gears at the bottom is a Soldier Artifact. Walk out to the middle of the bridge and jump north, floating down to the Artifact with ease.



7 // Drowned Pass

At the northern tip (start point) of the Drowned Pass, run off the edge of the waterfall and follow the cave shown on your map back to the Artifact.



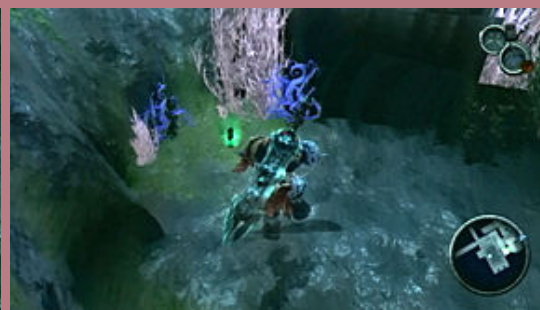
8 // Drowned Pass

From the north tip of the area, jump in the water and swim due south and dive down. You'll come to two partially submerged buildings. Near the base of the northern building you should be able to swim right in through gaping holes in the structure. Swim in here and then swim through the rooms and up the stairs to find the Artifact.



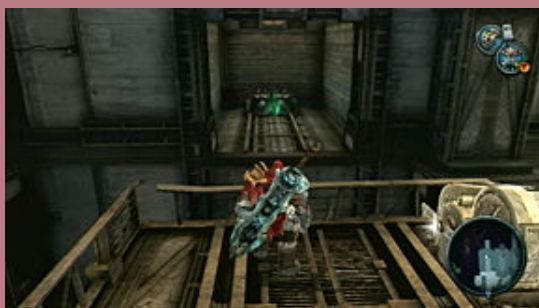
9 // The Hollows

A deep pool lies in a room just to the south of the room where you lit the three gas leaks. Swim to the bottom to snag this Artifact.



10 // The Hollows

In the far southwestern corner of the map you'll find a room with three large platforms you can move via control panels on their surfaces. Jump up to the eastern platform and look south. In a nook here is a Soldier Artifact.



11 // Scalding Gallow / Dry Road Access Tunnel

In the far north end of the access tunnel is a pipe you must use hand grips to climb to. In one end of this pipe is a Soldier Artifact.



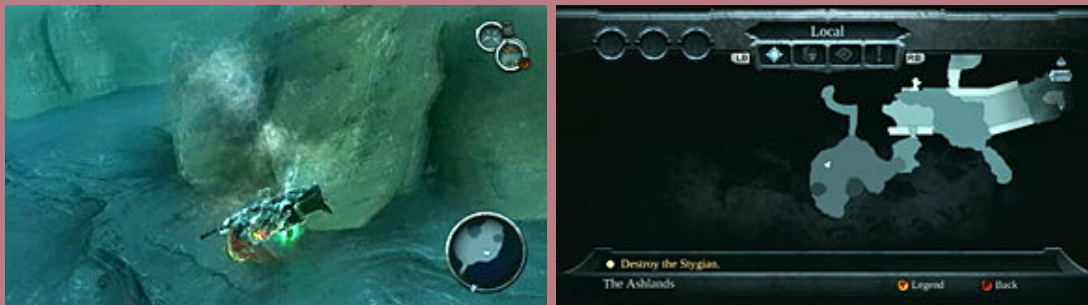
12 // Dry Road

At the far south end of the map, you'll find a Soldier Artifact on top of a ledge right out in the open.



13 // Ashlands

When you disable the drillbit on the surface and drop into the first, water-filled cave, swim all the way to the bottom of the pool and you'll see a Soldier Artifact in the southwest.



14 // Ashlands

Just before the boss of the dungeon is a long cave with a deep pool in the middle of it. At the bottom of this pool is an Artifact.



15 // Iron Canopy

This artifact can be found in the alley in the far southwest corner of the dungeon map. A staircase in the northeast corner of the alley leads up to a dead end -- but you should be able to spot a Soldier Artifact on a ledge below. Double-jump off the stairs and glide down to it.



16 // Iron Canopy

At the bottom of the pit where the dungeon boss Silitha was impaled, look up to find a moving platform that you can activate with your Crossblade. This has a chain hook point attached to the bottom which you can use to get a lift back to the top floor. Instead of taking the platform all the way to the top, however, you should take it to the middle platform where you'll find a Soldier Artifact behind a spire of rock.



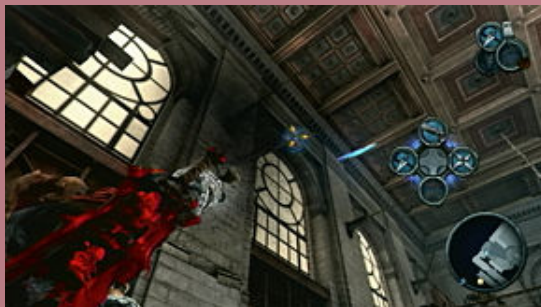
17 // Ashlands

On the eastern side of the level, to the north of the wood tower in the east, look for a strip of raised rock along the eastern border. The north side of this strip is accessible via a Geyser. Take this up and follow the strip south. Look for some Demonic Growth on the left. Climb this to find a Soldier Artifact tucked away against the eastern wall.



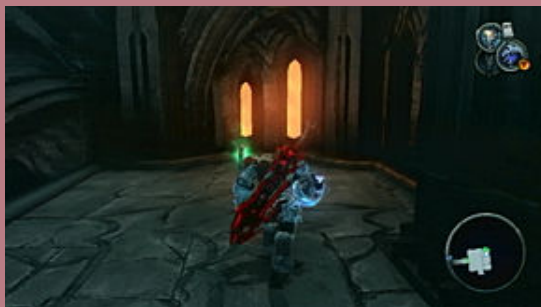
18 // Crossroads / Library

This requires the Abyssal Chain. Warp to the Crossroads using Vulgrim and enter the Library to the north. In the main room, look for an Abyssal Chain grip point along the eastern wall. Use this to get to the second level. Here you can double-jump and glide over to the Soldier Artifact on the west side.



