

PRIMA'S OFFICIAL



STRATEGY GUIDE

# NIGHTCASTER™



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# NIGHTCASTER™

## PRIMA'S OFFICIAL STRATEGY GUIDE

Jason Young

Prima Games  
A Division of Random House, Inc.

3000 Lava Ridge Court  
Roseville, CA 95661  
(800) 733-3000  
www.primagames.com



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Senior Product Manager: Jennifer Crotteau  
Senior Project Editor: Christy L. Curtis

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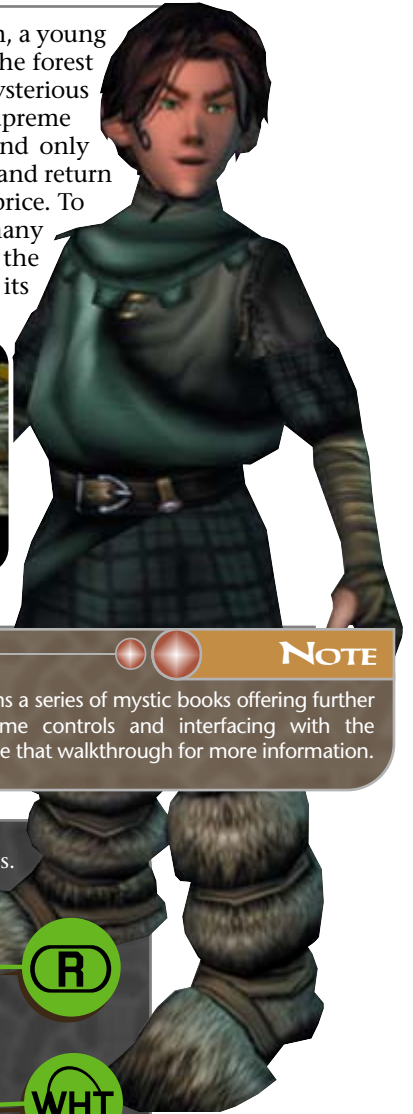
# INTRODUCTION



One day, while playing with his friends Madelyn and Lochran, a young village boy named Arran finds a secluded cave deep within the forest near his home. Inside the cavern, Arran encounters a mysterious glowing Orb. It tells Arran of the Nightcaster, a being of supreme evil who is plotting to destroy the world. Time is short, and only Arran has the strength and power to learn the ways of magic and return light to the world. Yet, this power does not come without a price. To learn the ways of magic, Arran must be hidden away for many years, away from his friends, his home, and his parents. It is the

only way. Reluctantly, young Arran agrees. Reaching out, Arran touches the Orb and allows its arcane energies to flow through him.

Years later, Arran emerges from the cavern as a young man of 20. The darkness that the Orb foretold has come to pass, with all the surrounding villages pillaged and burned by the minions of the Nightcaster. Armed only with an ancient spell book and a staff made from a branch of the sacred Yew Tree, Arran sets up his quest to reunite the four essences of magic—Fire, Water, Light, and Dark—to gain the power he needs to defeat the Nightcaster.



## GAMEPLAY BASICS

The controls of *Nightcaster* are rather complex, allowing you to change the camera view, ready new spells, and aim with pinpoint precision. Learn all of the controls—they are all useful.

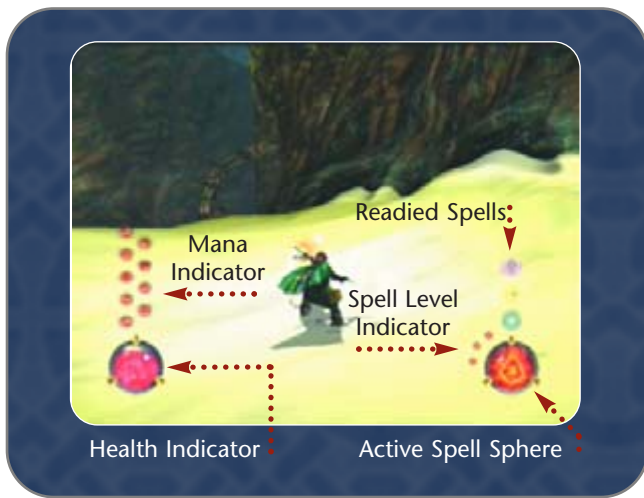
**NOTE**  
The Homecoming level contains a series of mystic books offering further instruction on using the game controls and interfacing with the environment in *Nightcaster*. See that walkthrough for more information.

### Controller Symbols

Here is a guide to the controller symbols used in our text and what they represent on the controls.



## Game Screen



### Readied Spells

Three spells stand ready to be cycled into the active spell sphere. Any combination of spells can be placed in the queue. To change the three spells, use the Spell Book whenever you want.

### Active Spell Sphere

The largest of the spell icons is the active spell sphere. Pull **Ⓒ** to cast the spell in this sphere.

### Spell Level Indicator

Beside the active spell sphere are three tiny circles. These indicate the power level of the spell. Each illuminated ball represents one level of power—the more balls that are lit, the greater the power of the spell that can be cast. Pressing **Ⓒ** and holding it down adjusts the power level. To increase the power of your spells, find the spell spheres scattered throughout the game. New spells may also be learned by reading mystic scrolls, often given to you by non-player characters (NPCs). The default level for each spell is one level.

### Mana Indicator

This shows the amount of mana (spell energy) Arran has. Mana is used whenever Arran casts a spell or uses a rune. Mana is measured in mana spheres. Initially, level one spells consume one mana sphere, level two requires two mana spheres, and level three spells take three; however, when Arran moves to the Adult age, level three spells take five mana. At the Old age, level three spells take seven mana. Mana replenishes itself naturally at the rate of one mana sphere per second. If the mana indicator is ever drained completely, Arran is temporarily unable to cast spells.

His age and the school of magic that he has specialized in limit the maximum amount of mana that Arran can store. Mana can be increased permanently with mana balls. One mana ball can be applied to Arran's strength in a single school of magic. Each mana ball increases the maximum mana capacity of that spell school by one-half of a sphere.

Arran's age limits how much mana can be stored at any one time. At age 20, Arran can have no more than five full spheres in any school of magic. At age 40, this maximum is eight spheres in any one school. Only at age 80 can Arran reach his full potential and acquire 10 mana spheres in a school of magic.

Mana power-ups instantly increase Arran's stored mana to its present maximum level. Fallen enemies periodically drop mana power-ups.

### Health Indicator

Arran's life force appears on the health indicator. When Arran is attacked, his life force decreases. If he is poisoned, the indicator turns green, and his health slowly drains until the poison wears off. If the indicator runs dry, Arran dies, and you restart from the most recently used mushroom ring on the level. If no mushroom ring has been used, you restart at the beginning of the level.

Health can only be restored by finding health power-ups, stepping into a magic school changer, or using a mushroom ring. Power-ups can restore health partially or completely. Magic school changers and mushroom rings always restore Arran's health completely.

## Controls

<b>Ⓒ</b> : Cycle Spells	<b>SLK</b> : Center Camera
<b>Ⓒ</b> : Cast Spell	<b>START</b> : Open/Close Spell Book
<b>X</b> : Return Orb to Staff	Press <b>Ⓒ</b> : Return to Default View
<b>Y</b> : View Map	Move <b>R</b> : Aim Spell (with Orb)
<b>A</b> : Swing Staff	Move <b>L</b> : Move Arran
<b>B</b> : Turn Rune On/Off	Press <b>Ⓒ</b> : Center Camera
<b>WHT</b> : Look Around	

### Ⓒ: Cycle Spells

This trigger cycles through the readied spells that Arran has prepared. You can have only four readied spells at any one time. To change which spells are listed as your readied spells, hit **START** to open your Spell Book. You can have more than one spell from the same spell school readied at the same time.

### Ⓒ: Cast Spells

This trigger casts your spells. If you are in the over-the-shoulder perspective behind Arran, the spell will be cast directly forward. If, instead, you use a top-down perspective, with the camera above and slightly behind Arran, the spell will be cast toward the hovering Orb. Hold down **Ⓒ** to increase the level of each spell, which adjusts power and mana consumption. There are three levels for each of the 16 spells. Higher levels inflict more damage and consume more mana.

### NOTE

Before you can cast higher level spells, you must find spell spheres that teach them to you. You also need the necessary number of mana spheres available.

### X: Return Orb to Staff

This button immediately recalls the Orb to Arran and gives the player an over-the-shoulder. This can be useful if you are unhappy with the camera angle of the top-down perspective. Pressing **R** also returns the Orb to the staff. Return to the higher perspective by moving **R** to push the Orb off the staff.

### Y: View Map

Pressing this button and holding it down shows a map of the area in which Arran travels. Only those areas that Arran has already visited are displayed on the map. A large red arrow points in the direction Arran is facing. Keep track of your progress on the twists and turns of the many levels with the map. It also helps to figure out which areas you have already explored and which you have yet to investigate.

### A: Swing Staff

Use this button to swing Arran's Yew Staff. The staff does no damage but will push back enemies that have gotten too close. You must hammer certain enemies, like the Ice Creature, with the Yew Staff before Arran's spells affect them. The moves that Arran performs each time you press **A** are random.

### B: Turn Rune On/Off

When Arran possesses runes, pressing this button toggles the effects of the rune on and off. If Arran possesses more than one rune, use the Spell Book to determine which rune this button activates.

### WHY: Look Around

While pressing and holding **WHY**, move **L** to spin the camera around Arran, allowing you to look at your character as well as the terrain around him. Try this to get a close look at an interesting piece of scenery or examine the lush graphics of *Nightcaster*. However, while you are looking around, you are vulnerable to marauding enemies, many of which you can't see from this close-up view. So, look around only when you are in a safe place or have cleared the area of enemy monsters.

### RLK: Center Camera

Once you have finished looking around, press this button to return the camera to center.

### START: Open/Close Spell Book

This button opens and closes your Spell Book. It also effectively pauses the game, even in the heat of battle. With the Spell Book open, you can load a saved game, adjust your readied spell list, or assign mana balls to spell schools. Be careful of opening the Spell Book while engaged in a fierce melee battle—after closing the book, Arran tends to be sluggish and difficult to control for a brief moment.

### R: Aim Spell (with Orb)

This controller directs the movement of the Orb. Releasing the Orb from the Yew Staff automatically shifts the view to a remote, third-person perspective. The Orb can move anywhere near Arran, although there is a maximum distance the Orb can travel away from the Yew Staff.

Pressing **R** returns the Orb to the staff, in the same way that pressing **X** does.

### TIP

Arran and the Orb can move independently of each other. It is entirely possible to cast spells fired to the side or opposite the direction Arran is running.

### L: Move Arran

This controller moves Arran around the screen. When the Spell Book is open, **L** allows you to turn pages and select various options. Pressing and holding **L** centers the camera much like pressing **RLK** does.



## The Orb



The Orb that both chose and trained Arran is a powerhouse of arcane energies in its own right. The Orb begins as a mentor and comfort to Arran—a small recompense for the friends, parents, and future the young boy must sacrifice to defeat the Nightcaster. The Orb

teaches Arran through a series of mystic books, which are scattered throughout the Homecoming level. Later, the Orb offers advice and useful information as new items or monsters are encountered. Most everything the Orb has to say is of value, so listen closely.

Magical focus is another advantage offered by the Orb. **Ⓜ** directs the Orb to leave the Yew Staff and hover around Arran. The Orb can move in any direction but can only travel a certain distance from Arran. Once you release the Orb from the staff, it can direct the power of Arran's magic. When you press **Ⓜ**, any spell you have prepared fires toward the Orb. Area effect spells like Fire Glyph use the Orb as their epicenter, while projectile spells like Sky Fall pass through the Orb as they blaze away from Arran.



The final facet of the Orb's power is the way many creatures desperately try to avoid being near it. This is especially true if the Orb is energized with a spell that is of the opposite school that enchanted the creature you are battling. If you ready a Light Glyph spell, a Dark Wolf will actually move away from the Orb—even if the Orb comes between you. This natural tendency to avoid the Orb is stronger in some creatures than others. Those creatures that are more likely to flee in the face of the Orb are said to have "Orb avoidance." Orb avoidance is measured in the percentage chance that a creature will back away in the Orb's presence.



## COMBAT

The majority of Arran's struggles come on the field of battle. Combat can quickly get chaotic, with the situation turning deadly in seconds.

### Elemental Combat

Magical School	Opposite	Neutral
Fire	Water	Light, Dark
Water	Fire	Light, Dark
Light	Dark	Fire, Water
Dark	Light	Fire, Water



Most of the Nightcaster's minions are formed from the same elements that make up Arran's magic—namely Fire, Water, Light, and Dark. Creatures are naturally resistant to damage coming from the same school of magic as was used to create them. However, they are especially vulnerable to attacks utilizing elements of magic opposite their own. For example, a Dark Wolf would be vulnerable to Light-based attacks, while attacks using Dark magic would be useless. Attacks from neutral schools of magic (Water and Fire in our Dark Wolf example) would do reduced damage but remain somewhat effective.

### NOTE

Creatures like Harlequins and Rainbow Dragons utilize more than one elemental aspect at once. This makes them exceptionally difficult to kill.

The key to combat is inflicting damage on your enemies. The best way to inflict maximum damage is to utilize a creature's natural vulnerability to magic of its polar opposite. Attack with a creature's opposite element to do full damage. Spells using neutral schools of magic do roughly half damage, while attacks from the same school do no damage.

### Combat Tips

- Use the third-person perspective as often as possible. It gives you a greater range of vision, allowing you to see enemies both in front of and behind you.
- Attack creatures with their opposite element. You will do much more damage than with the same or neutral elements, eliminating your opponents in a fraction of the time.
- It is sometimes better to pepper a powerful enemy with a long series of low-power spells to keep it stunned. Remember, a stunned enemy can neither move nor attack. This is especially true of enemies like Stiltwalkers, Goblin Archers, and Gnome Riders, due to their potent ranged attack.
- Sky Fall and other projectile attacks are most effective at eliminating spawners with only one or two shots.
- Dark Arc is a great spell for finding hidden enemies. The self-guiding bolt often worms out enemies beyond your field of vision or hidden from sight.
- Don't be too proud to run. Sometimes you are overwhelmed, outnumbered, ambushed, or whatever. Retreat.
- Don't leave enemies behind you. If you have to retreat, avoid having enemies in front of and behind you.
- Make frequent use of the healing powers of magic school changers and mushroom rings.
- Use area effect spells of a neutral school to stun large groups of enemies. Then take advantage of their temporary incapacitation by hammering each individual enemy with high damage spells of the opposite school.
- Press **ESC** to reset your point of view. Often, as you play, the camera rotates in response to the terrain, giving you a poor angle for combat. **ESC** automatically resets the view to the same direction Arran is facing.
- Many creatures charge Arran when the spell in your active spell sphere is of the same school of magic, and flee when you change to a spell that can harm them. Use this factor to bait creatures closer to you with spells of the same school, or repel them with spells from neutral or opposite schools.
- Holding down **SPACE** charges more powerful versions of spells—if you have learned them. Keep **SPACE** depressed to hold the spell. It releases when you let go of **SPACE**.
- A single blast from Sky Fall Meteor is usually enough to destroy a spawner. Rush past the enemies surrounding the spawner, blast it, then retreat as your mana recharges.
- Listen for death cries. Often an opponent appears dead but is in fact only stunned. Only when you hear a monster's final cries do you know it has truly expired.
- Use the Orb. Many creatures have a natural aversion to the Orb, especially if it is charged with an opposite school of magic to that of the monster. Use this to disperse swarms and large groups of enemies.
- Learn as much as you can about the various monsters you will face. Often, they have predictable patterns of attack you can avoid.
- Use area effect spells like Fire Glyph and Light Glyph to eliminate swarming groups of low-power enemies.
- When attempting to defend non-player characters (NPCs) from roving enemies, try to use self-guiding spells. This helps minimize the damage to the NPC.
- Arran can move independently of the Orb. Use both analog sticks simultaneously to allow Arran to avoid enemies while attacking.
- Area effect spells are an excellent way of covering your rear as you make a hasty retreat. Lay a few Fire or Dark Glyphs behind you as you run.

## MAGIC



Magic is the source of Arran's power, the only weapon he has to battle the Nightcaster. Magic is separated into four schools—Fire, Water, Light, and Dark. Spells and runes bring the fury of Arran's arcane powers to bear.

### Spells

Each school of magic has four spells. As the game opens, Arran has only four spells in his Spell Book—one from each school of magic, and all at level one.



Fire School: Fire Glyph, Burn  
 Water School: Glacial Might, Frost  
 Light School: Scarring Light, Flicker  
 Dark School: Venom Strike, Viper

Learn new spells by finding spell spheres or by reading scrolls given as rewards to Arran by NPCs. There are four spells to learn in each school; each spell has three levels of power. Each level is named. For example, there are three forms of the Fire Glyph spell—Burn, at level one; Blaze, at level two; and Blast, at level three. All spells are similarly categorized.

#### NOTE

There are often significant differences in the effects and patterns of attack from one level of a spell to another. For example, Sky Fall Star fires in a straight line, while Sky Fall Meteor provides a cone effect, damaging multiple enemies. For detailed information on spells, look at the Magic chapter.

### Runes



Runes are Arran's other type of magic. Runes come in four forms—Fire runes, Water runes, Light runes, and Dark runes. Each rune has different abilities, and all are extremely rare. The use of runes also drains Arran's mana reserves, making the effects of their

powers temporary. Runes may be toggled on and off by pressing **ESC**.

#### NOTE

For more detailed information on runes, look at the chapter on Magic.

## Collectables

The game contains many useful items. Some of them, like health and mana power-ups, are dropped by enemies as they are killed. Others are scattered throughout the game, often protected by large groups of deadly monsters.

### Health Power-Ups



Health power-ups immediately heal Arran's wounds and replenish his life force, either fully or partially. Health power-ups are often dropped by monsters as they expire.

#### NOTE

The potency of power-ups is generally determined by the size and power of the creature. The more deadly the monster, the more potent the power-up.



### Mana Power-Ups



Mana power-ups instantly increase Arran's stored mana. They are often dropped by monsters when they die. Mana power-ups have no effect when Arran is already at full mana capacity.

Also, they aren't as useful in the beginning of the game, but grow more helpful as Arran's mana levels increase.



#### NOTE

Mana power-ups can only be collected by passing the Orb through them.

### Spell Spheres



Arran starts the game with one spell from each school of magic. He acquires new spells and spell levels by collecting spell spheres that he finds along his journey or receives as rewards for helping those in need.

### Mana Balls



Mana balls are vessels that store spell energy called mana. The more mana balls Arran has, the more mana he can store and the more powerful magic he can conjure. Each mana ball Arran collects increases his mana capacity by half a sphere.

#### NOTE

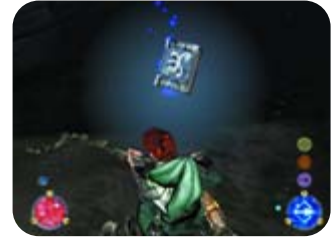
Mana balls are dropped by a monster every 250 monster kills. View your kill count on the Wizardry Page of the Spellbook, on the lower right side.





### Mystic Books

Mystic books lie strewn throughout the Homecoming level. These books give Arran magic instruction and offer useful game-playing tips. There are none beyond the Homecoming level.



### Parchments



Parchments represent passages from journals, letters, and other useful bits of information that slowly unfold the story behind *Nightcaster*. Read them—some offer insights into the battles ahead.

### Enchanted Ground

Some places prepared by the forces of order aid Arran in his quest to defeat the Nightcaster. These enchanted grounds can heal Arran's injuries, grant him access to remote treasures, or provide him with powerful new magic.

### Magic School Changers

Magic school changers align Arran to a particular school of magic and fully restore his health. When he steps inside, the spells he possesses from that school increase in power, while his spells from the remaining schools weaken. Arran remains aligned with that school until he enters a different magic school changer.

The restorative powers of a magic school changer cannot be overemphasized. Regardless of how much damage Arran has taken, as long as he is still breathing he will be fully healed by stepping inside.





### Tip

As a general rule, if a magic school changer is within a level, the creatures that lie beyond it tend to be more vulnerable to the school of magic represented by the changer.

### Teleporters



When Arran steps into a teleporter, he is magically whisked between places within the land. Teleporters often transport Arran to remote plateaus containing mana balls, spell spheres, and other treasures.

### Mushroom Rings

When Arran steps into a mushroom ring, you can save the game. After saving, mushroom rings fully restore Arran's health. Use the mushroom rings wisely, though—each can only be used once.



### Cursed Ground

The Nightcaster's hand has touched the world, tainting it. As the forces of order have their hallowed ground where Arran can be aided and replenished, so too do the minions of darkness have their unholy sanctuaries.

### Magic Barriers



Magical barriers are obstructions wrought from the power of the Nightcaster. They rise as Arran approaches, blocking his path or sealing off enchanted ground and special items. Magical barriers collapse when the monsters that hover near the barrier have been defeated or some other task accomplished.

### Spawners



Spawners generate an endless flow of creatures like Hardbacks, Dark Wolves, Rockhoppers, Ploks, and Giant Wasps. Destroying the spawner itself is the only way to stop this tide of darkness. Spawners appear as piles of rock, den entrances, or, in the case of the Ploks, unmistakable slimy green towers.

Spawners can often be much more durable than the creatures they generate. The following chart outlines the respective HP of each spawner, based on the monsters it spawns.

Spawner Type	HP
Hardback	25
Plok	55
Rockhopper	45
Wasp	25
Wolf	45

When you encounter creatures that are commonly generated by a spawner, begin looking for their source. Spawners are most often tucked into corners, against trees, atop

hills, or behind rocks. Concentrate your attacks on the spawner itself, ignoring the creatures it has generated until the source has been destroyed.

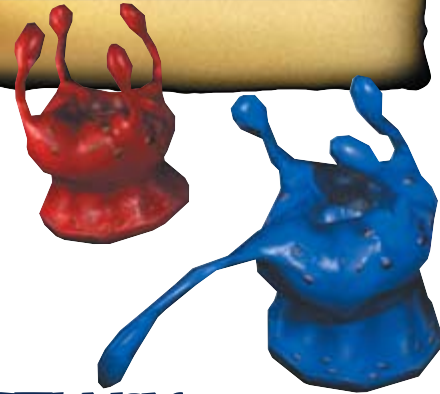
# HOMECOMING



**New Spell Available:** Sky Fall  
**Mana Balls Available:** 1  
**Monsters:** Rockhoppers, Dark Wolves, Ploks, Hardbacks, Skull Caps

**KEY**

- Magic School Changer
- Instructional Books
- Teleporters (A to A, B to B)
- Sky Fall, Star
- Mana Ball



## BESTIARY

Although the resistance you face in the Homecoming level is very light compared to later levels, you should know the strengths and weaknesses of each creature.

### Key to Bestiary Stats

**Size:** Creatures come in various sizes—small, medium, and large. Small monsters are roughly knee- to hip-high on Arran, while medium creatures are about the size of a man. Large creatures tower above Arran. A monster's size often determines the value of any power-up it leaves behind. Larger creatures tend to drop more potent power-ups than smaller ones.

**Element:** There are four elements: Fire, Water, Light, and Dark. All creatures (save Harlequins and Witches of the Green) are derived from one of these elements. Creatures of a particular element are most vulnerable to attacks utilizing the opposite element, while they are virtually impervious to damage from the same element. For example, a Dark Wolf is crafted from the Dark elements. Attacks utilizing Light would inflict the most damage, while attacks using Dark magic would do no damage.

**Health:** This represents a creature's hit points, or HP. The higher the number of HP, the more damage the creature can take before it expires.

## HOW TO USE THE MAP

While playing Nightcaster you cannot refer to a compass or other consistent landmarks to help you determine direction. However, pressing and holding **V** reveals a map. A red arrow indicates the direction Arran is facing.

In the Homecoming level, the entire map is revealed at the start. In later levels, only those areas that you have already visited appear on the map. The complete maps of each level are included in this guide; markers indicate which direction is north. The walkthrough instructions are based on this marker and the map at the beginning of each section.



### NOTE

Spell spheres and scrolls contain spell talismans. In order to acquire higher level spells, you must collect *all* the talismans for that spell. If you skip a single spell talisman, you will not be able to gain access to all the higher level spells listed later in the guide.

## Bestiary Stats Continued

**Speed:** This represents the quickness and running speed of the creatures. There are several levels of speed: slow, average, fast, and very fast. Slow monsters move slower than Arran, average ones travel at about the same speed, fast creatures are slightly quicker, and very fast ones rocket across the screen.

**Damage:** This indicates how many hit points of damage a creature can inflict with a specific physical or magical attack.

**Attack Type:** Different creatures use different kinds of attacks. Common attack types include physical, magical, and poison. Physical damage is inflicted only in close combat range, while magical damage is generally inflicted at range. Poison fills Arran's body with a lethal venom that causes one point of damage per second for 10 seconds.

**Special:** Most creatures have special attributes, attacks, or weaknesses. The specifics are covered within the monster descriptions.



### PLOK

Slow, trundling Ploks resemble some kind of warped anemone, with four poisoned tentacles writhing above their bodies. If one Plok successfully poisons Arran, they all increase their rate of attack dramatically, sensing a weakened foe and an easy kill. If that happens, retreat for a moment to let the poison run its course.

Then return to the area overrun with Ploks and dispatch them at range.

A Plok attack stops Arran dead in his tracks, knocking him back slightly. Ploks are often generated from a Plok spawner, resulting in an endless stream of these creatures until the spawner is destroyed.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Medium	All	10–20	Slow	5	Physical/Knock-back/Poison	Poison Tentacle, Spawned



### DARK WOLF

Dark Wolves hunt in packs, often circling Arran before lunging in with lightning speed to attack. If injured, a Dark Wolf retreats, moving outside the range of Arran's Orb, where it waits for a second or two before returning to the pack. When a pack is led by a large Dark Wolf, the others go into a

bloodthirsty frenzy, gaining a 50 percent damage bonus. Take out the alpha male first to eliminate the potential for extra damage.

Dark Wolves have a natural aversion to the Orb and will generally shy away from it, especially when injured. These creatures are often generated from a Dark Wolf spawner; destroy the spawner to cut off the supply.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	15–18	Very Fast	7.5	Magical, Physical	Orb Avoidance (15%), Spawned



### HARDBACK

Hardbacks are relentless opponents, swarming toward Arran in vast numbers with no consideration for their own safety. No matter how much damage you inflict on a Hardback, it will charge you until it dies. The Hardback possesses a powerful special attack—mana draining. This is

especially devastating to Arran because his offensive capabilities are centered around his spell-casting. Every bite from a Hardback steals away one third of a ball of mana. Mana returns at the rate of one level per second.

Hardbacks are often generated from a Hardback spawner. They will generate until the spawner is destroyed. Second and third level Hardbacks appear in later chapters of the game. These creatures behave identically to their lower level cousins, but are more resilient and deadly.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	All	7–20	Fast	2.5	Physical	Mana Drain, Spawned



### ROCKHOPPER

Rockhoppers are pack hunters, slowly draining the vitality of their prey as each member of the pack rushes forward to strike, then fades back in retreat. These sly creatures blend into their surroundings, making them virtually impossible to detect if they are waiting in ambush or fleeing in retreat.

Area effect attacks like Light Glyph and Fire Glyph injure the entire pack and reveal camouflaged Rockhoppers.

Rockhopper spawners churn out an endless supply of these creatures until the spawner is destroyed. Second and third level Rockhoppers appear in later chapters of the game. These creatures behave identically to their lower level cousins, but are more resilient and deadly.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	All	10–16	Fast	5	Physical	Chameleon, Spawned



### SKULLCAP

Skullcaps, much like Ice and Fire Ogres, are living turrets that burst up from the ground as Arran comes within range. A Skullcap's only attack is its powerful version of the spell Poison Shard, which it casts at an impressive range. As the creature is preparing to attack, any hit inflicts double the

normal damage. If you exploit this weakness, a single strike from Scarring Light Flash or Scarring Light Flicker should eliminate a Skullcap easily.

If, however, you only injure the beast, it will burrow under the ground, surface again moments later, and attack.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	20–35	N/A	10	Magical	Burrow

### WALKTHROUGH

After being caught up in the power of the Orb as a small child, Arran emerges from the snake-like cavern at the age of 20. In payment for Arran's great sacrifice of 10 years of his life, he is taught the secrets of magic by the mystical Orb. This first level is a teaching ground, where the Orb instructs Arran through a series of sacred books.

#### NOTE

As you read each book, it remains open. This helps keep track of which lessons you have learned and which you have yet to master.

#### Arran's Starting Stats



HP: 100  
Max Mana: 1–5 mana spheres

Arran begins with a meager understanding of magic, with only a single level of mana in each spell school. Arran also knows a single spell from each school. Each spell is level one, and each costs one mana to cast. Arran has no runes. Arran's spells include:



Fire School: Fire Glyph (Burn)  
Water School: Glacial Might (Frost)  
Light School: Scarring Light (Flicker)  
Dark School: Venom Strike (Viper)



Arran begins to the south, at the top of a long series of descending plateaus. Head south and read from the first instructional book (icon 1 on the map) to learn about Orb movement. Then move to the next floating book (2).

Read all four volumes on the first plateau. Note the parchment floating nearby. Parchments also offer valuable information or background on Arran's life. After thoroughly investigating the area, head east across a wide stone bridge.

#### TIP

If this is your first time playing *Nightcaster*, listen to the Orb's instructions carefully. However, if you are an experienced player, feel free to skip the mystic books.

#### Book 1: Orb Movement

Use me to target spells at your enemies. To control my movements, use **W**. To return me to the staff, press **X** or **R**.

#### NOTE

#### Book 2: Casting

To cast a spell, pull and release **Q**. This will cast your active spell, represented by the large sphere in the lower right corner of the screen.

#### NOTE

#### Book 3: Active Spells

The three small spheres above the active spell sphere represent your readied spells. They are additional spells that can be rotated into the active spell sphere for immediate use. To rotate the readied spells, pull **Q**.

#### NOTE

#### Book 4: Health Display

The large sphere in the lower left corner of the screen represents your health indicator. You lose health when you sustain damage. If you are poisoned, the indicator turns green, and your health will continuously deplete until the poison wears off.

#### NOTE



After you read the four books on the first plateau, head east across a narrow stone bridge to another landing. Here you face your first foes—a pair of slow-moving Fire-based Ploks. Arran first strikes in their direction easily dispatches these creatures. This spell is partly self-guided—simply aim in the general direction of the Ploks. With the area cleared, take a moment to read book 5.

#### TIP

Toggle through your spells by pulling **Q**. Fire your chosen spell by pulling **Q**. Use your staff to push back an enemy who has gotten too close by pressing **A**.

#### Book 5: Mana Display

The small spheres above the health indicators represent your mana supply. Mana is the magical energy that is used to cast a spell.

#### NOTE

#### CAUTION

When your mana spheres are empty, you cannot conjure spells.



With the enemies defeated, continue eastward, where you encounter a pair of Dark Hardbacks hiding behind an enormous stone obelisk. Dispatch them quickly with the Light-based Scarring Light Flicker spell. Destroy the Hardbacks to lower a magical barrier placed before you by the Nightcaster.

When the coast is clear, read the mystic books nearby (icon 6 and 7 on the map), located on a land ramp to the east. Continue up the land ramp cautiously. You encounter the elusive Rockhopper. These dangerous creatures materialize out of thin air and attack with only a moment's warning. Two Fire-based Rockhoppers wait for you along the land ramp. Dispatch them easily with Glacial Might Frost. With the ramp clear of danger, continue on to read book 8.



### TIP

Use the third-person view. It offers a wider field of vision and greater control over your spell-casting. To access this view, press **3** in any direction. This releases the Orb from your staff and changes the perspective.

### Book 6: In-Game Map

To view the in-game map, press and hold **V**.

### Book 7: Default Viewpoint

To return the camera to its default view, press **3** or **3**.

### Book 8: Spell Book

The Spell Book is where the spells and other things you collect are stored and managed. Press **START** to open and close the Spell Book. To turn the Spell Book pages, use **4**. To select an item on the page, use **1** to highlight it, then press **A**.

Near the top of the ramp, slow your advance and move cautiously—a Skullcap hides just around the corner. Skullcaps are little more than living turrets, spewing poisoned arrows in your direction as you approach. Send the Orb out before you and hammer the beast with your Scarring Light attack. Concentrate more on avoiding the deadly poison arrow fire than on trying to be accurate with your shots—Scarring Light are generally self-guided.



### CAUTION

If you don't kill the beast with your initial attack, it often burrows underground and emerges nearby.



Hit the Skullcap while it is charging for an attack against you to inflict double damage. As the Skullcap falls, so do a pair of magical barriers. Behind the barrier to the west is a spell sphere. When you walk through the sphere, it teaches you

the Sky Fall Star, from the Fire school of magic. Take a quick look at the mystic books (9 and 10) sitting nearby.

There is a teleporter on the south side of the landing you reached after crossing the bridge. The teleporter takes you to other places on the Homecoming level. After you've learned the Orb's final lesson and collected the spell sphere, arm yourself with the Dark school Venom Strike Viper spell and pass through the teleporter.

### Book 9: Readyng a Spell

To change your readied spell, open the Spell Book (**START**) to a spell page, select the spell you wish to prepare, and pull **3**. The new spell replaces the current spell in the active spell sphere. To rotate the readied spell, pull **3**.

### Book 10: Teleporter

This is a teleporter. It transports you between two points within a level.



A group of assorted enemies, led by four Ploks of each spell type, awaits you on the other side of the transporter. Immediately expel the Orb from your staff and take down the Ploks with a series of Viper strikes. A fifth Plok

hides out nearby, so take it out as well. After the fifth Plok is dispatched, magical barriers to the north and south fall. Look at book 11 for a tutorial on the theories of opposing magic. Then explore to the south to find a staircase descending the mountain face.

### Book 11: Color Theory

Magic consists of four spell schools: Fire versus Water, and Light opposing Dark. The spells you cast and the enemies you battle are all created from these four schools of magic. Your spells are strongest against creatures of the opposing school and weakest against creatures of the same school. For example, a Water spell works best against a Fire creature. But against a Water creature, it would be utterly useless.

At the bottom of the staircase are four swirling rings, one for each school of magic. These are magic school changers, and stepping into one allows you to become a specialized mage of that school. The blue ring turns you into a Water mage, the purple ring a

Dark mage, the orange ring a Fire mage, and the white ring a Light mage. Choose the school that best suits your playing style. However, since you possess two different Fire-based spells (Sky Fall Star and Fire Glyph Burn), specializing in Fire magic is a good idea for beginners. You must choose a school before you can progress.



### NOTE

If you accidentally reset the default viewpoint by pressing **L**, disable it by using the Thumbsticks setting on the Options page of the spellbook.

### NOTE

#### Book 12: Magic School Changers

The circles before you are magic school changers, one for each of the four schools of magic. When you step inside, the spells that you possess from that school will increase in power.

### Magic School Changers



Magic school changers allow you to specialize in one particular school of magic. Once specialized, you will be known as a Fire mage, Water mage, Dark mage, or Light mage, depending on which school you choose. You can use the magic school changers as often as you like.

The effects of becoming a mage are varied. First are the physical changes. Your cape changes color to match the school that you specialize in: orange for Fire, purple for Dark, white for Light, and blue for Water.

The second change is in Arran's mana levels. He starts out with a single level of mana in each school. Once he specializes, he possesses a full three levels in his chosen school. Neutral schools go up by one level, while the opposite school remains at one level of magic. For example, if Arran becomes a Fire mage, his mana level in the Fire spell group would be three, while his mana level in Light and Dark would be two. In the spell school of Water, his level of mana would remain only one.



Paradoxically, mages are weakest against creatures that are crafted from the same element the mage specializes in, while strongest against the opposite school.



To the south lies a land bridge. Halfway across the bridge is a sparkling circle of mushrooms, accompanied by the distant echo of angelic singing. This is a mushroom ring. Here you can save your progress and restart later if you are severely injured or killed. Pass the ring to discover book 13 and a nearby parchment. Be careful, though—just beyond lies a pile of gray stone. This pile is actually a spawner that generates creatures of the Nightcaster.

### Mushroom Rings

Mushroom rings are effectively save points. However, each can be used only once. After you have saved at a particular ring, its enchantment dissipates. Mushroom rings are scattered throughout the nine levels. When you load a game, it restarts from the mushroom ring at which you saved.



This spawner breeds Rockhoppers, which remain invisible until they approach Arran for the attack. Use an area effect spell like Fire Glyph Burn to reveal the creatures and severely damage them. A few quick blasts with Burn should

destroy the ranging Rockhoppers. When the plateau is secured, take a moment to read book 13 and the parchment.