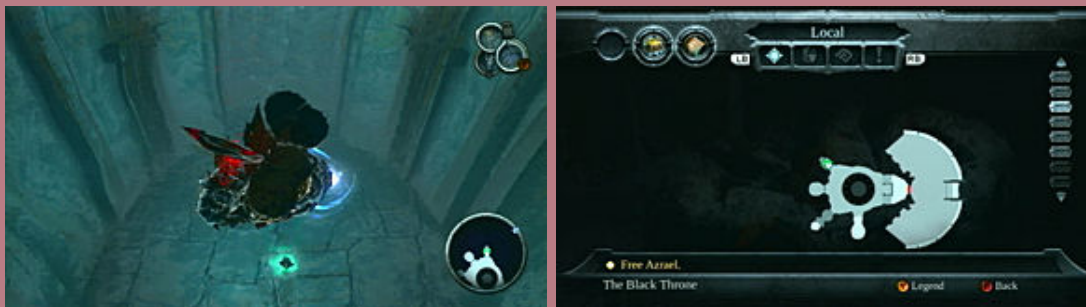
19 // Black Throne

In the first room you come to after accessing the wing with the third Guardian, there's a Soldier Artifact on the southern ledge. Shoot the portal on the ceiling (do NOT charge this shot) with the Voidwalker and then use the wall portal to warp up to it. Float down onto the southern platform to score the Artifact.



20 // Black Throne

On the far side of the bridge section leading to the third guardian is a room where you must use the Voidwalker portals to transfer water. At the bottom of the northwest wing is a Soldier Artifact.



«	Soldier Artifacts	Champion Artifacts	Lifestone Shards	Wrath Shards	»
---	--------------------------	---------------------------	-------------------------	---------------------	---

Champion Artifact

Champion Artifacts appear as floating green icons hidden throughout the game. There are 6 Champion Artifacts in the game. These can be sold to Vulgrim for 1000 Souls a piece. You get a Lifestone for collecting all 6.

1 // Twilight Cathedral

In the north wing of the cathedral, a Champion Artifact floats high in a room in the northeast corner of the structure. Use the Shadow Geyser to reach it.



2 // The Hollows

In the northeast corner of the dungeon is a long room with what appear to be several pumps in the northern area and a deep trench with demonic growth in the south. After you fill this area with water (see the Walkthrough) you can swim down in the trench to find a pipe leading north. Follow this back and look for a Champion Artifact in a chamber above you.



3 // Iron Canopy

This requires the Abyssal Chain. Just west of the room where you fought the second Loom Warden is a room with two short passages leading west. Take the south passage and look for a chain hook at the top of the small room. Use the Abyssal Chain to grapple up to the ledge and score the Champion Artifact. It's high above the room with the bomb block and elevators.



4 // Scalding Gallow / Drowned Pass Access Tunnel

Warp to the Scalding Gallow and take the western exit to the Drowned Pass Access Tunnel. Head down to the room with the large, rotating fan blades. In the south part of this room, look for a gap in the wall below where the fan blade spins. You can leap off a fan blade and float down into this area.



As you float downward, look up for a blue chain grip. You can grapple this with the Abyssal Chain to find a secret area with a Champion Artifact.



5 // Black Throne

On the highest floor of the Black Throne is a room with a floating block in the center with two window portals on it. This room is just beyond a locked door -- you can reach it from the main chamber with Azrael at the bottom, just climb to the very top of the cylinder. Use the Geyser to float to the ledge just beyond it along the wall. Run up the stairs on the side of the room and use the ground portal nearby to warp up to a higher level.



Examine the floating block in the middle of the level from this vantage point. Charge the Voidwalker and shoot the visible window on the top of the floating block. Backtrack to the portal windows you just used on the ground, shoot one of them and hop in to be ejected out of the portal atop the floating block. You'll fly right into a Champion Artifact.



6 // Choking Grounds / Broken Stair Access Tunnel

You'll need the Tremor Gauntlet for this one. Warp to the Vulgrim Location in the Choking Grounds and head to the northeast corner. Enter the Broken Stair Access Tunnel and run to the place with two blue Geysers. Between these you'll find a clump of blue crystals. Destroy these with the Tremore Gauntlet to score this Artifact.



Overlord Artifact

There is one Overlord Artifact in the game, and it's located in the Ashlands. It's worth 5,000 Souls (wow!) and selling it to Vulgrim will land you an additional Wrath Core. Though we'll have a full description of it eventually, you should know for now that it is in the Ashlands and can only be accessed once you have the Abyssal Chain. More coming soon!

1 // Ashlands

This requires the Abyssal Chain. In the Ashlands, head for the fourth wooden tower -- the northernmost one. You can access this strip of towers near the Soul Bridge entrance.

You'll need to slow down time in the first tower and climb up and over the Demonic Growth to get to the northern towers. In the northernmost tower, climb the Demonic Growth to the second tier (above the spinning blade) and throw the switch.



This should drop the Chronosphere down to the level with the spinning blade. Use the Chronosphere to cross to the other side of the spinning blade (climb across the Growth on the roof). Now, use the Growth on the outer wall to climb to the high walkway between the two northern towers.



Your goal is the very top of the north tower. While standing on the walkway between the towers, look directly up. A blue chain hook point is here. Grapple this with the Abyssal Chain to reach the top of the north tower. Hit the switch to stop the drill.



Drop down into the hole below the drill bit and follow the cave back to the **Overlord Artifact**. It's worth 5000 Souls!