### Tip

When you encounter spawners, eliminate them quickly, ignoring the creatures they generate at first. If you concentrate on the spawner, you can cut off the endless stream of enemies at the source.

### NOTE

#### Book 13: Using the Staff

Some creatures are resistant to magic, but you can slow their advance by hitting them with your staff. To swing the staff, hit **A**.

Beyond is a pair of pathways, one to a higher plateau and one to a lower plateau. Follow the ascending path for now. As you step onto the path, a magical barrier rises to the rear, preventing any retreat. As Arran advances, he meets a small group of Rockhoppers, Ploks, Hardbacks, and Dark Wolves. Use an area effect spell like Burn to damage both groups of enemies. This early in the game, Burn is usually enough to kill all enemies. At later levels, it is best to use Flicker to eliminate the hardy Dark Wolves.





Battle your way up the path to a trio of spawners spitting out an endless flood of Rockhoppers, Dark Wolves, and Hardbacks. Use the Burn spell to destroy the enemies and the spawners that generate them. When all have been

destroyed, the magical barriers that have trapped you in this part of the level drop, and a new teleporter appears. Hop in the teleporter to reach a nearby plateau.

On this plateau, find a mana ball and a mystic book (14). Use the mana ball to permanently increase your maximum mana capacity in a single school. Whichever school it is applied to will increase by one-half of a level. Now you will have larger mana reserves to draw from when using that school. Don't forget to take a look at the book before heading back through the teleporter.



**TIP**

Balance your mana schools as much as possible. To do this, apply mana balls to those schools you are weakest in. Whichever school is the opposite of the spell school you have chosen to specialize in should get this first mana ball. For example, if you are a Fire mage, upgrade your Water school of magic.

**NOTE**

**Book 14: Looking Around**  
To view your surroundings, press and hold **W**, then use **L** to look around.

From the teleporter exit, head down the mountainside. The magical barrier that blocked your path has been dispelled. As Arran progresses he faces a small group of dark Rockhoppers. Eliminate them quickly with an area effect spell, like Burn, or magic most effective against Dark-wrought creatures, such as Flicker.



creatures, such as Flicker.



Continue on; Arran encounters a solemn farmer. The farmer tells you of raiders who sacked the nearby village as if searching for something—or someone. Farther down the road behind the farmer is another villager—the

farmer's wife. After listening to her sorrowful tale, take a moment to read the scroll tucked beside her small cottage.

**NOTE**

Beyond the farmer is a pumpkin patch infested with Dark Hardbacks. Although you can clear them out for the experience, there are no items or power-ups here.

**NPCs**

Scattered throughout the game are various NPCs (non-player characters). These characters often provide useful information or vital clues to puzzles that lie ahead. They may even give you new spells or items. Take every opportunity to chat with NPCs.

During the game you may find NPCs under attack. Do your best to protect them from the forces of darkness. Often, defending them is the key to receiving whatever message or items they may possess. NPCs can be affected by your spells, so aim your shots carefully or use magic that is self-guiding, like Flicker. Although NPCs are rarely killed by your attacks, a poorly aimed shot may change the way they view you, as well as limit the help they are willing to provide.

**NOTE**

If an NPC is angry at Arran, leave and return later. The NPC will calm down and no longer attack Arran.

After speaking with the farmer's wife, continue down the dirt path that meanders by her home. The path soon splits to the left and right. The left path leads to another smoking cottage. To the right lie the ruins of Arran's own home, the bodies of his parents still smoldering inside. A parchment from Madelyn, Arran's childhood friend, waits atop a landing overlooking the wreckage. After reading the message, continue onward, crossing over a nearby wooden bridge.



Prepare your Flicker spell as you cross, dispatching the dark Rockhoppers on the other side. Farther down the path expect a small Rockhopper ambush from the trees followed by a pair of Dark Wolves.

Flicker makes quick work of this second group as well. Continue down the path as it winds through the countryside, dispatching one Dark-wrought creature after another. As you reach the end of this final path, you are transported to the village of Perth—the first of the many battlegrounds against the forces of the Nightcaster.



# THE ROAD TO PERTH



End

Start

### KEY

- Teleporters (A to A, B to B)
- Mana Balls
- Spell Spheres
- Magic School Changers
- Mushroom Rings

- 1 Concerned Father (Winter's Fury)
- 2 Lost Daughter
- 3 Fire Glyph
- 4 Beleaguered Guard (Sky Fall)
- 5 Dark Arc
- 6 Captain Nolan (Gate Message)
- 7 The Searching Guard (Gate Keeper)
- 8 Concecated Priest (Light Glyph)
- 9 Winter's Fury

## WALKTHROUGH

**New Spells Available:** Sky Fall, Fire Glyph, Winter's Fury, Dark Arc, Light Glyph, Winter's Fury

**Mana Balls Available:** 3 + kill rewards

**Monsters:** Rockhoppers, Dark Wolves, Ploks, Hardbacks, Stiltwalkers, Gnome Riders, Zombies, Ghouls

### Perth Encounters



#### GNOME RIDER

Gnome Riders depend on their strong spell-casting ability and the excellent speed of the Juju birds that they ride to keep them out of trouble. They often stay at the edge of the maximum range of Arran's spells to avoid even the hint of danger. If Arran tries to move closer, the Gnome Riders move

to maintain the distance, often taking an erratic path to make them even more difficult to hit. Try self-guided spells to compensate for this.

The spells employed by Gnomes relate to the color of the Juju birds that they ride. Red-mounted Gnomes cast Sky Fall, those on blue birds conjure Icicle, purple ones use Venom Strike, and white-mounted ones cast Primal Light.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	15-30	Fast	15	Magical	Elemental Spell Attacks, Cowardly



**GOBLIN RIDER**  
Goblin Riders circle their prey in a counterclockwise direction, circling in to strike, then retreating before their quarry can counterattack. Goblin Riders can only attack on the left side, necessitating the counter clockwise spiral. If severely injured, a Goblin Rider will retreat and regroup, taking several seconds before attacking again.

Goblin Riders receive a 50% damage bonus when fighting alongside Gnome Stiltwalkers or Gnome Riders. When the Gnomes are killed, the bonus is eliminated.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	20-30	Average	12	Physical	Attacks from left side only



Arran enters Perth from a southern dirt road, still deep within the forest. At a four-way intersection, take the eastern route, where you encounter a group of Dark and Water Ploks surrounding a sickly green Plok spawner. Dispatch the

Ploks with Fire Glyph, followed by a trio of focus castings of Fire Glyph on the Plok spawner. With the coast clear, continue down the eastern path.

**NOTE**

The path west leads to a windmill flanked by a few village buildings. There is nothing of particular interest here.

**TIP**

Cast Fire Glyph four times on a Plok spawner to destroy it.

You quickly run into another wave of Plok resistance, complete with a spawner. Use the same Burn tactic, then confront the Hardbacks scurrying down the path. The Hardback spawner sits just off the road to the north—destroy it. With the area cleared, continue on, crossing over a small stone bridge.



**CAUTION**

Be prepared for a Dark Wolf guarding the eastern side of the stone bridge. A couple of castings of Scarring Light or Fire Glyph should eliminate the beast quickly.

The path abruptly splits, with one road leading north, another west. Make your way down the northern road, Fire Glyph ready—the path is rich with Water-wrought Ploks and Rockhoppers. Destroy the Plok spawner as quickly as possible—two Fire Rockhoppers race your way as soon as you begin your attack. Near the end of the path sits a teleporter, flanked by a pair of Rockhopper spawners. Destroy them before passing through the teleporter. The mystic portal transports you to a plateau at the base of a towering waterfall. Collect the mana ball hidden here and return through the teleporter.



**CAUTION**

Down the western pass a nasty pack of Dark Wolves guards a parchment and a mushroom ring. If you brave the Wolves, be especially wary of the massive pack leader. When this wolf is near, the others fight with a 50 percent bonus to damage. Eliminate the alpha male quickly.



Once back through the teleporter, return to the split in the road. Only Wolves and a mushroom ring lie down the western fork. Head east, back down the path you originally came down, slowly returning to the four-way split. From the crossroads,

take the western path across a stone bridge. Prepare Fire Glyph Burn as you cross the bridge, and immediately engage the Rockhoppers that materialize nearby. They attack you and a nearby farmer (1). Destroy the attacking enemy while they are still at a fair distance, so that your magic doesn't harm the farmer in the process.

### The Concerned Father (1)

The farmer, called the concerned father, implores Arran to find his lost daughter and bring her back to him. Arran must find the young girl and lead her back to her father. Once she is returned safely, Arran is rewarded with a scroll containing a talisman for spell—Winter's Fury.



The young girl is nearby, to the west. Follow the western road to a series of fortifications flanked by archers and guards. Before you pass through the barricades, look north. The lost girl (2) sits in a small green field, lonely and afraid. Walk near her to hear her pitiful tale. When she has finished she implores Arran to help her find her father—she will follow Arran wherever he goes. Protect the little one as you make your way back to the grateful father.



As you approach the farmer, he asks you to help him find his daughter (see the sidebar). Once the girl is safe, follow the path northward, eliminating Water-based Hardbacks and Rockhoppers. Beyond

a long bridge, you come across a wooden battlement manned by half a dozen guards and archers. They urge you on to the marketplace at the center of Perth. There, the Black Rose, the leader of the resistance, battles against the minions of the Nightcaster.

### CAUTION

Be careful not to catch the archers and guards in the crossfire when you battle the creatures beyond the barricades. If you do too much damage to the men, they begin to fire on Arran instead of the Rockhoppers.

Engage the small horde just past the stockade gate. For the first time you battle Gnome Riders, as well as Goblin Riders. Eliminate the two Dark Goblins and a Light Gnome Rider with a short barrage of Burn or a few direct shots from Scarring Light Flicker. Then turn your attention to the Water-wrought Rockhoppers infesting the area. When you've defeated the nearby enemies, continue down the dirt road.



### CAUTION

While fighting alongside Gnome Riders, Goblin Riders receive a 50 percent damage bonus.



Expect periodic but fierce resistance. Clear the way as the path turns west, then north. Listen carefully; when you hear the roar of a waterfall, turn east and investigate the treeline, where there's a Water magic school changer.

### TIP

If you are injured, the magic school changer will heal all your wounds. Also, many of the creatures ahead are Fire-based, so become a Water mage.

### NOTE

Unless you've defeated the resident Dark Wolves, a magical barrier blocks the magic school changer.



A magical barrier blocks your path. Eliminate the Water Rockhoppers and Dark Wolves to bring the barrier down. Beyond the barrier lies a rope-and-wood plank bridge guarded by a pair of Fire Goblin Riders. Use Glacial Might

Frost or, if you helped the concerned father, Winter's Fury to dispatch them quickly.

The island guarded by the Goblins has a tiny land bridge to the northeast. A mana ball and mushroom ring nestle nearby. Collect the mana ball, then proceed down the rope and plank bridge to a tiny, remote island. From the island, two plank bridges span the waterways—one to the north and one to the west. Take the western bridge, prepared to battle a raging pack of Dark Wolves. Investigate the surrounding countryside only after you've destroyed the Wolves and their spawner to the north.



### CAUTION

As you turn to investigate the land bridge to the northeast, a pair of Rockhoppers may approach from behind. Be ready for them.



A dirt road in front of a smoldering cottage meanders north and south. Go south along the coastline. Another rope-and-plank bridge is guarded by a Fire Gnome Rider and Hardbacks. The Gnome Rider is by far the greater threat. Concentrate

your efforts on him first with a few Winter Fury Ice attacks, then dispatch the swarming Hardbacks. The island they were defending is a veritable treasure trove. A Fire magic school changer and a spell sphere (3) await you. Collect the Fire Glyph Blaze spell, then return to the smoldering cottage.

### NOTE

A parchment can be found beside the ruins of the burnt home.

### TIP

Change back into a Fire mage to more easily dispatch the swarms of Water-based minions you will soon face.

## Using Level 2 Spells

Fire Glyph Blaze is the first level two spell that you have access to. Level two and three spells must be charged before they can be used. Pressing **R** quickly activates the level one variant of a spell; pressing and holding down **R** begins to charge the second level. When the second level spell is available, Arran calls out a new magical word, and the Orb glows a deeper, richer color. Holding **R** down as you move allows you to keep the more powerful version of the spell ready for instant use.



From the cottage, return to the island at the center of the waterway. Then take the rope bridge northwest. Crossing this northern bridge is not easy—Water- and Fire-based Rockhoppers offer stiff resistance. Plow through them with your new Fire Glyph Blaze spell and liberal use of Winter's Fury Ice. Then cross quickly to eliminate the Rockhopper spawners on the far side of the bridge.



Continuing on, you find a guardsman (4) of Perth under assault by a large swarm of enemy Goblin Riders, Gnome Riders, Rockhoppers, and Hardbacks. Aid the soldier by destroying all the nearby enemies. Area effect spells are your best bet, but try to keep the blasts as far away from the guardsman as possible. Any shots too close will injure him as well. When you've secured the area (including the camp to the east) continue down the path. You can also save your game here.

## Beleaguered Guard (4)



The beleaguered guard is hopelessly outnumbered. Defend the hapless soldier without inflicting significant damage to gain a new spell—Sky Fall Meteors. This spell significantly increases your long-range offensive capabilities. If you inadvertently injure the guard with missed shots, he will attack you. Leave for now and return later to receive your prize. If the guard dies, the spell is lost to you.

## NOTE

There is a mushroom ring hidden behind a rock in the dirty area near the beleaguered guard.

The path winds wildly along the countryside, eventually leading to a massive dip in the road. As you pass this dip, two Light Goblin Riders swarm Arran. Dispatch them as quickly as possible—Fire-wrought Rockhoppers follow closely behind. When you have destroyed the closest batch, speed down the path to discover a peasant under attack in a vast orchard. Defend the peasant from ruthless assault by Dark Wolves and Rockhoppers, then continue.



## NOTE

A mushroom ring is hidden inside the orchard. It can only be accessed when all of the forces attacking the villager have been destroyed.



To the northeast of the orchard is a deserted town. Once inside, you understand why—it is swarming with Dark Wolves. Eliminate the Wolves, then turn your attention to a graveyard to the north. Have Scarring Light Flicker ready as you enter. As you walk through the wrought-iron gates, a magical barrier goes up behind you, sealing Arran in with five Zombies and a Ghoul. Stay mobile as you rush through the scattered gravestones, casting Flicker behind you. Target the Zombies first—they collapse after one or two shots each. Then turn your attention to the Ghoul. Once you have cleared the graveyard, collect the spell sphere (5) containing a Dark Arc talisman.

## Battle in the Graveyard



### Ghoul

Ghouls wait, buried beneath the ground until an opportunity to attack arises. They almost always attack from the direction opposite of the Orb and tend to avoid the mystic energies of the Orb at all costs. If you inflict even light wounds on a Ghoul, it burrows back into the ground and tries to approach

Arran from a different direction. Don't underestimate this undead horror—Ghouls move quickly and attack with lightning speed.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	15-30	Fast	15	Physical/Poison	Diseased Claws, Orb Avoidance (35%)



### ZOMBIE

Mindless Zombies move in shambling groups, attempting to rip your still-dripping brain from your body so that they may dine upon it. They feel no pain and are oblivious to attacks. They regenerate if left unharmed. If they are brought to below zero health by anything other than Light magic they

drop to the ground as if dead, only to rise again with full "health" two seconds later. They fear the light of the Orb and will move away from it if they fail their avoidance check, even aborting their attacks to do so, but they never give up the relentless pursuit of your wrinkly, warm, chewy, succulent brain!

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Medium	Dark	15-30	Slow	15	Physical/Poison	Resurrection (except when killed with Light magic)

When all the undead have been sent back to the cold earth, the barrier sealing Arran inside is destroyed. Head back to the village, then follow the main road toward Perth. Many Dark and Fire Goblin Riders guard the path, attacking en masse. Arran can defeat them easily with continued use of the potent Flicker spell. With all enemies laid low, continue east, where you find a Mushroom ring. That Mushroom ring marks a split in the path: the main road continues north on to Perth, while a wilderness trail leads east to the waterfalls.



For now, follow the wilderness path. Fierce Rockhoppers of various colors await you. Switch from one elemental spell to the other, destroying spawners as you press eastward. Eventually, you reach the base of a trail winding up the sheer face of a rock cliff. With Burn and Blaze clearing the way, blast your way through wave after wave of Rockhoppers and Hardbacks. Pass by a rope-and-plank bridge heading east and continue up the cliff face.

At the top wait more brain-hungry Zombies, surrounding a wounded captain of the Perth guard. Flicker makes quick work of the Zombies, allowing you to get to the mortally wounded Captain Nolan (6). Before he dies, Nolan gives Arran a message to pass to the gate guards that protect Perth. With this message in hand, descend the steep cliff trail and return to the bridge.



### NOTE

Without the message from Captain Nolan, the guards of Perth refuse to open the city gates for you.

### TIP

If you are mortally wounded, use the Dark magic school changer at the top of the cliffs. Otherwise, leave it alone.



Cross the bridge to the first rock outcropping jutting out of the waterfall and battle the Fire Goblin Riders here. The narrow bridge and limited mobility of the outcropping make for a difficult battle, but frequent use of Winter's

Fury Ice should dispatch your foes.

### NOTE

If you ventured too close to the wood-and-plank bridge on your way up the cliff, some of the Fire Goblin Riders may have crossed over to do battle much earlier. In this case, the mana ball may be along the cliff trail itself.

Follow the main road to a series of wooden bridges. Beyond the first bridge waits a guardsman (7) of Perth. By relaying the message from Captain Nolan, Arran is quickly granted passage through the city gates. Rush northward across a long dock and into the city proper. Be ready for battle; two Dark Goblin Riders followed by two Light Gnome Riders wait in ambush.



**NOTE**

At the wooden bridge at the end of the main road, a proclamation declares that all gates to Perth will be closed at nightfall.

**TIP**

The gate opens if captain Nolan dies before Arran gets the message. If you never venture to find Nolan, the gate won't open and must be destroyed.



Prudent use of Flicker allows you to take out the Dark Goblin Riders without injuring the nearby city guards. Finish off the Gnome Riders with the help of the guards by using Venom Strike, Viper or Dark Arc, and Shock.

Continue northward, assisting the guards by eliminating the hordes of Goblin Riders rampaging through the city. At the top of some large staircases, a priest (8) leads a congregation of townspeople. The priest offers Arran a new spell—Light Glyph Glimmer—to assist him in the coming battle. Armed with your new spell, turn westward and deal with a pair of Dark Goblin Riders patrolling the stone docks.