«	Soldier Artifacts	Champion Artifacts	Lifestone Shards	Wrath Shards	»
---	--------------------------	---------------------------	-------------------------	---------------------	---

There are ten Lifestones to be had in Darksiders -- which means you can increase your life to ten health bars. You can gain entire Lifestones for defeating the five main bosses: Tiamat (Twilight Cathedral), The Griever (Hollows), The Stygian (Ashlands), Siliitha (Iron Canopy) and Straga (The Black Throne). The remaining Lifestones must be assembled by collecting Lifestone Shards. Lifestone Shards can be found in Chests hidden throughout the game and one can be purchased at a Vulgrim location. Collect four Shards to create a Lifestone and extend your health permanently.

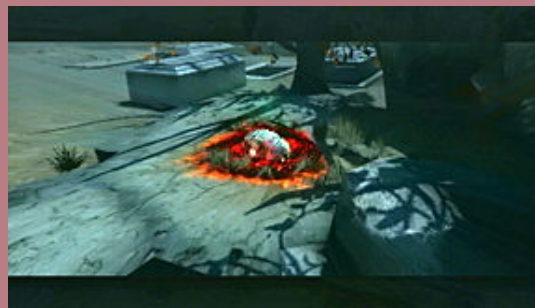
1 // Library

In the main room of the Library, jump down into the crater in the middle of the room and into the pool. Swim down and around in the submarine passage to find the chest with this Lifestone Shard.



2 // Choking Grounds

There are seven gravestones adorned with crosses in the cemetery. You can destroy these for a secret chest. They are all in the immediate area around the gazebo (not in the streets etc.) and easy to spot with the exception, possibly, of one on a small hill behind the stairs leading down in the northwest corner of the cemetery. The chest appears in the southwest by the three sarcophagi.



3 // The Broken Stair

Look for some stairs leading down in the southeast region of the map. Vulgrim is set up at the end of the western tunnel. Swim through the submerged tunnel in the east to discover a chest with a Lifestone Shard within.



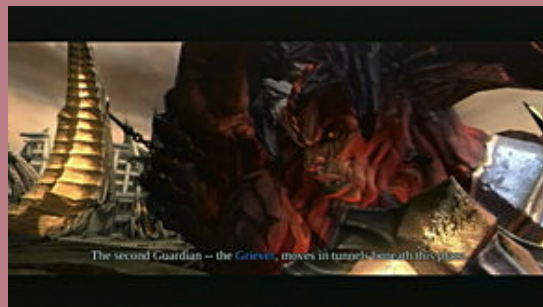
4 // The Broken Stair

Use the Geysers to proceed east across the broken highway. A chest is on one of these platforms, behind a row of cars, and it contains a Shard.



5 // Twilight Cathedral

in the first room in the north wing of the Cathedral (after you place the Crystal Blade in the statue's hands along the northern side of the main gallery), look for a hole in the south wall. You should be able to spot some of the explosive red crystal you detonated earlier in the South Wing. You can use the bombs in this room to destroy this and reveal a chest with a Lifestone Shard within. You'll need pluck a bomb, run towards the hole in the wall -- you can target the explosive crystals by clicking the RIGHT STICK and pass the cursor over them -- jump and toss the bomb through the hole. Perform this maneuver correctly and the shard is yours.



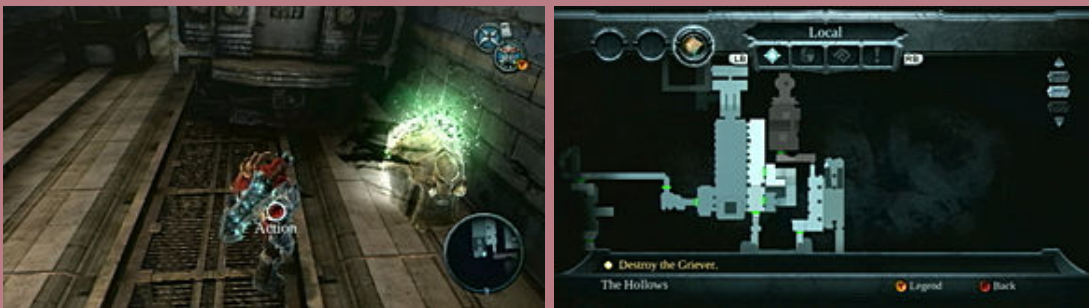
6 // Drowned Pass

Look for a submerged crystal switch nearby just to the west of the two buildings in the central pool. If you hit the switch, the platform it's on will float to the surface. You can find a high and dry path leading up to, and across, this platform by swimming a bit to the south. Use the platform to cross to the Lifestone Shard.



7 // Hollows

In the northeast section of The Hollows, you'll find a room with a few gas leaks and some parked train cars. Head north and look behind the train cars -- a chest Lifestone Shard is behind the trains.



8 // Choking Grounds

Head to the tall building in the northeast corner of the map. You can enter this via a tunnel off the ramp leading to the Broken Stair. Jump down into the building and then use the Geyser to fly up inside of it. On the second floor, use your Crossblade to carry fire from the torch to the bomb on the red crystals. This will allow you to climb higher. Smash the blue crystals on the second floor to find a chest with a Lifestone Shard within.



9 // Dry Road

In the southern area of the map you'll find a chest on a ledge with this chest on it. It's to the east of the Vulgrim location.



10 // Ashlands Access Tunnel

In the northeast segment of the cave, look for a clump of blue crystals just to the southwest of the Vulgrim location. Smash the crystals to find a chest with a Lifestone Shard inside.



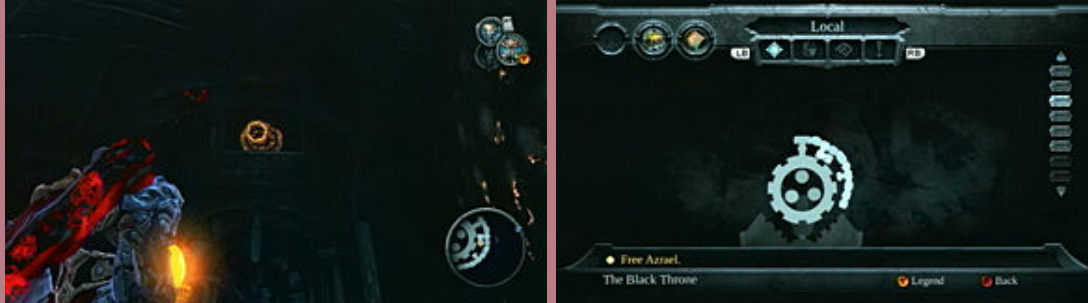
11 // Ashlands

In the first cave you enter after stopping the drillbit in the tower, look for a chest east of the Goremaw-infested ceiling. It's in the far east side of this cave.



12 // Black Throne

This Shard can be accessed in the hallway above the room with the platforms you weigh down with blocks. When you come to the portal window on the floor, turn around and look up. You should be able to spot a well-hidden portal window high above a gap in the roof of the hallway. Shoot this window and the window on the ground to find a chest at the other end with a Lifestone Shard inside.



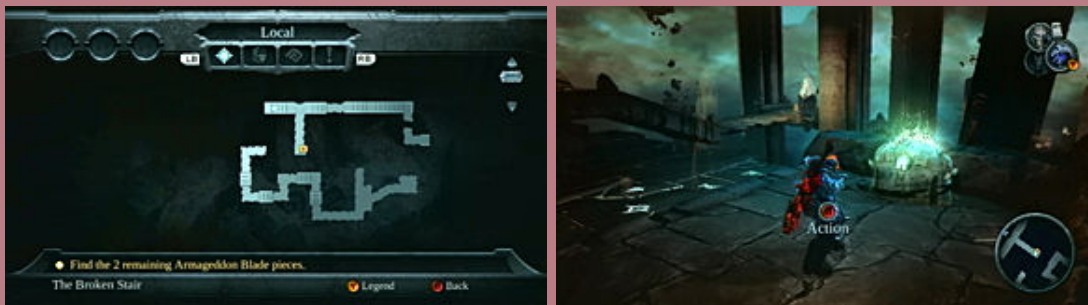
13 // Drowned Pass

You need the Abyssal Chain for this one. In the Drowned Pass, look directly across the way from the Vulgrim location. You can use the Abyssal Chain to cross to a chest with a Lifestone Shard inside.



14 // Broken Stair / Twilight Cathedral Serpent Hole

You need the Mask of Shadows for this one. In the Serpent Hole between the Broken Stair and Twilight Cathedral, activate the Mask of Shadows and head down the forming path. You'll soon come to a yellow Geyser you can use to access a secret area of the Serpent Hole. Follow this long path to another Geyser and use that to float to the chest with a Lifestone Shard inside.



15 // Vulgrim

Collect all the Soldier Artifacts and sell them to Vulgrim.

16 // Vulgrim

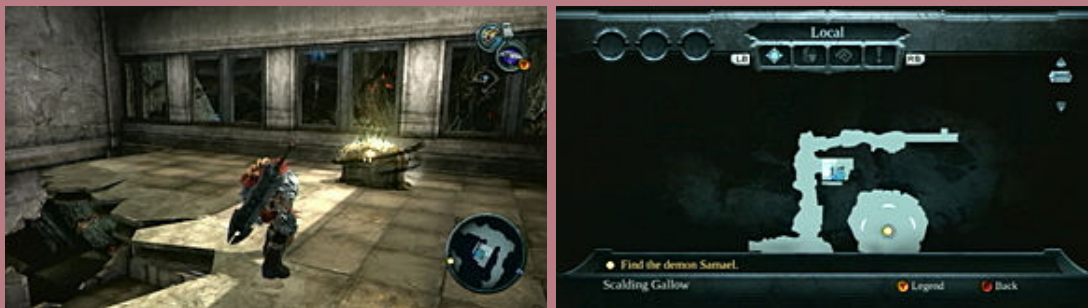
Collect all the Soldier Artifacts and sell them to Vulgrim.

«	Soldier Artifacts	Champion Artifacts	Lifestone Shards	Wrath Shards	»
---	-------------------	--------------------	------------------	--------------	---

There are ten Wrath cores in the game. Most of these are earned by collecting Wrath Shards. One entire Wrath Core can be found in [Twilight Cathedral](#). Another entire Wrath Core can be purchased from Vulgrim. A third Wrath Core can be attained by selling Vulgrim the Overlord Artifact. The remaining Cores can be completed via collecting Wrath Shards. Wrath Shards can be found in Chests hidden throughout the game and one can be purchased at a Vulgrim location. Collect four Shards to create an additional Wrath Core and extend your Wrath permanently.

1 // Scalding Gallow

Above Vulgrim is a chest with a Wrath Shard. You need to use Demonic growth to climb to it. Collect four of these to increase your Wrath meter.



2 // Choking Grounds

Go down the ramp towards the Tormented Gate and look to your left. A passage leads down on in the northeast corner of the map. Follow it to find a building with several floors. On floor 2 is a chest with a Wrath Shard inside.



3 // Twilight Cathedral

In the room to the east of the room with the three Crystal Blade statues you'll find a chest with a Wrath Shard inside.