The stone docks wind eastward, with a wooden pier reaching out to the south nearby. Pass the pier and continue along the docks, where you encounter a pair of Fire Goblin Riders. Dispatch them quickly with a few shots of Winter's Fury Ice, then follow the docks to the north. Burn and Blaze effectively clear away the Water Hardbacks and Light-based Gnome Riders that await you.



**NOTE**

The wooden pier connects with an impressive wooden capital ship, but it contains little of interest. It is not worth the effort and danger of defeating the two Fire Gnome Rider guardians.



The stone docks transition into a rocky path that meanders up the steep hills of Perth. Battle through wave after wave of stiff resistance, often in the company of Perth guardsmen. Use precision spells like Dark Arc Shock

and Flicker to destroy the enemy creatures while sparing the innocent people of Perth. When the stone trail splits, follow the descending path east. This leads to a church courtyard nestled in a gentle glen.

A pathway through the glen leads you east—directly into the jaws of raving Dark Wolves. Eliminate these craven canines with a few bursts of Flicker, then continue down the path. You now face a formidable combination of Light-based Rockhoppers, which are vulnerable to Dark magic, and Zombies, which can only be injured by Light magic. Use Dark Arc Shock to single out the trio of Rockhoppers, then turn on the Zombies with Flicker. The cleared glen reveals a mushroom ring and a Light magic school changer.



**TIP**

The majority of the creatures ahead are Dark-based. Use the changer to become a Light mage.



Make your way back up to the rocky path and continue westward toward the marketplace. Dispatch hordes of Hardbacks mixed with Rockhoppers, Dark Wolves, Gnome Riders, and Goblin Riders as you proceed up the path.

Dispatch them with Light or Dark magic, then proceed. Near the top of the hills, a large group of Dark Wolves, Gnome Riders, and Dark Goblin Riders waits in ambush. For a Light mage, eliminating them with Flicker or Light Glyph Glimmer is all too easy. Continue to use Light-based spells as you wind slowly up the hillside.

At the top of the hill the rocky trail transitions into a series of cobblestone roadways. Climb an enormous stone ramp leading westward. Ascend cautiously, preparing for the small horde of Dark Goblin Riders at the top. Use Glimmer to bottle the Riders in the narrow ramp to easily destroy them. Then make your way north along a grand bridge to the marketplace. The crier warns you of the dire battle being waged in the marketplace.



### NOTE

A mushroom ring sits at the top of the rocky trail.

Be prepared for a brutal battle once you pass the crier. Gnome Riders, one of each color, wait just beyond the gates. Use an area effect spell like Glimmer or Burn to catch several of the Gnome Riders at once. Don't even worry about the guardsmen—the battle is too desperate to pull your punches. Finish off the last Gnome Rider, then continue into the courtyard. In the center sits a mana ball. Collect it before continuing east.



### CAUTION

Do not go into the marketplace without your health indicator near full. Once in the marketplace, you are sealed in for a fight to the death.



The marketplace is little more than a trap set for Arran by the Nightcaster. As soon as you enter, a magical barrier rises up behind you, locking Arran in with four Stiltwalkers. The Stiltwalkers pounce on you, peppering poor Arran with powerful thrown bombs.

Your only hope of survival is to stay mobile, hammering the Stiltwalkers with area effect spells while you move. The area effect spells damage multiple Stiltwalkers and also stun the deadly creatures, preventing them from attacking you. Glacial Might is also a useful spell.

When three of the Stiltwalkers are dead, finish off the fourth with a self-guiding spell charged with magic opposite to the survivor's. For example, if you finished off three Stiltwalkers with Light Glyph Glimmer, use Dark Arc Shock against the remaining Light-based enemy to finish him off quickly. When the last Stiltwalker falls, the magical barriers trapping Arran are destroyed. Proceed north out to the docks below.



### Battle in the Marketplace



#### STILTWALKER

Stiltwalkers are slower-moving cousins of the Gnome Riders. These eccentric creatures attack by lobbing deadly magical bombs at Arran. Even if the bombs don't connect directly, the explosive effects can still severely injure Arran. Worse, Stiltwalkers tend to attack in packs, lobbing bombs in rapid succession.

Remain mobile while hammering them with self-guided or area effect spells. Dark Arc Shock and Light Glyph Glimmer are especially good for inflicting damage. Use the Orb to focus your spells, running long loops around Stiltwalkers.

The constant motion makes you extremely hard to target. Glacial Might is also effective because it freezes enemies, giving Arran more time to maneuver.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	All	40-60	Average	17	Magical	Splash Damage

The town of Perth gives way to a long descending dirt path. Just before you reach the path, look east to discover a spell sphere (9)—your reward for your battle with the Stiltwalkers. Inside the sphere is the second talisman of the spell Winter's Fury. If you have collected the first talisman from the concerned father, the second talisman will teach Arran Flurry. Now rush down the pathway past the adoring crowds of thankful villagers. Madelyn and Lochran have been put on a ship at the docks to protect them from the forces of the Nightcaster. By the time you reach the docks, their ship has already sailed.



Thank you for looking out for us!  
 Please use thoughtful and kind words.  
 We'll be right back to you soon!

### NOTE

On the way down to the docks, a parchment from Madelyn has been left behind. Take a look if you wish—there is no way to catch up with the boat carrying your friends, no matter how quickly you reach the dock.



# FOREST FORTRESS OF STONEHAVEN



## New Spells

**Available:** Dark Arc, Glacial Might, Ice Ward, Light Glyph, Steel Death, Water Glyph, Winter's Fury

**Runes Available:** Light

**Mana Balls Available:** 4 + kill rewards

**Monsters:** Giant Spiders, Dark Wolves, Giant Wasps, Goblin Archers, Goblin Conjurers, Gnome Riders, Hardbacks, Light Hounds, Ploks, Rockhoppers, Skullcaps, Water Spirit, Witches of the Green, Goblin Rider

## KEY

	Teleporters (A to A)
	Mana Balls
	Spell Spheres
	Magic School Changers
	Mushroom Rings
	Preferred Route

	Wounded Guard
	The Couple (Glacial Might)
	Dark Arc
	Hunted Man
	Winter's Fury
	Witch of the Green (Light Rune Quest)
	Guidestone
	Witch of the Green (Ice Ward)
	Stonehaven Outer Gate
	Steel Death
	Light Glyph
	Tired Soldier (Water Glyph)



### WALKTHROUGH

#### Forest Fortress



##### GIANT SPIDER

Giant Spiders drop from above Arran, attacking with their terrible bite. As with all poison attacks, a point of damage is inflicted each second for 10 seconds. Giant Spiders are hard to detect; luckily, they cast shadows on the ground below before descending to attack.

When a Giant Spider has taken more than 20 percent damage, it retreats into the treetops. It remains there a few seconds before descending to attack again.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	18	N/A	7	Magical/Poison	None



##### GOBLIN ARCHER

Goblin Archers are effectively living turrets, moving only to retreat when attacked, and even then, moving only a few feet. While inside their barrels, Goblin Archers possess complete protection from all spells.

The barrel offers physical protection, too. When inside the barrel, the Archer is immune to all damage. Only when it rises for a shot of its own is it vulnerable. After approximately 20 points of damage, the barrel is destroyed, along with all magical resistance. Goblin Archers also receive a 50 percent damage bonus when fighting alongside Gnome Stiltwalkers or Gnome Riders. When the Gnomes are killed, the bonus is eliminated.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Fire	20	Slow	7	Magical	Fire Arrows



##### GIANT WASP

Giant Wasps pour from their hives and attack with a hive mentality, swarming above Arran's head. Each strafes Arran, trying to prick him with its poison stinger, then hovers back into formation. This attack pattern is mindless and unchanging. Use the predictability to your advantage, hammering the Wasps with potent projectiles or guided strikes as each takes its turn.

Giant Wasps are often generated from a spawner, proliferating until the spawner is destroyed, so focus your attack on the spawner.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	7-10	Fast	10	Poison	Poison Sting, Spawned



##### LIGHT HOUND

Light Hounds act and respond very much like Dark Wolves and Ice Wolves. In fact, Light Hounds often accompany Dark Wolves, hunting with them as part of the pack. This makes them especially dangerous, as they will pass through Light Magic unharmed, often tearing into Arran before he realizes they are even there. When a pack is lead by a large Light Hound or Dark Wolf, the others are sent into a blood thirsty frenzy, gaining a 50% damage bonus. Take out the alpha male first to eliminate the potential for extra damage.

Light Hounds also possess the natural aversion to the Orb inherent to their canine cousins, and will generally shy away from it.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Light	15-18	Very Fast	7.5	Magical/Physical	Orb Avoidance (15%), Spawned



##### WITCH OF THE GREEN

Witches of the Green hover near their trees, never straying more than a few feet. They defend their trees ruthlessly but tend to ignore Arran unless he attacks the Witches directly. Even if they engage Arran, they will cease their assault when he has been reduced to 40 percent of his HP. However, if Arran

attacks again, they attempt to kill him. Witches of the Green are virtually indestructible, and Arran has no chance of killing them (his spells do no damage). Stay clear of the Witches and aim *very carefully* when battling within their glens.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Green	150	N/A	70	Magical	Cannot be killed by Arran



After a long sea voyage from Perth, Arran arrives at the docks of the Forest Fortress. The fortress of Stonehaven is buried deep within the woods, but forest trails are clearly visible from the dock.

Proceed north from the docks to follow the trail, then take the pathway east into the forest. Your first foes are Goblin Archers and Fire Gnome Riders. Dispatch them with Winter's Fury Flurry. Two Water Gnome Riders follow close behind.

#### NOTE

A mushroom ring sits at the beginning of the pathways leading into the forest.

#### TIP

One of the most challenging aspects of the Forest Fortress is the constantly changing perspective and winding paths. Frequently press **L**, or **SLUR** resetting your perspective whenever your view shifts to an unfavorable angle.

### CAUTION

Beware of the Goblin Archers' fire arrows. They travel quickly through the air.



A horde of Water Ploks soon appears. Battle the Ploks and Gnome Riders with Light Glyph Glimmer. Follow the meandering forest path, pushing back any Goblin Archers and Gnome Riders. Water-based Giant

Wasps join the fray, rocketing toward Arran with their poison stingers. Lay a row of Light Glyphs ahead of you to stun the agile insects. After the initial onslaught, press forward to find and destroy the Wasp spawner.

### TIP

A focused casting of Sky Fall Meteors is usually enough to destroy a spawner. Variants of Sky Fall work best for eliminating the many spawners scattered throughout the forest.

Arran soon finds a dying guard (1) sitting at a split in the road. On a hill nearby is a Light Plok spawner, spewing vile creatures that are immune to Light Glyphs. Switch to Meteor, rushing toward the spawner and blasting it at nearly point-blank range. Then rush back from the advancing enemies and take them apart from a safer distance. With his final breath, the guard tells you that hordes of Goblins have stormed the Forest Fortress. When you have secured the area, take the western trails.



Down the path sit two spawners—one generates fast-moving Light Hardbacks, the other Fire- and Water-based Rockhoppers. There is no easy way around this obstacle. Push them back with Flurry attacks, targeting and destroying the Hardback spawner first. Then

turn your attention to the Rockhoppers with well-placed castings of Glimmer. Venture north into the stripped woodlands to clear it of even more Rockhoppers and Giant Wasps. Glimmer is again your best tool.



### CAUTION

If you don't destroy the spawners, Hardbacks and Giant Wasps will bite at your heels ceaselessly.

### NOTE

Scarring Light Flicker is ineffective against Giant Wasps or other flying creatures. Use Sky Fall Star or Meteor, or any area effect spell.



Clear out all the spawners before returning to the main road, where you face a new threat—Giant Spiders. These deadly arachnids pounce from the treetops, biting Arran with their poisonous fangs, then shimmying up a long string of spun silk. Keep moving, and blast them with Dark Arc Shock. The self-guiding spell roasts them every time they come climbing down from the treetops.

After dispatching the Spiders, continue into a larger field of cleared and wasted trees. Hardbacks rush your way as Arran reaches another fork. Clear the Hardbacks, then turn northward, where an enormous Skullcap guards a narrow pass. Take it out with a few shots of Flicker. At the end of the pass is a mushroom ring. Return to the westward wilderness trail.





Use precision attacks such as Flicker, Frost, and Shock to avoid injuring the elderly couple. If you rescue them, they reward you with a scroll containing another new spell for Glacial Might. A mana ball also awaits within the valley. Go east, back to the split in the road and the soldier's body.

### TIP

Although we recommend a balanced approach to allocating mana balls to magic schools, put a slightly higher priority on developing the Water magic school in this level. In the Fortress Forest, you learn many Water-based attacks and face more Fire-based monsters.



This time battle through the northern path. A few steps from the split, turn west to discover a small outcropping and a spell sphere (3). You learn the next Dark Arc spell. With this new magic in hand, continue north to engage a large group of Dark Wolves, Light Hounds, and Water Ploks. Arran soon comes to yet another split in the road, with one path continuing north and another leading west. Follow the western trail.



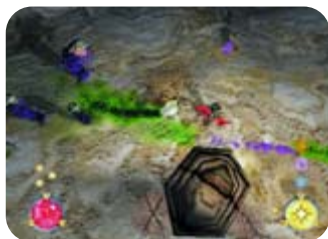
Fight through several waves of Dark Wolves, Light Hounds, Rockhoppers, Gnome Riders, and the occasional Skullcap ambush. Arran eventually encounters a stranded caravan of frightened villagers under assault. Dispatch the Goblin Riders and Hardbacks, then speak with the Hunted Man (4) about the onslaught facing Stonehaven. Continue westward.

### NOTE

Skullcaps give off no death cry but instead coil themselves and explode in a flurry of purple sparks.

### TIP

Scarring Light is much more effective against Skullcaps than Light Glyph.



Venture deeper into the wilderness, blasting your way through Giant Wasps and Hardbacks, to a large, clear-cut valley. Here you face a small horde of Rockhoppers, as well as a trio of Skullcaps. First dispatch the Rockhoppers, then target the Skullcaps, eliminating them quickly with a volley of Flicker. Finally, engage the trio of Gnome Riders on the far side of the valley. Don't dawdle—as soon as you enter the valley, the minions of the Nightcaster raid and harass an elderly couple (2) trapped to the west.

Farther along, the path splits again, with one road continuing west, and the other heading in a southwestern direction. Three Skullcaps lie in ambush near a farm just before the crossroads. Take them out one by one with a few shots of Flicker, then eliminate the Hardbacks and Rockhoppers protecting the crossroads. When you're done, follow the southwestern path deeper into the forest.



**NOTE**  
Farther along the trail, several waves of Hardbacks guard a mushroom ring. As soon as the Hardbacks are destroyed, a magical barrier surrounding the ring falls.



Skullcaps, Light Hounds, and Rockhoppers await. Only a few dozen yards up the trail, you come to a towering mid-forest gateway, complete with fortified stone walls and guarded by a small horde of Goblin Riders and Goblin

Archers. This battle can be especially tricky, considering the narrow gateway. Fight conservatively, casting powerful higher level spells, then falling back out of range as your mana recharges.

Beyond the gateway lie the forests of the Witches of the Green. Ploks and a Giant Spider guard the entryway. Eliminate the Ploks early to destroy a magical barrier protecting a mana ball. Now on to a fight against the monsters waiting to the west.



**NOTE**  
Winter's Fury Flurry can only be used if you have developed your Water school mana reserves to three mana spheres or more.

**TIP**  
The Dark Arc Surge spell is an excellent way to eliminate the hard-to-hit Giant Spiders.

**NOTE**  
The mystical Witches of the Green act as caretakers and protectors of the forest.



As the trail winds to the south, you come across a Water magic school changer surrounded by an icy magical barrier. Defeat the many Ploks, Dark Wolves, and Giant Spiders to gain access to the changer. If you have been severely injured, take advantage of its healing properties. Then make your way south. Fight through the relatively light resistance to a protected mushroom circle. From the mushroom circle, turn west.

**TIP**  
Many of the creatures you face in the Fortress Forest are Fire-based, including all Goblin Archers, most Goblin Riders, and all Giant Spiders. Becoming a Water mage is the best way to battle them.



To the west of the mushroom ring sits a magical barrier, guarded by a pair of surly Skullcaps. Destroy the monstrosities to drop the barrier, then collect the mana ball beyond. Rush farther down the trail to find one of the fabled Witches of the Green (6) battling the minions of the Nightcaster.



The Witch is being attacked from all sides, with Skullcaps, Gnome Riders, Goblin Riders, and Goblin Archers taking their toll. Assist her aggressively—most of the creatures concentrate on the Witch exclusively,

virtually ignoring Arran. Hammer them with your most potent spells before they have a chance to react. When the last falls, the Witch of the Green tells you of her sister, whom she has been unable to contact since the arrival of the Goblins. Listen to her tale, then make the long journey back to the crossroads.

### NOTE

You will return to the first witch later to receive another reward: the Light rune.

### NOTE

The Witch of the Green is giving you a quest. Speak with her sister and she will reward you handsomely.

From the crossroads head east, past the hunted man and his family, and back the way you came. Continue to a split in the road, on the easternmost side of the forest. At the fork, take the northern pass. Light Giant Wasps, Fire Giant Spiders, and Water Ploks await your advance. Deal with each, pressing forward to destroy their spawners.



Next you face a trio of Skullcaps. Scarring Light eviscerates these vile creatures with only a few castings. Follow the trail west to a tall obelisk-like guide-stone (7) sitting before another split in the road—this time north and west. Take the northern pass again, wiping out a pack of Dark Wolves hovering nearby.

### CAUTION

Two Skullcaps hide in a fenced orchard to the east. The trees may block some of your Scarring Light shots.



The road is narrow and well guarded. Spawners flank the path, generating both Fire- and Water-wrought Giant Wasps. To make matters worse, a Skullcap hovers behind them, lobbing poisoned arrows your way. Split the difference and use Light Glyph to push the group back. Saturate the area with Light Glyph castings, stunning the Wasps and destroying their spawners. Then turn on the Skullcap with Scarring Light. Continue on and give another group of foes the same treatment.

Destroying the second group brings down a magical barrier protecting a mushroom ring and a mana ball. Collect the goodies, then continue. A dying Stonehaven guard lies before yet another Skullcap. Destroy the beast, then listen to the guard's story. He tells you an unstoppable horde of Goblin invaders may have overrun Stonehaven. Eventually, he gasps his last breath and passes on.