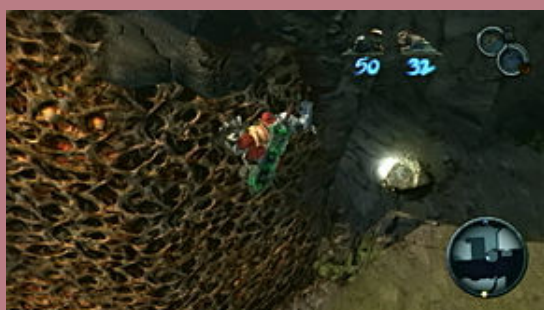


4 // Vulgrim

Purchase this Wrath Shard from Vulgrim.

5 // Anvil's Ford

In the north part of the level you get the Redemption chain gun and take out many, many angels on your way down a hill. At the bottom of this hill, the northwest corner of the map, look for some Demonic Growth. You can climb this to reach a platform above. On this platform, look to the southeast. A visible patch of Demonic Growth is here. Climb onto it and follow it around to the east. Drop down where it terminates to find a chest with a Wrath Shard.



6 // The Hollows

In the southwest corner of the Hollows is a series of submerged tunnels. At the far western end of these you'll find a chest with a Shard inside. It's in the same room with the switch that turns off the underwater fan.



7 // The Hollows

In the far southeast region of the Hollows -- just before the boss -- is a room you must flood with water. You must destroy two blue crystals to do so. At the top of this room is a chest with a Wrath Shard inside.



8 // Drowned Pass

You can see a wall of blue crystals directly in front of you when you warp to Vulgrim's location in the Drowned pass. Jump down into the water and look for a path leading up to the area behind these crystals. It's a bit to the north and completely submerged. Run up the tunnel and smash the crystals to find a chest with a Wrath Shard inside.



9 // Ashlands

Warp to Vulgrim's location in the Ashlands and due north across the large desert on Ruin. Go past the wooden towers. Look along the northeast wall for a patch of blue crystals. Ride over here and destroy the crystals. Just beyond them is a cave with a chest. A Wrath Shard is within.



10 // Iron Canopy

In the long north-south passage, just south of where the bridge collapsed, look for wooden panels on the east side of the alley. Destroy one of these to reveal a chest with a Wrath Shard.



11 // Iron Canopy

In the room with the transparent web floor -- a with a giant spider above you and a Goremaw below you -- push the block into the Goremaw's grasp and use it to lift you to the top of the room. Jump over to the chest with the Wrath Shard inside.



12 // Ashlands / Dry Road Access Tunnel

This requires the Abyssal Chain. Warp to the Vulgrim location in the Ashlands. Head southwest and drop into the Ashlands Access Tunnel area. Enter the room with the Goremaws on the ceiling above a single stretch of rope. You need to cross this area to the west side, so jump out onto the rope and get eaten by a Goremaw. From the western ledge, look up and to the right. You should be able to make out an Abyssal Chain grapple point high above. It is orange. Grapple this and then float into the secret tunnel above. You'll find a chest here with a Wrath Shard inside.



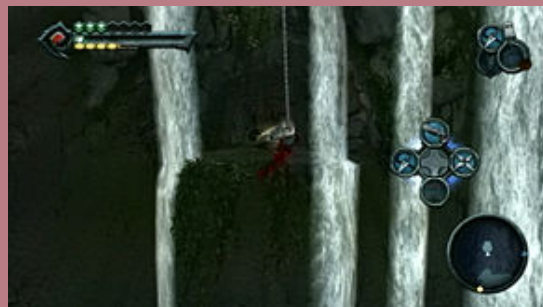
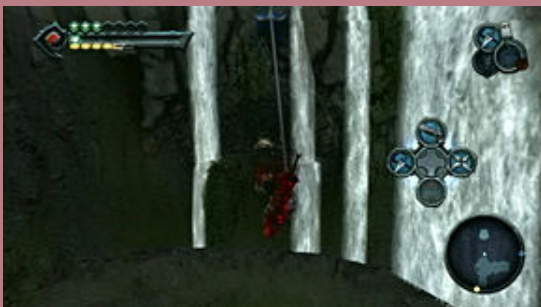
13 // Crossroads / Library

This requires the Abyssal Chain. Warp to the Crossroads using Vulgrim and enter the Library to the north. In the main room, look for an Abyssal Chain grip point along the eastern wall. Use this to get to the second level. Enter the door in the northeast corner and you'll come upon a chest with a Shard inside.



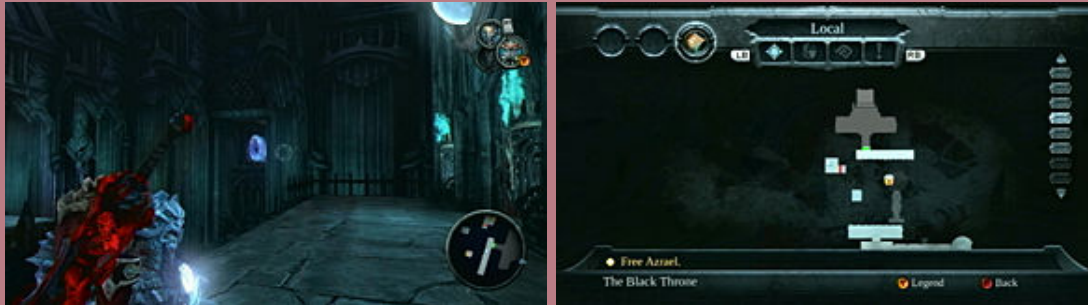
14 // Anvil's Ford

This requires the Abyssal Chain. In the far, far west of Anvil's Ford there's a chest under a waterfall. Use the Abyssal Chain to swing over to it. Inside is your Shard.



15 // Black Throne

After defeating the first Guardian and accessing the second floor of the Black Throne via the elevator, you'll come to a room without a floor. A pathway forms beneath your feet allowing you to reach the northern side. Once safely on the northern platform look for a distant window portal to the west. Charge a shot and shoot it and then use the nearby portal to reach the Chest with a Wrath Shard inside.



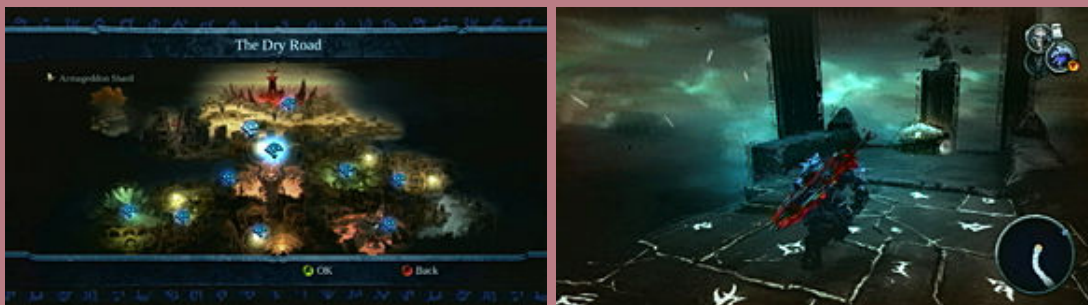
16 // Eden

Head up the stairs towards the Tree of Knowledge. Stop on the landing halfway up and jump off the edge to the left. You can see a bit of map here. Head north on the ground and you'll find a chest with a Wrath Shard inside



17 // Serpent Hole

Take the Serpent Hole path from the Ashlands to the Dry Road. Turn around upon entering the Serpent Hole and look for a nearby chest with a Wrath Shard inside.



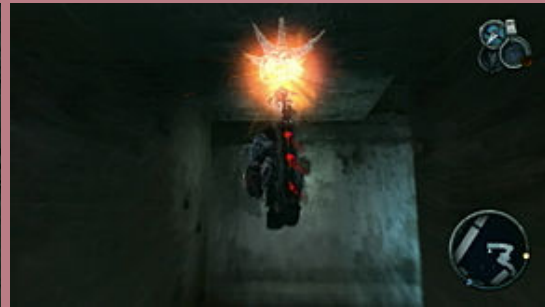
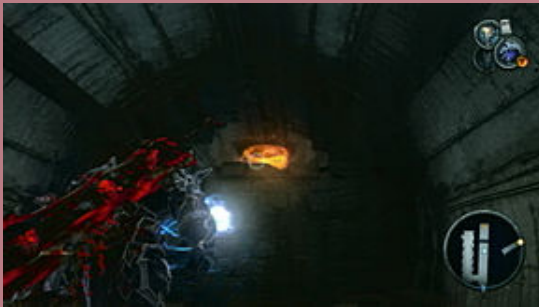
18 // Serpent Hole

You need the Abyssal Chain for this one. In the Serpent Hole between the Dry Road and Anvil's Ford, look for some chain hook points floating in the ether. If you pause the game and examine the map screen, you can see a floating island to the north (scroll up). Use the Abyssal Chain to grapple over to the chest for a Wrath Shard.



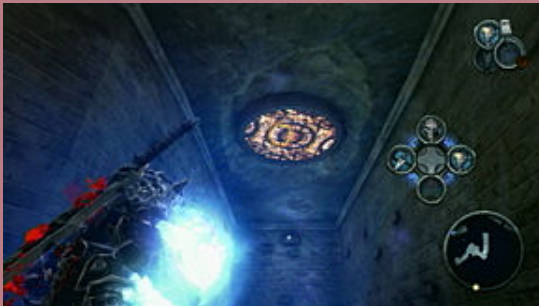
19 // Scalding Gallow / Drowned Pass Access Tunnel

You'll need the Voidwalker for this one. First, head out the western exit of the Scalding Gallow. In the Drowned Pass Access tunnel, look for a portal window above the chest marked on your map. You can charge a shot, double-jump and shoot this portal, but it's a bit tricky.



Now, head into the room with the giant fan blades. Float off the blades to the southeast and activate the Abyssal Chain while you fall to snag the hook. Take the geyser up and shoot the window portal on the ceiling to make a path to the chest.

Use the Geyser to blast up through the ceiling portal to the chest on the other side to score a Wrath Shard.



20 // Anvil's Ford / Drowned Pass Access Tunnel

You need the Tremor Gauntlet for this one. Warp to Anvil's Ford and examine your map. At the far north end of the Drowned Pass Access Tunnel is a chest with this Wrath Shard inside. To get here you'll need to smash some blue crystals with your Tremor Gauntlet.

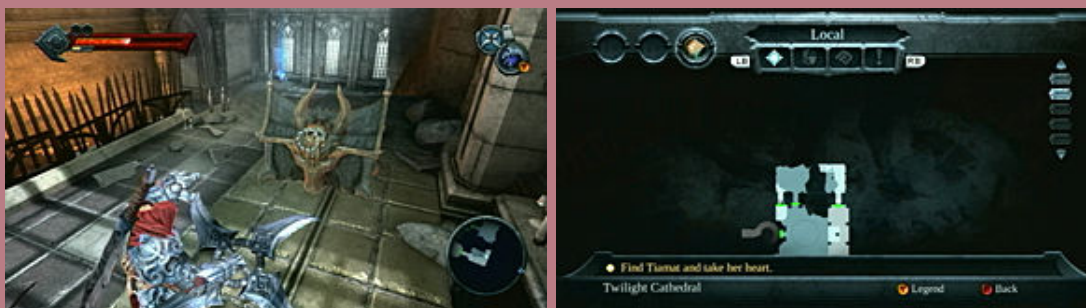


«	Abyssal Armor Pieces				»
---	----------------------	--	--	--	---

Abyssal Armor Pieces can be found in Chests hidden throughout the game. Collect all ten to unlock the powerful Abyssal Armor.