At the end of the northern trail is a forest outpost, complete with fortified walls. Guarding the outpost gate are four Stiltwalkers, backed up by three Gnome Riders, one Goblin Rider, and a three Goblin Archers. Use hit-

and-run tactics to draw the Stiltwalkers near the gate, then rush away after nailing them with some of your more potent higher level attacks. This is a time-consuming battle, but if you are patient, you should survive with little damage.

**TIP**

The Stiltwalkers will not pass beyond the outpost gate. Use this weakness to put some distance between you and these vile creatures after each attack.



When the last enemy falls, the magical barrier around a Dark magic school changer collapses. Deeper in the outpost, a mushroom ring is tucked between two buildings. If you have been severely injured, take advantage of

the healing properties of the magic school changer. Then follow the forest trail back toward the guide-stone. This time take the western trail.

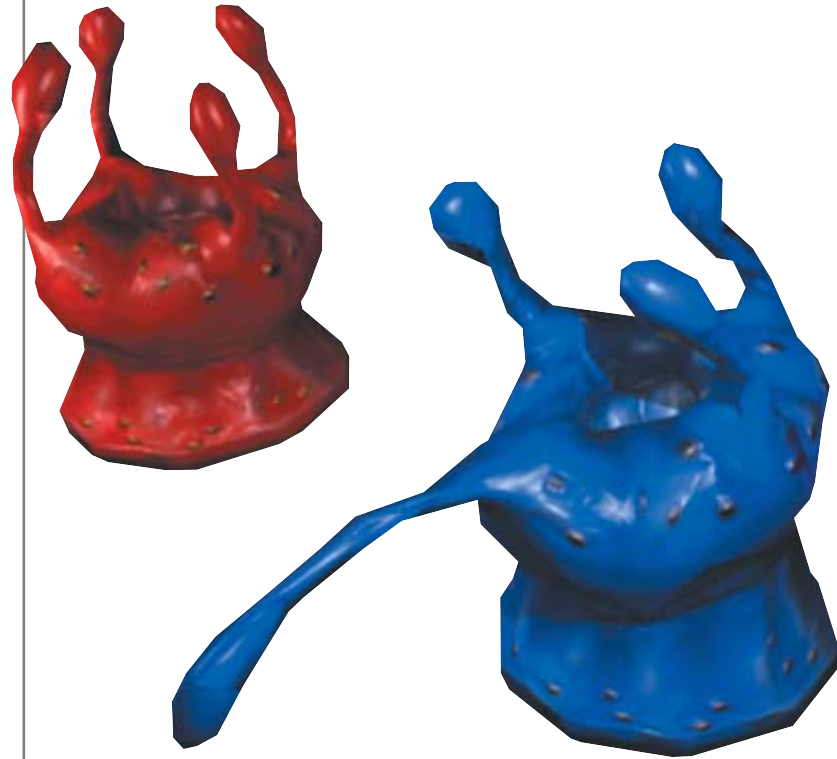
**TIP**

Now, no matter how badly you are injured, you can always backtrack to the outpost for a full restoration of your health.



Work your way through Giant Wasps, Dark Wolves, Ploks, and Hardbacks. Be wary of an upcoming ambush by a trio of midsize Skullcaps. After defeating them and blasting through more Ploks and Dark Wolves,

Arran comes to another split in the path—the main road heads west, and a wilderness pathway goes north. Continue west, ready for a *major* fight.



**CAUTION**

A Water Spirit, Ploks, Giant Wasps, and a massive pack of Dark Wolves lurk down the northern path. They guard only a mushroom ring. If you wander too close to the northern path, you will attract the large pack of Dark Wolves, led by a surly alpha male.

At the end of the pathway is a pair of Goblin Archers, protected by wooden barrels. Dispatch them as they open their barrels to fire using a few well-placed shots of Winter's Fury. With the first threat abolished, move on



to the real challenge—Stiltwalkers and Goblin Riders attacking one of the great trees of the forest. If you retreat, they renew their assault on the tree. Use Scarring Light to quickly dispatch the Goblin Riders, then hammer the Stiltwalkers with Winter's Fury from afar. When all are slain, you receive the second talisman for Ice Ward from the Witch of the Green (8). This spell surrounds Arran with a ring of protective ice that injures any creature that ventures too close.

**NOTE**

The Witches glen also holds a Light magic school changer.



### The Quest of the Witches



Return to the first Witch (6) you encountered with word of her sister; she gives you a great treasure—the Light Rune. This Rune, when equipped, slowly heals Arran—and drains his mana at the same time. Given a quiet place to rest, Arran can now heal himself of any injury short of death.

However, the Light Rune should generally not be equipped in battle, as it will quickly drain away all of Arran's mana reserves.

To equip the Rune for the first time, press **START** to access the Spell Book. Flip to the page displaying the Runes; the Light Rune is now in your inventory. Press **A** to equip it. When you return to the game screen, the Rune automatically starts to heal Arran, draining mana at the same time. To turn the Rune off, press **B**. Use **B** to toggle the Rune back on when you need it.



With your prize, head through a teleporter on the glen's far side. This transports you closer to Stonehaven, into a secluded grotto with a few foes nearby. A few Rockhoppers, one Gnome Rider, and four Goblin Archers in barrels await at the grotto's mouth. Use Winter's Fury Flurry and Hail to stun and injure all at the same time, rushing around them while they are temporarily immobilized. From behind them, where there's a little more room to maneuver, use hit-and-run tactics with the same Water-based spells to destroy your enemies.

### Tip

Keep moving from side to side as you battle to greatly reduce the chance that the Goblins' arrows will hit you.

You now face a choice—north into Stonehaven or south into the forest. One last spell remains in the wilderness. For now, head south, battling your way through fierce resistance. At the outer gates of Stonehaven (9), a mortally injured guard gasps his last breath. Listen to his pitiful warning, then investigate the camp at the base of the gate. From the camp, the main road continues southwest, while a dirt path leads west. Follow the dirt path.



Fight to reach a spell sphere (10) protected by a magical barrier. As the last creature guarding the sphere is destroyed, the barrier falls. Collect the first talisman for Steel Death, a Dark spell, then head back toward Stonehaven.

### Tip

You should become a Water mage before entering Stonehaven. Many of the creatures you face are Fire-based, so a Water mage's attacks hold extra power against them.

## NOTE

A Fire magic school changer sits a little farther south.

### Stonehaven Encounters

You may not have encountered Water Spirits or Goblin Conjurers yet, depending on where in the Forest Fortress you have traveled. Both can be dangerous foes, depending on how you approach them.



#### WATER SPIRIT

Water Spirits lie in ambush within large bodies of water. They spring forth almost instantly, making them very hard to defend against. Water Spirits can attack two ways. First is the powerful melee attack, which inflicts up to 10 points of damage.

Second is the Water Glyph Fount spell, also capable of causing 10 HP damage. The Water Spirit prefers close combat and moves toward Arran at every opportunity. Only if you retreat out of melee range does the Water Spirit resort to its potent geyser attack.

Water Spirits are immune to physical attacks.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Water	20–35	Average	10 (Magical), 10 (Physical)	Magical, Physical	Immune to Water Attack



#### GOBLIN CONJURER

Goblin Conjurers ride atop a magical cloud that propels them at incredible speeds. They rely heavily on their speed for their hit-and-run tactics. A Conjurer uses the Fire Glyph Burn spell to great effect, then dashes away to avoid counterattack. Although individual Goblin Conjurers are easy to

deal with, these maniacal creatures travel in large packs, bleeding Arran of his vitality at an alarming rate. Use area effect spells such as Water Glyph to catch several Conjurers at once.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Fire	20	Very Fast	10	Magical	None

The main gate of Stonehaven has been utterly shattered, with rubble and bits of debris scattered in every direction. Three Goblin Archers stand among the ruins. Dispatch them quickly with a few blasts of Winter's Fury, then continue.



Staircases greet you to the immediate east and west. Head down the larger western staircase, near the shattered gate. A series of stairways connects battlements.

Arran quickly reaches a battlement spanning westward. Ignore that path for now, continuing to the north, ready for battle. A Water Goblin Rider, Water Gnome Rider, and Water Spirit all wait for you along the narrow castle wall.



Take advantage of their vulnerability to Fire magic with a healthy dose of Fire Glyph. Catch them close together, so that the effects of each casting will injure them all. When they're dead, make your way north along the ruined fortress wall.

## NOTE

The western battlement leads to a heavily guarded tower containing a mushroom ring.



Several beleaguered and beaten soldiers wander around the battlements. At the end of the wall, a Stonehaven guard warns you of the advancing Goblin horde—a Goblin Conjurer and a pair of barrel-clad Goblin Archers.

Fall back and let the Goblins focus their attacks on the guard. Then move in and engage them with a barrage of Ice or a serving of Winter's Fury Flurry and Hail. With luck, no one will direct an attack in Arran's direction.

## TIP

If you have the Light Rune, fall back and allow Arran's health to be restored by its healing energies.

Afterward, head northeast and follow the descending staircase there. Battle your way through a Goblin Rider and Gnome Rider, then press forward. When you reach a four-way intersection of battlements, slowly back away. A pair of Goblin Archers and two Water Spirits come bounding from the north and south. Fall back, again allowing the enemies to target the guards instead of you. Then get off a few shots of Fire Glyph. This is a tricky battle; one-half of the attack group is wrought of Fire, the other half of Water.





### Tip

Move from side to side as you burn the Water Spirits, to avoid the flaming arrows of the Goblin Archers.



When the Water Spirits have fallen, turn to the Goblin Archers, firing off a relentless barrage of Ice attacks. After the victory, make your way northeast, directly ahead, and down yet another staircase. A Stiltwalker waits for you at

the bottom. Eliminate it quickly before more Goblin Archers target Arran with their flaming arrows. After the Archers die, turn your attention to the northwest, where another Stiltwalker is waiting in the wings.

Head down a small set of stone stairs; a heavily guarded storage area lies at the base, complete with Goblin Archers, a Skullcap, Hardbacks, and a Water Spirit. Engage the enemy, then rush back up the stairs to draw the Water Spirit and Goblin Archers away—there is just too much for you to swallow in a single bite. Once you have lured the Water Spirit to the upper battlement, hammer it with Burn and Blaze attacks. The moment it drops, take on the Goblin Archers.



With half the opposition eliminated, rush down the stairs and cut to the west at the foot. Run around the back side of a large molten stone magical barrier to a Hardback nest. Destroy the nest, as well as any Hardbacks in the area, as quickly as possible. Finally, finish off any stray Goblin Archers and the pesky Skullcap. When the last enemy falls, the magical barrier collapses, revealing a mana ball.

Make your way back to the upper battlement, this time heading northeast. Water Giant Wasps, a Water Spirit, a Goblin Rider, and two Goblin Archers block your progress. Draw the Archers and Conjurer away from the Water Spirit and dispatch them separately with Ice and Flurry attacks. Then turn on the Water Spirit and Water Giant Wasps with Burn or Blaze. When victorious, continue your journey.



Head due west down an enormously long staircase. At the bottom, you face yet another deadly combination of Goblin Archer and Water Spirit. Take out the Spirit first with a double dose of Blaze, retreating up the stairs to let your mana recharge between castings. Blast through the remaining Archers, then continue east down another set of stone steps. Water-based Gnome Riders and barrel-less Goblin Archers guard this path. Take out the Goblin Archers with a quick blast of Ice or Flurry, then follow up against the Gnome Riders with Blaze.

The latest enemies were protecting a precious treasure—a spell sphere (11) containing the second talisman of the Light Glyph spell. If you have collected the first talisman, you will now learn Glamour. With your potent new spell in hand, press westward. After descending a short series of stairways, Arran reaches a large stone plaza. Proceed slowly and carefully, as enemies lurk around every corner.



Battle your way through wave after wave of enemies, including Stiltwalkers, Goblin Riders, Gnome Riders, Goblin Archers, a Giant Spider, and Hardbacks. Approach them cautiously, drawing away a few enemies from the crowd at a time. Once they are separated from the group, destroy them, then return to the main group for another helping. Press westward across the plaza to the gate of the Buried City. To the south is a soldier known as the Tired Guard (12). He grants you your final talisman of this level—Water Glyph. Pass through the sealed gates and into Buried City.

# BURIED CITY



**New Spells Available:** Scarring Light x2, Light Glyph, Ice Ward, Lava, Dark Arc

**Mana Balls Available:** 3 + kill rewards

**Runes Available:** Fire rune

**Monsters:** Giant Spiders, Hardbacks, Ghouls, Zombies, Mummies, Wraith Kings, Stackers, Harlequins, Gargoyles, Goblin Riders, Gnome Riders, Rockhoppers, Skullcaps, Sludges

**Bosses:** Gorgon of Light, Gorgon of Dark

## KEY

- Mana Balls
- Magic School Changers
- Mushroom Rings
- Preferred Route
- Water Gate
- Water Fountain
- Light Fountain
- Light Glyph
- Light Gate
- Ice Ward
- Dark Gate
- Fire Gate
- Wraith King
- Fire Rune
- Fire Fountain
- Lava
- Dark Fountain
- Scarring Light
- Stackers

## WALKTHROUGH

### Creatures of the Buried City



#### MUMMY

When summoned, small groups of two to four mummies circle Arran. In unison, the Mummies all stop and face our hero, casting their Primal Light. This attack, which inflicts 20 points of damage per strike, is imbued with the element used to create the Mummy.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	25-40	Average	20	Magical	None





### GARGOYLE

Gargoyles are flying terrors that strafe Arran, tearing into him with their poison claws. After they attack, they rise back into the sky, circling and waiting for another opportunity to strike. Hammer them with self-guided Light-based attacks such as Flicker or

Flash for a quick kill.

Gargoyles can become invisible while waiting in ambush or retreating. Area effect attacks such as Fire Glyph or Light Glyph are an effective way of rooting them out.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Medium	Dark, Water	15-20	Average	10	Magical/Poison	Invisibility



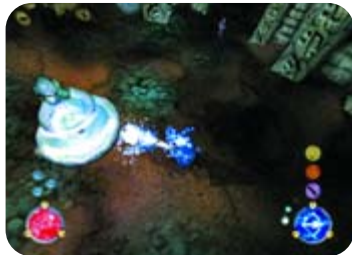
Arran passes through the sealed gates at the heart of Stonehaven to reach the Buried City. Once a thriving seaport, the Buried City is now a shambling ruin, home only to spirits of the dead. Move north into the one-time town square

to engage the minions of the Nightcaster. A pair of Water-based Goblin Riders flanked by a Light-wrought Gnome Rider come bounding by the fountain in the square and attack. Eliminate them easily with a series of Fire Glyphs.

### CAUTION

Keep the Goblin Riders at bay with a Glyph attack. In the company of the Gnome Rider, they receive a 50 percent bonus to their attack.

When you have cleared the town square of all enemy creatures, make your way northeast to find the first of the many restless spirits of the Buried City. The forgetful gatekeeper laments about a lost spell scroll and how the



"fountains must be lit" before a great procession. Behind the gatekeeper is a locked gate (1), with no apparent key. Use the gatekeeper's ranting as a clue. Turn west and use any form of Water magic on the empty fountain (2) in the square's center. Arran's magic starts the fountain and opens the gate nearby.

### TIP

There are four fountains in the Buried City, one for each of the four schools of magic. Activating each fountain opens an adjacent gateway.

### NOTE

A parchment to the left of the Gatekeeper records a great evil that had befallen the town. Townspeople foolish enough to venture out alone at night were found turned to stone the next morning.



Upon passing through the opened gateway, you are attacked by a small swarm of Hardbacks and Rockhoppers, a raging Ghoul, and a pair of Zombies. Use a mix of Fire Glyph and Scarring Light to dispatch the onslaught. More Hardbacks lie in

ambush. Use a Water-based attack to destroy the Light-, Fire-, and Dark-based vermin, then turn west. Directly beside the gatekeeper's gate, a wooden ramp ascends the mountains overlooking the shattered town. Climb the ramp, with Winter's Fury or Glacial Might spell ready.

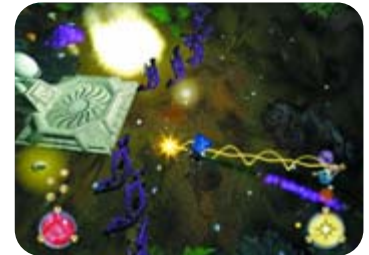
Two lurking Fire-wrought Rockhoppers rush to greet you. Ice them both into oblivion, then switch to Scarring Light and eliminate the nearby Zombies. When every enemy has fallen, a magical barrier at the top of the ramp collapses, releasing a mana ball. Collect the ball, then return to the cavern floor. Head east through the town ruins and past a mushroom ring. Near the mushroom ring is a pathway leading east into a leafless forest.



### NOTE

In the ruins of this part of town, you find a parchment titled *Tragedy of the Gorgons: Part 1*.

Down the path is a serious ambush, including a Light Giant Spider, a Skullcap, and your first encounter with a Mummy. Take out the Mummy and Skullcap with a rapid succession of Flicker, followed by Steel Death Blade for the lurking Giant Spider. With the fall of the last enemy, the magical barriers protecting the Light Fountain (3), a Light magic school changer, and a spell sphere (4) collapse. The spell sphere contains the third talisman of the Light Glyph spell. If you have collected all previous talismans, you can use this last treasure to cast Glare, the most powerful incarnation of the Light Glyph spell.



**NOTE**

Many of the creatures you face will be Dark-wrought undead. Being a Light Mage gives you a bonus damage against these creatures.



Use any Light-based spell to ignite the second fountain. Once the fountain is lit, the Light Gate (5) to the north opens. Head back down the forest trail into the shattered town. Now head north, down a cobblestone path into the very heart of the

Buried City. After only a few steps, you face a Ghoul and a pair of Zombies. Wait near the gate and let them come to you, then destroy them with Scarring Light. Destroy every undead creature before moving forward to face the Light- and Dark-based Hardbacks. Press forward to destroy their spawner down a nearby western avenue.

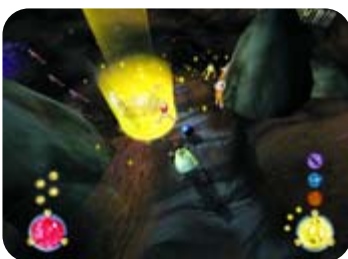
To the east, near a three-way intersection of cobblestone roads, is a parchment. It details the second chapter in the *Tragedy of the Gorgons*. East of the parchment, a gully leads to an easy-to-miss trail. This trail descends into a large chasm that flanks the town ruins to the east. Yet another Ghoul, this one also with a pair of Zombies, blocks your approach to this gully. Use Scarring Light again, then head down into the eastern chasm.