1 // Twilight Cathedral

In the northernmost room of the upper (ground) level of the Cathedral you'll find a chest with this piece. You need to enter this room via the door on the upper level of the east side. To get through this door, guarded by a Goremaw, you'll need the Crossblade.



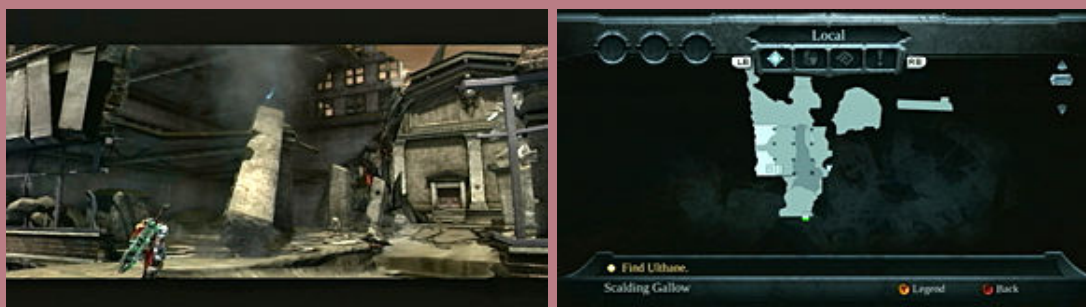
2 // Scalding Gallow

Peer off the west side of Samael's platform. You'll see a blue Geyser far below. Under Samael's central platform itself is a chest you'll have to float to after dropping over the edge. Land safely for an Abyssal Armor Piece. Use the Geyser to return to the surface.



3 // Scalding Gallow

From Samael's platform, head due south to the destroyed building and look up -- you'll see some red crystals with a Bomb Growth attached to them on a support column. Hit the bomb with your Crossblade and it will topple the column creating a ramp up to the chest with the Abyssal Armor Piece inside.



4 // Drowned Pass

In the north tip of the Drowned Pass a waterfall pours into the central lake. A cave just to the south of the waterfall, deep underwater, leads east. It's just to the south. Swim through it and eliminate the enemies on the other side before accessing the chest with the Armor Piece inside.



5 // Drowned Pass

Complete all four Shadow Arenas and talk to the Gate for this piece.



6 // The Hollows

In the hall in the southwest corner of the map with a hole in the far west end that leads to the flooded tunnels you'll find a chest with this piece inside. It's in a nook along the northern wall.



7 // Iron Canopy

In the northeast corner of the main floor there's a large room with two Goremaus. Head east from here using the Abyssal Chain grips and then, at the Chronosphere, grapple up to the yellow hook. Jump into the room to the north with a chest in it. Inside is the piece you seek.



8 // The Ashlands

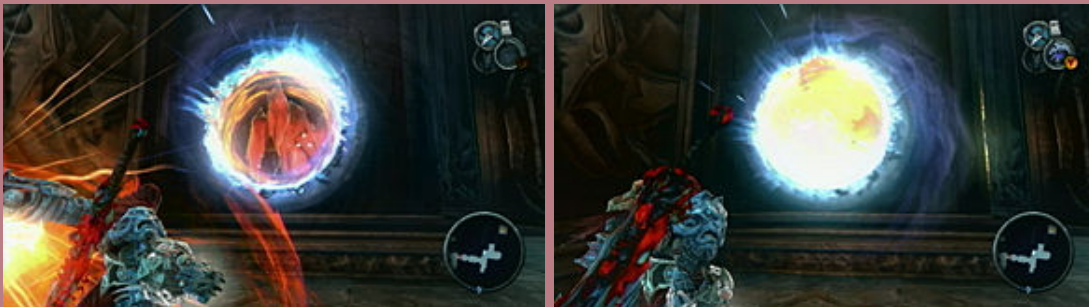
Now, head east across the level. To the north of the wood tower in the east, look for a strip of raised rock along the eastern border. The north side of this strip is accessible via a Geyser. Take this up and follow the strip south. Cross the chain grip points with the Abyssal Chain and then look for another grip point on the tower's top. Grapple over to the tower and you'll find a chest with an Abyssal Armor Piece inside.



9 // Black Throne

Head to the third wing of the Black Throne (where the third Guardian resides). At the bottom of the long spiral staircase you come to is a clump of red crystal. Shoot the nearby window portal on the wall. To the north is a chasm with a spinning block floating above it. Charge a shot and shoot the window on the spinning block with the Voidwalker.

Now, wait by the first portal until the spinning block portal faces north -- you should be able to make out a Bomb Growth in the distance. Hop through and float down to get to the northern ledge.



A Bomb Growth is on a column ahead. You can snag a bomb by using the Abyssal Chain.

First, create a portal on the nearby window. Snag a bomb and wait by the portal. When you see the red crystals appear, toss the bomb through the portal to destroy them. You can now use the portal to access a chest with an Abyssal Armor Piece inside.



10 // Eden

Behind a waterfall to the northwest of the spot where you fight Shadow War is a chest with the final Abyssal Armor Piece inside.



Darksiders Achievements / Trophies

Darksiders features 26 Bronze Trophies, 13 Silver Trophies, 3 Gold Trophies, and 1 Platinum Trophy.