Halfway down the trail, you are ambushed by a Ghoul and four Zombies from the front, and a Fire Giant Spider from behind. Concentrate your fire on the undead first, dispatching them as quickly as possible with Light Glyph and Scarring Light. Keep moving to avoid

the Giant Spider's deadly poison. Once the undead have been vanquished, turn your attention to Giant Spider, then continue down the trail. Battle through a Light Giant Spider and assorted Hardbacks before reaching the bottom of the chasm.

At the base of the trail, a massive enemy force awaits: a Ghoul leading a horde of Zombies, several Mummies, Hardbacks, and a Fire Giant Spider. Use Glare—the more powerful variant of Light Glyph you just acquired—on the enemy creatures at the base of the trail. The spell obliterates everything except the occasional Light-based Hardback that comes skittering through.



When you have annihilated the enemy monsters, head down to the floor of the chasm to investigate. Here you find a mushroom ring, a Dark magic school changer, and spell sphere (6). The spell sphere contains an Ice Ward talisman that allows you to learn the Shield spell if you have collected every talisman. To the extreme east is a narrow canyon. At the end of the canyon, find another mana ball and battle Zombies and Hardbacks to collect it. After you've gathered all of the eastern chasm's treasures, head back up the trail.



**TIP**

Many upcoming creatures were created from Dark Magics. We recommend that you do not become a Dark Mage.

In the town ruins, return to the intersection of cobblestone roads and take the western avenue. The impatient messenger stands before the Dark Gate (7). He admonishes Arran to light all the fountains to open all gates. Take his advice to heart, and return to the cobblestone intersection. Head north to listen to a message from the Frightened Spirit, then continue northward.

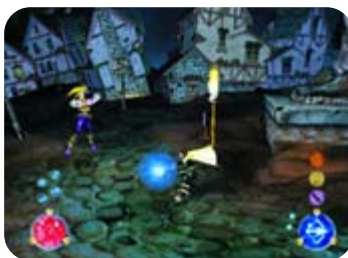


**CAUTION**

Don't approach the Dark Gate too closely. If you do, you awaken slumbering Gargoyles.

**NOTE**

A mushroom ring sits beside the T-intersection at the end of the cobblestone road.



Battle through almost token resistance of Hardbacks and Ghouls, until you reach a T-intersection in the cobblestone road. To the east is the Fire Gate (8). It can't be opened from here, so head west, ready for battle. Along a tree-lined section of cobblestone road comes your first encounter with a Light/Dark Harlequin. This deadly prankster phases in, fires either Venom Strike or Primal Light, then fades back into the ether. This Harlequin is a creature of both Light and Dark magics, and is effectively immune to both. Use Fire- and Ice-based attacks to destroy it—albeit very slowly.

**TIP**

The Ice Ward Sentinel spell is an excellent way to destroy the Harlequin. It requires no aiming—just move toward the creature and let the spell do the rest.

### NOTE

Harlequins are effectively invulnerable to attack in the moments before they dissolve back into the ether.

### Cemetery Battle

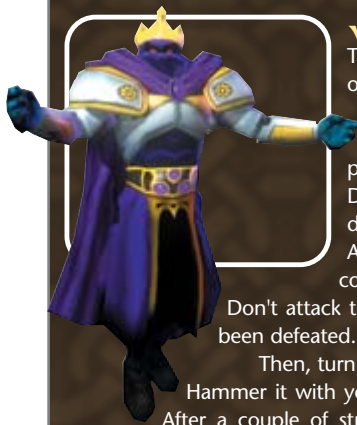


#### HARLEQUIN

Harlequins are the only creatures that have attributes of two elements. Harlequins come in two kinds—Fire/Water or Light/Dark—and can cast spells from either of their spell schools. A Harlequin is vulnerable to spells from the other two schools. For example, a Fire/Water Harlequin is especially vulnerable to Dark and Light attacks. Fire/Water Harlequins are red and blue, while Light/Dark Harlequins are black and white.

Harlequins are especially quick, appearing out of thin air and spinning around Arran, stopping only to throw their powerful and deadly spells. A seriously injured Harlequin spins in place and disappears, only to reappear nearby a few seconds later. Harlequins often travel in groups of two or four.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Fire/Water or Light/Dark	30	Fast	15	Magical	Attack from two spell schools



#### WRAITH KING

The Wraith King is a formidable opponent. You never face the Wraith King alone—it is always accompanied by Harlequins. The Wraith King prefers to attack from a distance with Death Ray, which inflicts 20 points of damage, while the Harlequins battle Arran. Eliminate the Harlequins early, concentrating on them until they fall.

Don't attack the Wraith King until its minions have been defeated.

Then, turn your full attention to the Wraith King. Hammer it with your most powerful Light-based spells.

After a couple of strikes, the Wraith King phases out to another plane of existence. It remains incorporeal for three to five seconds. For the rest of the battle, whenever the Wraith King takes more than 15 points of damage, it will flee to etherealness.

Continue to hammer the Wraith relentlessly with high damage Light-based strikes, staying mobile to avoid the Dark Arc or potent melee attacks. Eventually, the Wraith King will collapse under the withering power of Arran's magic.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	Dark	80-120	Fast	20 (Magical), 10 (Physical)	Magical, Physical	Phases away when injured



When you've defeated the Light/Dark Harlequin, continue east where you meet the spirit of the Wizard. He tells you of a powerful artifact in the graveyard that will aid you. Continue eastward to the abandoned graveyard.

This artifact can't be gained without a fight—an enormous Wraith King (9) as well as a Fire/Ice Harlequin stand guard. Fall back down the cobblestone road to the south, and battle the pair from a distance.

### TIP

If you are severely injured, move south or back to the tree-lined stretch of road to use the Light rune.

### TIP

We recommend that you approach this battle as a Light Mage. Although you are at a disadvantage fighting the earlier Dark/Light Harlequin, your powers aid you greatly when facing the Fire/Ice Harlequin and Wraith King.

Concentrate your fire on the Fire/Ice Harlequin first, destroying it with a few castings of Light Glyph Glimmer or Steel Death Blade. Turn your attention to the Wraith King only after the Harlequin has fallen. The best weapon against the Wraith King is Light Glyph.

It may be slower than other spells, but its long duration tends to stun the Wraith King and prevent it from firing back at you. If the Wraith King fires its deadly Dark Arc spell at Arran, run away quickly—this spell can easily kill our hero.



### CAUTION

Be careful when using Light Glyph Glare. The most powerful version of the Light Glyph spell severely taxes Arran's mana reserves, and often leaves him defenseless after the spell effects have already worn off.

When the Wraith King finally falls, so does the magical barrier that protects the Fire rune (10). Go into the graveyard to collect it. The Fire rune actually protects you from harm, channeling damage back toward the enemy at the cost of mana. Use it and equip it often. With the rune in hand, take the southern cobblestone road outside the cemetery gate.



## Fire Rune

A fiery shield envelops Arran and absorbs the 10 points of damage that Arran would have taken. This damage is then sent out in a shockwave. Anything caught in it takes 10 points of damage and is knocked back. Each time the shield works it costs Arran two mana. If Arran's mana reaches 0, the shield dies until his mana returns. If the shield absorbs 10 points of damage and this brings Arran's mana to 0, the damage is not sent out.

Equip the Fire rune as your default rune. It's useful in a tense combat situation, unlike the Light rune, which is best used in a more tranquil and secure setting. If you need the Light rune, retreat to a safer area and equip it using the Spell Book.

At the end of the southern road are a pair of Dark Gnome Riders and a Light Giant Spider. Dispatch them quickly, then investigate what they were protecting—the Fire Fountain (11), a Fire magic school changer, and a mana ball. Collect the mana ball, and use any Fire-based spell to ignite the Fire Fountain. Then follow the cobblestone road north and east past the cemetery and the Wizard, eventually arriving at the now-open Fire Gate.



Small swarms of Gargoyles materialize as you approach the gate. Use a combination of Fire Glyph Burn and Ice Ward Sentinel to toast the Gargoyles and accompanying Hardbacks. Then proceed through the gate and destroy the Hardback spawner. Finally, turn to the east to battle another new and vile creature—the Sludge.

## Battle with the Sludge



Sludge truly lives up to its name. Its bubbling, amorphous body is immune to physical attack. A Sludge attacks by oozing up from the ground and hammering you with a powerful Hand Slap attack. If you retreat out of close combat range, the Sludge can cast Dark Glyph Hex for up to 10 points of damage. Although none of its attacks are utterly devastating, a Sludge is a well-balanced opponent. Dispatch it quickly with a series of Flicker, Flash, or Light Glyph attacks.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	2-35	Slow	10	Magical, Physical	Immune to physical attacks, Orb avoidance (10%)

Two Sludges block your path. These creatures behave and attack very similarly to Water Spirits. However, Sludges are wrought of Dark Magic, and attack magically using the Dark Glyph Hex. Hammer the Sludges with Light Glyph and Scarring Light spells, always keeping a safe distance from both creatures. When they have fallen, move eastward to listen to the Hero. He tells you an important secret about the Gorgons. Listen to the secret, then continue eastward.



As you approach the east end of the landing, you come across a long, broken pier. Follow the pier northward over the ruins of a once-bustling port. Gargoyles and Hardbacks wait in ambush. Plow your way through with a Glyph or Ward spell, until you eventually reach a small

plaza containing the Dark Fountain (13). Find a spell sphere (12) that protects a Lava talisman. The talisman teaches you the Vein spell, a useful Fire-based magic. Once you have lit the Dark Fountain with a Dark-based spell and collected the Lava talisman, return to the Dark Gate deep in the ruins of the Buried City.

## NOTE

On a slightly higher level of the pier sits a Water magic school changer protected by more Gargoyles and Hardbacks. Destroy them to lower an Ice-wrought magical barrier.



Return to the cobblestone path and follow the road southward, past the T-intersection, and all the way back to the three-way intersection. From here, head east to where you first met the impatient messenger. In addition to the messenger, Gargoyles and Hardbacks linger near

the gate. Battle through the Nightcaster's minions, and press through the now-open Dark Gate. The cobblestone road winds south, where you find the Lost Leader. He urges you onward to the Cathedral.

Just beyond the Lost Leader, you get ambushed *again*—this time by Hardbacks, a Sludge, and a Giant Spider. Use Light Glyph to punch through the ambush, then continue just a few steps farther along the path to find a spell sphere (14). The sphere contains a Scarring Light talisman, which teaches you the Flash spell.





Just around the corner from the Scarring Light talisman is a column-flanked walkway to the Cathedral doors. Flanking the doors is a Stacker (15). Stackers are vicious, three-faced creatures that attack in unison at first, and as three separate

creatures when broken apart. The unified incarnation is vulnerable only to Dark magic. As you approach, the Stackers hammer you with blasts of Primal Light with extreme range. Rush close enough to use Dark Arc or Steel Death. As soon as you've hit, rush back.

### Battle at the Cathedral Door



#### STACKER

Size:	Small (individually), Large (stacked)
Element:	Light/Water/Fire
Health:	30
Speed:	None (stacked), Fast (individually)
Damage:	15 (Magical)
Attack Type:	Magical, Physical
Special:	Stacks and fights individually.

#### STACKER OWL

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	Light	25	Fast	25	Magical	Topmost component of Stacker

#### STACKER TIKI

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	Water	25	Fast	25	Magical	Middle component of Stacker

#### STACKER TURTLE

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	Fire	30	Average	25	Physical	Bottom component of Stacker

Stackers are actually three monsters in one. In its "stacked" form, a Stacker resembles a totem pole, with a Light-based Owl on top, a Water-based Tiki in the middle, and a Fire-wrought Turtle on the bottom. In this form, a Stacker stands as a stationary turret, hammering Arran with Primal Light and Icicle attacks.

If the unified creature is damaged, it splits into three separate monsters—the Stacker Owl, Tiki, and Turtle. The Owl and Tiki lob Primal Light and Icicle spells from a distance, while the Turtle charges forward to bite Arran with its powerful beak. Stay mobile, firing self-guided or area affect attacks at the split Stacker as you run. Dark-based attacks damage all Stacker components, causing serious injury to the Owl in particular.

Use Dark Magic to break them apart. Once they separate, the Stackers break into a Light Owl, a Water Tiki, and a Fire Turtle. Use those magics that are most effective against each aspect of the Stacker. Be prepared to hit and run several times.

When all three aspects from both Stackers have fallen, go through the Cathedral archway and up a long flight of stairs to complete the level.



#### TIP

This will be a brutal battle. If you are seriously injured, retreat to a safe distance and use the Light rune to restore your health.

#### NOTE

You can't change your spell school specialization once you enter the Abandoned Cathedral. We recommend you change into a Light Mage before progressing.

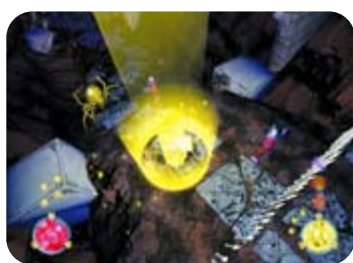


# ABANDONED CATHEDRAL WALKTHROUGH



**KEY**

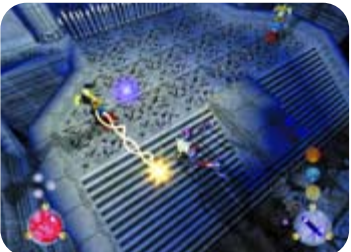
-  Mushroom Rings
-  Stacker Ambush
-  Central Plaza
-  Gorgon of Light
-  Gorgon of Dark
-  Stackers
-  Scarring Light
-  Wraith King/Harlequin Ambush
-  Dark Arc



Arran enters the area on an isolated plateau. Follow the carved stone pathway northward with either Scarring Light or Light Glyph ready. A few steps down the path the Nightcaster springs a trap—Zombies rise from every direction, and

magical barriers block your path. The Zombies will be on you almost at once, so blast them quickly with Scarring Light or Light Glyph. When possible, move around—a Light Giant Spider dives down from above if you stay in the same place for too long.

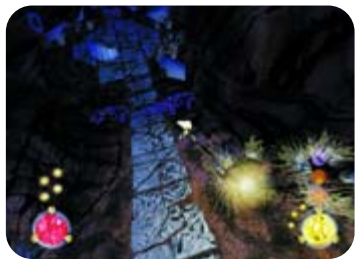
When the last enemy creature has fallen, the magical barriers collapse, allowing you to continue. Press northward, battling through light resistance. When the path opens to a much larger area, tread carefully. Three Zombies rise in front of you as a magical barrier closes behind you. Far beyond your range of vision, two Stackers (1) perch atop a crumbling staircase. As you battle the Zombies, the Stackers pepper you with long-ranged Primal Light fire.



**TIP**

Move from side to side when battling the Zombies and Stackers. You still get hammered with the Stacker's Primal Light attack, but staying mobile dramatically reduces the amount of damage.

Make the Zombies your first targets. Once they have been eliminated, a small break opens in the magical barrier to the south, allowing you to retreat if injured. After dispatching the Zombies, arm a Steel Death Blade and rush toward the Stackers. Hammer the vile creatures with the spell as quickly as you can before rushing away to heal using the Light rune. When you have recovered, finish the job, using your most potent Dark school spells to dismantle the Stackers. Once they break apart, attack each section individually.







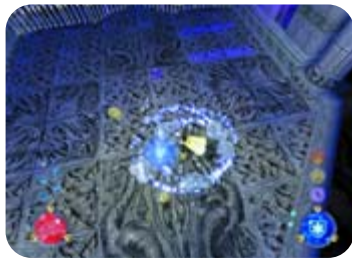
When the Stackers are defeated, the magical barriers protecting the Cathedral fall. Proceed northward where you discover a large central plaza (2) with the Gorgons' emblem tiled into the floor. Scattered about the plaza are the petrified bodies of those who came before. Head west where you find a pair of spirits—two stone soldiers bickering with each other. The malcontents give you valuable information about how to kill the Gorgon Twins. With that information in hand, proceed west, up a long flight of stairs, to confront the first of the two sisters.

At the top of the staircase, yet another trap is sprung—this time including Light-based Hardbacks and Dark-based Gargoyles. Use Ice Ward Sentinel to destroy the creatures as they rush toward you. When the last falls, the magical barrier to the west collapses, allowing you to progress. Depending on when you move, the Gorgon of Light (3) will be on the far end of the platform where you battled the Gargoyles or at the base of a staircase on the west end of the platform.

### TIP

Make sure to listen to the stone men.

Use the Orb to lure the Gorgons from their lairs and into the central plaza. Luring the Gorgons is much easier said than done. Each Gorgon is attracted to the same school of magic that created it. Imbue the Orb with a Light spell, then throw the Orb into the Gorgon of Light's field of vision. The Gorgon moves toward the Light-empowered Orb, allowing you to lure the creature down the flight of stairs and into the plaza. Use the same tactic with the Dark Gorgon, but imbue the Orb with a Dark spell. When the Gorgons meet, Arran emerges victorious.



### NOTE

Often the Gargoyles dematerialize and drift away if you wander too far from the staircase. If you have killed every apparent monster and the magical barriers don't fall, return to the staircase to attract a straggling Gargoyle.

### Gorgon

Cursed with the most grotesque of forms by the Tree for their arrogance and vanity, the Gorgon Twins lurk in the Abandoned Cathedral. Many adventurers, wizards, and would-be heroes have ventured into the Cathedral, only to meet death in the form of the Gorgon. Arran too will meet certain death, unless he knows the tactics necessary to defeat the Twins.

Size:	Large
Element:	Dark, Light
Health:	Indestructible
Speed:	Slow
Range:	Long
Attack Type:	Magical, Projectile, Spell
Damage:	Stony Gaze (30 per second), Javelin (15 each), Glyph (10 per second)
Special:	Spell Immunity



### Gorgon Continued



Stay out of the illuminated field of vision of the Gorgons—or face certain death.

The Gorgon of Light and her sister, the Gorgon of Dark, are virtually indestructible. They are far too powerful to be destroyed by any magic wielded by Arran. The Gorgons also have terrible vision and are unable to see anything beyond a few feet. The range of a Gorgon's sight is represented by a ghostly light that projects from their eyes, illuminating the ground in front of them. If you enter this line of sight, you will be injured and become the target of the Gorgon's Javelin attack. You are also subject to the Gorgons' Light Glyph or Dark Glyph attacks.