Game Name Achievements / Trophies...	
» Aerial Predator	20 GP / (BRONZE)
Kill 160 enemies while on the angelic beast	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» An Old Friend	10 GP / (BRONZE)
Collect Mercy	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Ashes to Ashes	40 GP / (SILVER)
Defeat the Stygian	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Balance Restored	10 GP / (GOLD)
Defeat the game on NORMAL	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Battle Hardened	20 GP / (SILVER)
Max out all weapons & unlock all combat moves	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» BFA	-- GP / (PLATINUM)
Unlocked EVERYTHING	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Chasm Jumper	10 GP / (BRONZE)
Collect the Shadowflight Ability	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	

» Dark Rider	10 GP / (BRONZE)
Ride for 100 miles	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Death Dealer	10 GP / (BRONZE)
Meet Vulgrum	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Devastator	30G / GOLD
Kill 10 enemies with one Blade Geyser wrath attack	
<p>The easiest way to get this trophy is to level up the Blade Geyser attack to level 4 just to be certain this will work. After leveling up go to the Iron Canopy area where all the tiny spiders are and find a heavily occupied area. Generally there will be 12-14 of those and you need only 10 so go there and let them all come to you in a bunch and then use the attack.</p>	
by Hamad	
» Don't Make Me Angry	20 GP / (BRONZE)
Collect the Chaos Form Ability	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Elemental Thief	10 GP / (BRONZE)
Collect the Crossblade	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Full Power	20 GP / (SILVER)
Collect the maximum amount of lifestones	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» High Flier	20 GP / (BRONZE)
Kill 5 duskwings without touching the ground	
<p>If you go back to the Twilight Cathedral after defeating Tiamat there are 5 Duskbats outside the main door. Jump between them to chain 5 Instant Kill attacks.</p>	
by designerdragon	

» Horseman	-- GP / (BRONZE)
Kill 150 Demons from horseback	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Improvised Kills	10 GP / (BRONZE)
Kill 150 enemies with items from the environment	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Into The Void	10 GP / (BRONZE)
Collect Voidwalker	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Legendary Form	20 GP / (SILVER)
Collect the Abyssum Armor Set	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Like A Bat Outta Hell	40 GP / (SILVER)
Defeat Tiamat	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» One Mean Mother	40 GP / (SILVER)
Defeat Silitha	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» One Tough Cookie	10 GP / (BRONZE)
Meet Ulthane	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Open Air Parking	5 GP / (BRONZE)
aking out a helicopter with a car, during the apocalypse	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	

» Payback's A B****	50 GP / (SILVER)
Defeat Straga	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Prison Break	20 GP / (BRONZE)
Free Samael from his prison	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Reach Out & Touch Somebody	10 GP / (BRONZE)
Collect the Abyssal Chain	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Reaper	10 GP / (BRONZE)
Collect the Scythe	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Reunited	20 GP / (BRONZE)
Obtain Ruin	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» River of Blood	10 GP / (BRONZE)
Shed 3000 gallons of demon blood	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Rocked Your Face Off	40 GP / (SILVER)
Defeat the Griever	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	

» Sight Beyond Sight	10 GP / (BRONZE)
Collect the Mask of Shadows	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Slayer	10 GP / (BRONZE)
Kill 666 Demons	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» The Final Challenger	70 GP / (SILVER)
Defeat the Destroyer	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» The True Horseman	10 GP / (GOLD)
Defeat the game on APOCALYPTIC	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Time Lapse	15 GP / (BRONZE)
Collect the Chronomancer Ability	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» To Move A Mountain	10 GP / (BRONZE)
Collect the Earthcaller	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Treasure Hunter	20 GP / (SILVER)
Search 150 chests	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Tremor Bringer	10 GP / (BRONZE)
Collect the Tremor Gauntlet	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	

» Ultimate Blade	20 GP / (SILVER)
Forge the Armageddon Blade	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Who's Counting?	20 GP / (BRONZE)
Defeating more Angels than Ulthane	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» World Raider	-- GP / (SILVER)
Collect all 27 Artifacts	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Wrath Machine	10 GP / (BRONZE)
Collect all the Wrath Powers	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» Wrath of War	20 GP / (SILVER)
Collect the maximum amount of wrath cores	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	
» You Call That Easy	10 GP / (GOLD)
Complete the game on EASY	
<i>Got a tip for this Achievement / Trophy? Drop us a line with your tip and we'll post it with your name!</i>	

Darksiders Q & A

Before delving in to our Q & A, check out this IGN Strategize video covering Darksiders' basics.

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

Common questions...

» Who is this skeleton with a top hat?

That's Wicked K, a dapper zombie who appears in four places in the game: Twilight Cathedral, Anvil's Ford, The Choking Grounds and the Drowned Pass. If you defeat him you'll get 2000 Souls. You can also get some pretty high combos while fighting him.

» What's them empty slot for in the inventory under shards etc.?

When you have a Heart of the Chosen after beating one of the first four bosses, it temporarily appears there,

» Where is the missing chest in the Drowned Pass? You know the one!

If you follow our walkthrough, you'll see that we collected this chest on the building emerging from the water without incident -- on the first visit and NOT in the Shadow Realm. It's [Drowned Pass 4/5](#). A glitch seems to make it disappear later. That is all we know. This is not tied to any Achievement or trophy, so fuhgeddaboutit!

» How do I unlock the Harvester?

Press pause and select Options. Under Game Options, choose "Enter Code" and enter the following words: **The Hollow Lord** (case sensitive).

Now, visit Vulgrim and The Harvester (Scythe) will be available for purchase under Weapons. You'll need 1000 Souls to purchase it -- and it's well worth the price!

Note: If you already have The Harvester unlocked and you enter in to the code you can get The Harvester for free.

» How many Wrath Cores are there?

Ten. Same as the Lifestones. Check out [Collectibles](#) for the locations of all Cores and Shards.

» On the Serpend Hole map there is one place that says "Unexplored Place." Why?

That's probably the Dry Road -- you can get there by running north from the Scalding Gallow. Once there, you need to find the Vulgrim Location before you can warp there. It's in the southwest corner of the main area.

» There's a lonely little floating grapple point in the south Crossroads, why?

You need to use the Voidwalker to get to this. An Armageddon Blade Shard is up there -- see the Walkthrough for details.

» After beating the game, can you start a new game with your stuff?

No, there is no New Game + feature.

Is your question not answered?

» [E-mail us](#)