"Only a Gorgon can defeat a creature as powerful as a Gorgon" whispered the long-dead spirit of a Wizard that entered the Cathedral. These words offer the clue needed to defeat the vile Twins. Lure both Gorgons into the central plaza. Once the Twins see each other for the first time, the petrifying stare of one destroys the other.



Use the Orb to lure the Gorgons from their lairs and into the central plaza.

Luring the Gorgons is much easier said than done. Each Gorgon is attracted to the same school of magic that created it. Imbue the Orb with a Light spell, then throw the Orb into the Gorgon of Light's field of vision. The Gorgon moves toward the Light-empowered Orb, allowing you to lure the creature down the flight of stairs and into the plaza. Use the same tactic with the Dark Gorgon, but imbue the Orb with a Dark spell. When the Gorgons meet, Arran emerges victorious.

When a Gorgon raises her staff, she is about to use the javelin attack. Dodge quickly to one side when you see this.

### TIP

When a Gorgon raises her staff, she is about to use the javelin attack. Dodge quickly to one side when you see this.

The Gorgon of Light is searching the area when you find her—ready to kill anything she finds. Bring a Light-based spell into your active spell sphere to imbue the Orb with Light magic. Once it's powered, position the Orb so it passes through the Gorgon's field of vision. The Gorgon of Light immediately moves toward the Orb, allowing you to slowly lure the Gorgon toward you. Slowly fall back to the east, drawing the Gorgon with you. When you reach the central plaza, with the Gorgon of Light at your heels, pass through the plaza and descend the long staircase to the east.



When you reach the central plaza, with the Gorgon of Light at your heels, pass through the plaza and descend the long staircase to the east.

**TIP**

During your encounters with the Gorgons, toggle on the Light rune. This allows you to heal any damage.

**NOTE**

Once a Gorgon reaches the central plaza, she remains there.



At the base of the eastern staircase expect another ambush. A Sludge leads a small horde consisting of Gargoyles and a Giant Spider. Blast through them with a combination of Flicker and Ice Ward spells. When the enemy minions fall, the magical barriers bisecting the lower chamber of the Cathedral collapse. Head east toward the far end of the lower chamber to find the Gorgon of the Dark (4). Use the same tactics to lure the Gorgon to the central plaza.



With both Gorgons in the central plaza at the heart of the Cathedral, rush to the side and remain at a safe distance. As soon as the Twins near, they are drawn to each other—dooming them. Between the two petrified horrors, the Essences of Light and Dark hover. Progress to the next level by passing through the essences. However, spells and treasures still await deeper in the Cathedral. For now, head back up the staircase to the west, ready for battle.

At the far end of the upper chamber of the Cathedral is another ascending staircase. Activate Ice Ward and proceed up the stairs. Almost immediately, another ambush is sprung, with Light Hardbacks rushing you. These are followed by Zombies and Ghouls approaching from either side. Use Ice Ward to gain some breathing room and destroy the Hardbacks. Then switch to Scarring Light Flicker to lay waste to the charging Ghoul and Zombie. Once every enemy is dead, all local magical barriers drop. Finish ascending.



At the top of the winding staircase is a landing leading east. Near the end of the landing, a Stacker (5) guards half the Cathedral's treasures. Break the Stacker apart with a quick volley of Steel Death Blade, then finish off each portion with more



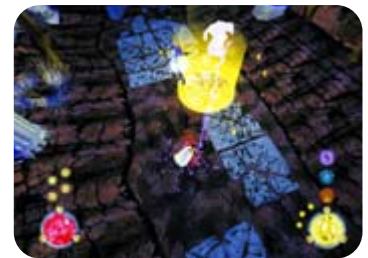
powerful spells. When the Stacker is completely destroyed, the magical barrier protecting a spell sphere (6) and mushroom ring falls. In the spell sphere you find the third and final talisman of Scarring Light. If you collected all other Scarring Light talismans, you can learn Flare. Then return to the central plaza at the heart of the Cathedral.



From the central plaza, head east down the descending staircase. At the east end of the lower chamber of the Cathedral, another staircase heads down. At the base of the winding staircase you discover a broken stone path to the west. Tread

down it carefully, ready for an ambush of Zombies and Ghouls. Break this surprise attack easily, then continue down the broken path to face the real challenge.

A Dark/Light Harlequin and a Wraith King (7) await at the end of the broken stone path. Use Ice Ward to injure both creatures, never giving either a chance to attack. The Ice Ward attack only stuns the Wraith King, but it should destroy the Harlequin within a few



moments. When the Harlequin falls, turn your full attention to the Wraith King, bathing it in the cleansing light of Light Glyph. The death of the Wraith King triggers the collapse of a pair of magical barriers trapping Arran.

To the west is a spell sphere (8) and another mushroom ring. Inside the spell sphere lies the final talisman of the Dark Arc spell. If you have collected all of the Dark Arc talismans, you can learn Bolt. When you have collected all the goodies available in the Cathedral, return to the central plaza and pass through the Essences of Light and Dark.

**NOTE**

Beyond the Essences of Light and Dark is the Fire Dragon, Bale. To prepare for the upcoming battle, fill your Readied Spell list with Water-based spells before finishing the level.

# REVENGE AT FALLSTOWN

## AGING OF ARRAN



Arran returns to the world of mortals 20 years after he ventured into the Buried City. Much has changed in that time—including Arran himself. Arran's power has grown much stronger, as has his mana capacity. All of Arran's spells do 50 percent more damage than listed in the Magic section later in the guide. Further, Arran has gained a single mana sphere in each

school of magic. Finally, the rate at which Arran recovers mana is greatly improved. This also allows Arran to heal at a greatly increased rate while using the Light rune.



**New Spells Available:** Water Glyph, Fire Ward, Steel Death, Venom Strike, Primal Light, Dark Glyph

**Mana Balls Available:** 4 + kill rewards

**Runes Available:** None

**Monsters:** Goblin Riders, Hardbacks (levels 1–3), Goblin Archers, Gnome Stiltwalkers, Fire Ogre, Dark Wolves, Light Hounds, Giant Wasps, Skullcaps, Giant Spiders, Zombies, Rockhoppers, Gnome Riders, Sludges, Ploks

**Boss:** Bale the Fire Dragon

### KEY

- Mana Balls
- Magic School Changers
- Mushroom Rings
- Preferred Route
- Water Glyph
- Fire Ward
- The Beleaguered Family
- Steel Death
- Diseased Witch
- Venom Strike
- Primal Light
- Guidestone/Keen eyed Archer
- Mad Witch
- Dark Glyph
- Fallstown

# WALKTHROUGH

## Bale

Size:	Enormous
Element:	Fire
Health:	120
Speed:	Slow (turning only)
Damage:	Fire Ball (18 each X 5 balls), Spell (12 per second), Bite (30), Wing Knockback (0-15)
Attack Type:	Extreme
Range:	Projectile, Area Effect, Physical
Special:	Immune to Fire magic.

Bale is a most powerful fire dragon, capable of utilizing the essence of fire itself. Bale's first means of killing the unwary is the beating of his powerful wings, which repels creatures that wander too close. As Arran approaches Bale, the force of its wings often smack it back, inflicting light damage (0 to 15 points per strike).



Bale stomps the ground, then casts a series of Fire Glyphs at Arran.

causing the very ground to shake. This stuns Arran briefly. Then, rearing up on hind legs, Bale casts three Fire Glyph Burn and one Fire Glyph Blaze spells into the air. Moments after the ground stops shaking these Glyphs land, igniting the area directly around Arran with their deadly energies. The only thing you can do is run from the Glyphs when you see them coming.

The second, more common attack is Bale's fireball attacks. These are identical to Sky Fall Star when fired at Arran singly, or Sky Fall Meteors when fired in groups of five. The single fireballs are very easy to avoid—just step aside. The spread of five fireballs is more difficult to dodge. The first three fireballs of the spread are cast directly at you. The remaining two are aimed far to the left or right (depending on which direction you're running) so they'll hit you if you continue to move in the same direction.



The only way to defend against these fireball attacks is to dodge the first three balls aimed directly at you. The moment you are clear of the arc of fire of the first three fireballs, *stop!* The remaining two fireballs fall far to the side, landing where you *would* have been if you had continued to run in the same direction.



Your only hope of survival lies in your powerful Water magic. First change all of your readied spells so that only Water magic is present since Water is most effective against Fire opponents. The two most effective Water spells are Glacial Might and Ice Ward.

Glacial Might is relatively long range and self-guiding, allowing you to fire quite accurately as you run by Bale. Ice Ward Shield provides a protective wall that blocks fireballs.

Aim at the front claws of the beast, which are the closest, and by far easiest to hit. You may be struck as you close in, but if you launch a long-range attack, such as Glacial Might, you should give as good as you get. Repeat the process, hammering at the front legs with Water Glyphs, Ice Ward Shields, and the higher-level versions of Winter's Fury. As you hit Bale, its brilliant crimson hide begins to pale, taking on a bluish color. The more damage you inflict, the duller Bale's hide becomes. When Bale is virtually white and blue, finish with a short volley of your most potent magics. Bale falls in a hail of sparks, smoke, and fire.

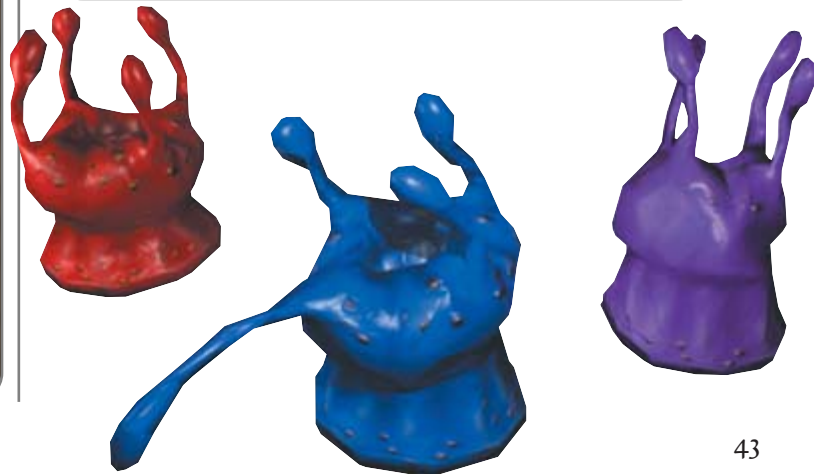
Upon reentering the world of mortals, Arran faces one of the powers of a bygone age—Bale, the Fire Dragon. Bale has sided with the Nightcaster, and now holds dominion over the remnants of the fortress of Stonehaven.



Arran is forced to battle the ancient dragon to continue his quest. Immediately access Arran's spell book and change all of your Readied Spells to the Water school of magic.

### TIP

Retreat to a safe distance and use the Light rune to heal from Bale's relentless attacks.





Aim at Bale's feet, dancing back to avoid the backlash of his powerful wings. Use attacks such as Glacial Might to attack, while throwing up an Ice Ward Shield to defend against Bale's many fireballs. Continue this hit-and-run tactic until Bale turns from brilliant red to a

pale blue. By the time Bale finally falls, the Dragon is covered with a thick frost from numerous attacks. Only then can you pass into what remains of the once-great fortress of Stonehaven.

## FALLEN FOREST WALKTHROUGH

### Forest Encounters



#### FIRE OGRE

Fire Ogres are fearsome creatures that live in flaming pits of molten lava. They are like living turrets, incapable of movement. However, as Arran passes by, they rise up and attack him with a series of fireballs, capable of inflicting serious injury. If you damage the Fire Ogre, it casts a Fire Ward spell to repel the attacks. To bypass the shield, hammer the Fire Ogre from the sides and rear. If you can inflict enough damage, it returns to the lava pit, losing its Fire Ward in the process. Fire Ogres increase their rate of fire when near death.

As Arran approaches close combat range, the Fire Ogre switches to physical attacks, which inflict only 15 points of damage per strike.

The best way to deal with Fire Ogres is a quick one-two punch involving Ice Ward Shield and Winter's Fury Ice. Cast the Shield, then rush toward the Fire Ogre. While the Shield protects you from projectile attacks, switch quickly to Winter's Fury. A short barrage of Ice spells, and the Fire Ogre is toast—in five seconds or less!

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Large	Fire	65–80	N/A	25 (Magical), 15 (Physical)	Magical, Physical	Fire Ward

### Hard Difficulty Level

Although Arran has grown in power, so have the Nightcaster's minions. Greatly enhanced level two and level three versions of common creatures such as Rockhoppers and Hardbacks appear. Creatures move faster and spawners produce more enemy creatures than before.

### Tip

Be sure to change the spells on your Readied Spells list so that you have a spell from each school.



After you battle Bale, enter the ruins of Stonehaven itself. The once-proud fortress is in tatters, with scorch marks blackening the ground in every direction. Head east from where you start, past a series of wooden fences. Some

Zombies led by a Fire Gnome Rider greet you. Cut through this meager resistance and continue east. As the path opens into a larger stone plaza, hordes of Light-based Hardbacks and Rockhoppers rush out. Give them a little Dark Arc or Steel Death to chew on.

### NOTE

The mushroom ring on the west side of the plaza is the first place you can save the game on this level.

When the plaza is clear, move to the southwest to be assaulted by a long line of Dark Rockhoppers and a pair of Goblin Archers. Hammer your way through, making sure to destroy the Rockhopper spawner at the base of a long staircase leading north. When the spawner is toast, follow the staircase up, eliminating the Goblin Archers on an upper landing. Then move up an even longer staircase to the east.





The long staircase can be rather tricky. Goblin Archers sit at the top the staircase, while Skullcaps hover behind them, lobbing Venom Strikes halfway down the staircase. A Fire-based Gnome Rider completes the ensemble. Rush up the stairs, dodging the fire from the Skullcaps.

Your goal is to lure both the Gnome Rider and the Goblin Archers down the stairs. Once you have split the forces guarding the staircase, hammer them with your best Water-based spells. Then rush up the stairs and blast the Skullcaps with Scarring Light or Light Glyph. When the area is clear, quickly ascend the nearest of yet another set of stairs.

Blast a pair of Goblin Archers, then immediately cross the upper landing and climb an enormous flight of stairs leading to the west. A Goblin Rider, Gnome Stiltwalkers, and Goblin Archers await you at the top. Blast through them all with Ice or Frost attacks, then switch to Flicker to obliterate the Zombies that follow. Once you've reached the landing above, weave through the winding fortress walls to reach a larger battlement. Head southeast to engage the trio of Goblin Riders and Goblin Archers. Destroy the Water-based Goblin Riders with a quick volley of Sky Fall or Lava, then turn on the Goblin Archers with Winter's Fury.



Continue east across the upper battlement, ignoring all other staircases. Blast your way through a small horde of Dark Hardbacks and Skullcaps to reach a staircase on the far side of the battlement. Ascend a poorly defended staircase to reach an upper landing

where you find a mana ball and a mushroom ring. When approaching this landing, stay on the right side. To the left is a small group of Zombies and Goblin Archers that you don't necessarily have to fight. When you've collected all the goodies, head up the nearby staircase.

At the top of the steps a Dark Goblin Rider leads a pair of Fire-wrought brethren. Behind the three Goblin Riders sit two Goblin Archers. Wade through them all, following the battlement as it winds southwest and then northwest. As



Arran approaches a four-way intersection of fortress passages, a magical barrier is erected behind him. Four Gnome Stiltwalkers—one from each school of magic—come striding toward you, ready to blast you to bits with their flying bombs. Don't give them a chance. Hammer the group with Winter's Fury or a Glyph spell as they run close together. Alternate the school of your spells to stun and injure all four of the Stiltwalkers. When all are dead, the magical barriers drop.



Take the southwest passage when you reach the four-way intersection. From here, continue toward the main gate of Stonehaven by heading up another staircase. You face only light resistance as you move along the fortress walls. Halfway

down a section of the battlement leading to the southeast, find a spell sphere (1) tucked beside a pair of turrets. The spell sphere contains the second talisman of the Water Glyph spell. If you collected the first talisman, this treasure allows you to learn the Fount spell.



### NOTE

Little of note can be found down any of the adjacent staircases. Anything valuable already has been stripped away by the invading army.



Once you've collected the contents of the spell sphere, continue to head southeast, following the battlements instead of any other passages. Head up a short series of stairs, battling through Goblin Riders and Gnome Riders until you reach the main

gate. From the gate, proceed south, using Light-based magic to blaze a path through the hordes of Zombies and Dark Gnome Riders guarding the only path.

Farther down the path, Arran encounters his first Fire Ogre. These mammoth beasts are essentially stationary, firing fireballs from a distance or Fire Wards up close. To defeat this vile beast, place both



Winter's Fury and Ice Ward in your readied spell list. Using Ice Ward, cast Shield to raise a protective wall. This wall effectively blocks all of the Fire Ogre's attacks. Follow up with a quick barrage of Winter's Fury Ice to finish the Fire Ogre off. When the Fire Ogre falls, the magical barriers in the area collapse as well.



### TIP

The Ice Ward/Winter's Fury one-two punch is effective against virtually every Fire Ogre you meet in the Fallen Forest.

Pass through the shattered gates that the Fire Ogre was guarding and take out a Sludge, Zombies, and a Fire Gnome Rider patrolling nearby. When you have secured the area around the gate, look to the west for a split in the path.



Farther west, after the fork in the road, sits an easy-to-miss mana ball, nestled beside a cliff face. Collect the mana ball, then take the wilderness trail leading almost due west. A smattering of Zombies, Goblin Riders, and Gnome Riders feebly attempt to block your path. Teach them the error of their ways.



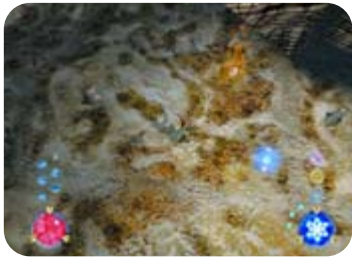
Continue down the wilderness trail as it gently arcs to the south. Take out several Dark Gnome Riders and a pair of Skullcaps with a quick burst of Scarring Light or Light Glyph. Soon after the Skullcaps, magical barriers rise both ahead

and behind. Fall back to the northernmost barrier and eliminate a nearby Sludge with the same magic used against the Skullcaps. Drop a second Sludge farther south. When the Sludges are gone, target the Fire Ogre to the south. Use the trusty Ice Ward/Winter's Fury combo. When the Fire Ogre falls, all magical barriers confining Arran collapse.

### TIP

Use nearby tree stumps to protect yourself from the Fire Ogre's fireballs.

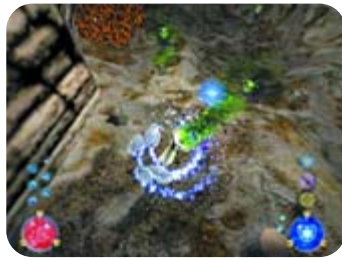




The falling barriers reveal a spell sphere (2). The spell sphere contains the first talisman of Fire Ward. This lets you learn the first level of the spell: Wall. Collect the talisman and continue south. A band of Zombies, Fire

Hardbacks (complete with spawner), and a trio of Skullcaps guard the pass. Blast through them to lower magical barriers in the area. Nearby, find a mana ball that further increases Arran's mana reserves. Collect it, then continue south down the wilderness path.

Down the stark landscape of the southern trail Arran faces more moderate resistance. Battle through it, eventually revealing a Fire spell school changer. Beyond it is an ambush, complete with a trio of Skullcaps, assorted Zombies, a Sludge, and a Light Hound. Use Ice Ward or Fire Ward to hold back the charging monsters, and Scarring Light to eliminate the Skullcaps and Sludge. Clean up the stragglers to drop the magical barriers.



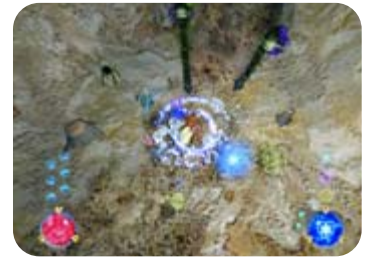
To the south, the wilderness trail meets the main road. At this crossroads is yet another ambush, thick with Skullcaps and Goblin Archers. Break up this attack as you did the last, then follow the main road as it meanders south. You face moderate resistance in the

form of Light-based Rockhoppers, Ploks, and Hardbacks. Wade through it, eventually coming to another crossroads. Here stands the beleaguered family (3). From the family, head south along an offshoot of the main road.

#### NOTE

A pair of Skullcaps guard a ruined house that contains a mana ball. After the Skullcaps are destroyed, the magical barrier around the house falls.

A few steps down the southern road lies another ambush. Skullcaps, Giant Wasps, and Hardbacks all rush Arran as he stands at the mouth of a narrow canyon. Use Ice Ward



Sentinel to push back the crushing enemy presence, and pummel the spawners for both the Hardbacks and the Giant Wasps. When the smaller threats have been eliminated, turn your attention to the Skullcaps. A few blasts of Scarring Light or Light Glyph should make short work of them. When the last of the local enemies has fallen, all magical barriers collapse.

#### TIP

Stay extremely mobile as you battle out of the first ambush down the southern road. If you remain stationary, the Skullcaps will tear you apart.

#### CAUTION

Be especially cautious of the Hardbacks. Surprisingly, they are the greatest threat in the initial ambush. If they trap Arran along the wall of the narrow canyon, they inflict both physical and *magical* damage—depleting his mana reserves.



Continue along the southern road, battling through Ploks, Dark Giant Spiders, Goblin Archers, and other moderate resistance. The farther south you go, the stiffer the resistance becomes. Sludges, Dark Wolves, Skullcaps, and

Hardbacks join the fray, hammering Arran from virtually every direction. When you have finally defeated this formidable force, all magical barriers in the area fall, revealing a Water magic school changer.



### Tip

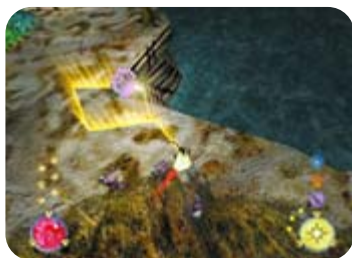
The fighting can get so intense that you may have to fall back and use the Light rune.



Similar Nightcaster minions greet you in larger numbers as you continue southward. Battle conservatively, drawing away a few enemies from the main group so that you can combat them in bite-sized chunks. After you defeat all the nearby enemies, a mushroom ring is revealed near the southern road. Just west of the mushroom ring is an easy-to-miss spell sphere (4) containing the second talisman of the Steel Death spell. If you found the first Steel Death talisman, you can learn Mortis, one of the game's more powerful area effect spells.

### Diseased Witch (5)

In Arran's absence, the forest has fallen under the Nightcaster's shadow. Included in this corruption are the great trees protected and nurtured by the Witches of the Green. These caretakers have been driven mad by the Nightcaster's vile taint, and attack Arran or any other living creature on sight. To the south of the Steel Death spell sphere is such a Witch. In her present diseased state, she is best avoided.



With the Steel Death talisman in hand, return to the beleaguered family, this time taking the eastern road. The eastern road is lightly guarded, with the occasional Skullcap, Sludge, or swarm of Hardbacks being your only real resistance. Stay on the main road, as little of interest can be found along the adjoining plateaus and wilderness pathways. The eastern road itself eventually splits with one passage going to the north, and another to the south. For now, take the southern passage, ready for surprise attacks.

Soon the southern path splits as well, creating a passage to the west and another to the southeast. This crossroads is one of the first heavily guarded areas along the main road. Fire-based Gnome Riders, Goblin Riders, and Zombies patrol the road. Battle through them cautiously—don't underestimate the ability of the Goblin Riders to inflict serious damage. When the area is clear, follow the western road.



### CAUTION

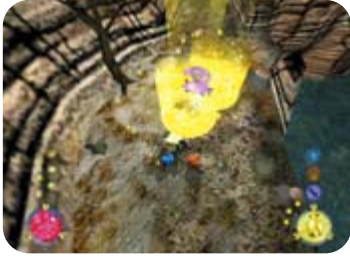
Remember, in the company of a Gnome Rider, Goblin Riders receive a 50 percent bonus to damage.



A pair of spawners to the left and right feed the swarms of Dark Wolves and Plok guarding the western road. Battle through them quickly, concentrating your fire on the spawners first. When you've overcome the first challenge of the western road, continue to the main course. A trio of Light-wrought Goblin Riders, a Gnome Rider, a pair of Goblin Archers, and several Rockhoppers rush you. Use Ice Ward Sentinel to push back the advancing enemies, and use specific spells of the opposite school to defeat individual monsters. When you've broken the ambush, add Light Glyph to your Readied Spell list and proceed down the western path.

From the western path, look north. A series of rock columns and stretches of broken earth hide a formidable force of enemy creatures. The first attacks consist of two Sludges protected by a pair of Light-based Rockhoppers. Use Ice Ward to push the Rockhoppers back, then bathe the Sludges in the cleansing light of Glimmer, Glamour, or Glare. After quickly dispatching the Rockhoppers, continue north through the rock columns where you face a massive horde of assorted Rockhoppers, Hardbacks, and Goblin Riders. Blast them with Light Glyph, slowly pushing the tide of enemies back far enough that you can destroy their spawners.





With the enemy forces in tatters, a single magical barrier blocking the western road lowers. Hardbacks, Rockhoppers, and the occasional Sludge are the only creatures that dare bar your path. Carve through them to lower the barriers protecting a large box

canyon at the end of the western path. The canyon is guarded by a trio of Skullcaps, Fire-based Gnome Riders, and a small horde of Fire-wrought Rockhoppers. Use Light-based magic to injure any target you find. When all the creatures are defeated, a Dark magic school changer and spell sphere (6) are revealed. The spell sphere contains the second talisman of Venom Strike, allowing Arran to learn Adders.

**Tip**

We do not recommend that you use the Dark magic school changer. Too many Skullcaps, Dark Wolves, and various Dark-wrought creatures infest the Fallen Forest.

**NOTE**

Along a heavily guarded northern plateau is a mushroom ring.

Once you've collected all the goodies at the end of the box canyon, return to the split in the road. This time, take the southern of the two trails. Tread carefully, as a Sludge flanked by a Giant Wasp spawner and a Plok spawner await your advance. Press southward using Light Glyph, making sure to destroy the spawners as you go. Rockhopper and Dark Wolf spawners lie farther down the trail, just before a magical barrier. Destroy it to continue. After more light resistance, Arran eventually arrives at the end of the southern road, where a spell sphere (7) sits. Inside is the first Primal Light talisman, teaching Arran the Beam spell.



**Tip**

The end of the southern road is actually the docks where Arran first made landfall at the Forests of Stonehaven.

When you've collected the spell sphere, go north along the main road. Pass by the first crossroads, continuing north. Pass the second as well, ignoring the western trails. The northern road is relatively lightly guarded, with scattered Ploks, Hardbacks, and Rockhoppers patrolling near their respective spawners. Where the northern road turns west, the Nightcaster has set a formidable ambush. A Sludge, several Skullcaps, Ploks, Hardbacks, and Rockhoppers all swarm the area. Use a combination of Light Glyph and Ice Ward to break the ambush, then continue up the main road.



**NOTE**

If you've followed the walkthrough, you've already investigated the paths that lie at the end of both crossroads.



### NOTE

The Skullcaps actually defend the only entrance to an orchard to the east. Inside the orchard sits a mushroom ring where you can save your game.



To the north you find a soldier known as the Keen Eyed Archer standing beside a guide-stone (8). He warns of a Dragon attacking Fallstown. Behind him is a crossroads, with one path leading west to the lair of one of the Witches of Green, and another heading north

to the last remaining human settlement of Fallstown. For now, head west—you have one more spell to collect before facing the terrors to the north.

The forces of the Nightcaster are few and far between as Arran treads the western path. However, just before you reach the glen of the Witch of the Green (9), a massive ambush is sprung, with magical barriers blocking Arran's retreat. A trio of Water-based Gnome Riders, a Sludge, and even a Fire Ogre all rise to battle in the tight confines of the trap. Make eliminating the Gnome Riders your first priority. Take them out with Ice Ward or Winter's Fury. Then turn your attention to the Sludge. Finally, approach the Fire Ogre with the Ice Ward/Winter's Fury combo that works so well. When the last of Nightcaster's minions has fallen, the magical barriers that surround Arran collapse.

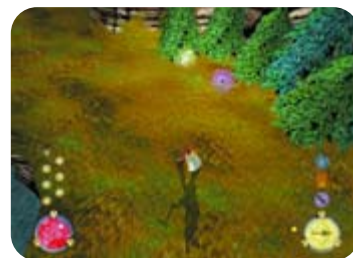


### NOTE

The Witch of the Green to the west (9) is even more shrill and insane than her sister (5). She blames Arran for the state of the forest, and attacks him mercilessly if he investigates the area. However, if he defeats her, he gains access to the forest's only Light spell school changer.



Once the barriers have collapsed, you can continue west to the corrupted glen of the Witch of the Green, or turn north and explore a wilderness path. Nothing but death lies to the west, so turn north, ready for battle. Sludges, Light-based Rockhoppers, Ploks, Skullcaps, and Giant Wasps guard the northern path. Destroy them all, including the Plok and Wasp spawners, to lower a pair of nearby barriers. This reveals the final spell sphere (10) of the level, as well as a mushroom ring. Inside the sphere is the first talisman to the Dark Glyph spell, which lets you learn Hex. Collect it, then return east to the guide-stone (8).



From the guide-stone, take the northern road to Fallstown, ready for battle. As you set foot on the northern road, a trap is sprung. A multicolored array of Hardbacks led by a Gnome Stiltwalker rush you. Use Ice Ward to press them back, offering special attention to the Stiltwalker. Don't let him lob his powerful bombs. When the Stiltwalker goes down, destroy the Hardback spawner, then every individual Hardback in turn.

### CAUTION

A single Water Hardback still can penetrate the Ice Ward. Stay mobile to minimize the damage it can do.

### TIP

An alternate way of breaking the ambush is to use your newly acquired Dark Glyph Hex spell. It injures every creature in the attacking force.

Press through the last of the Nightcaster's forces to reach Fallstown (11). When you reach the last sanctuary left to the Black Rose, a grim and horrifying sight awaits. A great Dragon wheels overhead, casting icy hot fire onto the town below.



When at last the dragon turns his attention to the defiant Madelyn, standing in the town square, Lochran must sacrifice himself to save the Black Rose from the awesome fury of the dragon's breath. Madelyn is swept up in the dragon's mighty claws, leaving Arran to hold the broken body of his childhood friend. When Lochran dies, the Essence of Fire is released from his body. Pass through that Essence to collect it, and to pass onto the next level.

# MOUNTAINS OF PAIN

## THE ASCENT



**New Spells Available:** Steel Death, Primal Light, Venom Strike, Fire Ward, Thunder

**Mana Balls Available:** 3 + kill rewards

**Runes Available:** None

**Monsters:** Goblin Riders, Hardbacks (levels 1–3), Rockhoppers (levels 1 and 2), Goblin Archers, Gnome Stiltwalkers, Stackers, Skullcaps, Wraith King, Harlequins, Fire Ogre, Goblin Conjurers, Hellhounds, Ice Creatures, Sludges, Water Spirits, Mummies, Ghouls, Ploks, Zombies, Giant Wasps, Gnome Rider, Ice Wolves, Dark Wolves, Ice Ogre

**Boss:** Frost (Blue Dragon)

### KEY

	Mana Balls
	Magic School Changers
	Mushroom Rings
	Preferred Route
	Steel Death
	The Warning Man
	Primal Light
	Thunder
	Captain Morgan Parchment (Ice Creature Hint)
	Venom Strike
	Fire Ward
	Town Ruins



### Walkthrough

#### New Encounters



#### ICE OGRE

Ice Ogres hide silently beneath the ice until Arran ventures too close. The creatures are effectively living turrets, never moving from their dens within the ice. When Arran is within range, they burst up, casting their potent Ice Tornado spell. If Arran approaches close combat range, Ice Ogres pummel him with their fists for 20

points of damage per strike.

When injured, an Ice Ogre retreats beneath the ice, resurfacing several seconds later. If an Ice Ogre is near death, its attack rate increases considerably.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	Water	60-75	N/A	15 (Magical), 5 (Physical)	Magical, Physical	Submerges underground



#### ICE CREATURE

Ice Creatures conceal themselves as errant ice blocks within a snow-covered field. As Arran approaches, the Ice Creature unravels itself, assuming its true form and full stature. It approaches Arran and pummels our hero with a pair of icy fists. Although the creature is made completely of Ice, it possesses no elemental attack bonus, making its blows neutral.

The most deadly characteristic of an Ice Creature is its incredible magical resistance—it takes no damage from spells while in its unbroken form. Shatter the creature by smashing your staff into it twice. Only then will the beast crumble—for five seconds. In its "broken" form, the Ice Creature is vulnerable to all spell types, save Water-based attacks.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Large	Water/ Neutral	25-50	Slow	12	Physical	Immune to spells until "broken"



#### ICE WOLF

Ice Wolves hunt in packs, often circling Arran before lunging in to attack. If injured, an Ice Wolf retreats, moving outside the range of Arran's Orb, where it waits for a second or two before returning to the pack. When a pack is lead by a large Ice Wolf, the others go into a blood thirsty frenzy, gaining a 50 percent damage bonus.

Take out the alpha male first to eliminate the potential for extra damage.

Ice Wolves have a natural aversion to the Orb, and shy away from it, especially when injured. Watch for Ice Wolves at all times. Their lightning speed and ability to blend into the snowy background of the Mountains of Pain make them tricky enemies. A spread of Skyfall Meteors, or a few Fire Wards keep a charging pack at bay.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Ice	15-18	Very Fast	7.5	Physical	Orb Avoidance (15%), Spawned



#### HELLHOUND

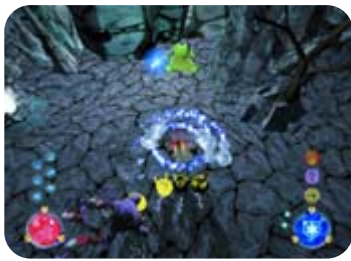
Hellhounds are pack animals, appearing out of the ether around Arran and attacking en masse. A pack of Hellhounds will track Arran's movements, staying close for quick lunges and bites. A Hellhound pauses only if injured, backing away

for a few seconds before returning to the fray.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Fire	25-35	Very Fast	15	Physical	Spawned

#### NOTE

Now that you have collected the Essence of Fire, it spins around the Orb as you use it in combat. Your mana also recharges faster when a Fire spell is the active spell.



Behind the charred ruins of Fallstown sits a gaping maw of rock and ice set into the mountainside. Those few soldiers who survived the journey into the rocky peaks named them the Mountains of Pain. Arran begins his travels on an icy landing, facing a Plok spawner. Ghouls, Light Ploks, Zombies, and even a pair of Skullcaps await nearby, ready to pounce the moment Arran steps into this new level. Clear away the local enemies with a combination of Ice Ward (to keep back the Ploks) and Primal Light to quickly down all the creatures of darkness.



When the coast is clear, follow the broken ice pathway to the southeast. Speed forward until you reach a split in the trail. One direction continues southwest, and the other winds northeast. For now, follow the southwestern path, crossing a small ice-covered bridge to reach a circular plateau. Greet the Light-based Goblin Rider that comes storming across the bridge with a few shots of your favorite Dark-based spells. When it falls, use Ice Ward or Winter's Fury to eliminate the three Goblin Archers that guard the entrance to the plateau.

The Rider and Archers were protecting a spell sphere (1). Inside find the third talisman to the Steel Death spell. If you collected the other talismans, you can learn Deathblow, a devastating new Dark spell. Once you have collected the goodies, ignore a nearby bridge and go back the way you came. Back on the main path, go northwest, battling through a Stiltwalker and a pair of Goblin Archers.



On the far platform sits a Fire magic school changer, mushroom ring, and the first mana ball of the level. Collect and use what you need, then return to the main trail. The cracked ice path meanders northwest, and a small side trail breaks off and crosses over to yet another plateau. Ignore this path—nothing lies beyond it except a nasty fight with no reward. Instead, battle your way northwest, clearing away a Water Spirit and engaging a Stacker stationed nearby to guard the pass.

#### Tip

Although it's advantageous to switch to the Fire school of magic *just* before you complete the level, too many Fire Ogres, Goblin Archers, and Fire-based monsters lurk ahead to do it now.

Try the new Steel Death Deathblow spell on the Stacker, and watch the magic make quick work of the hapless sentry. When it is broken apart, finish off each of its splintered components, starting with the most dangerous—the Light-based Owl. When the pass is clear, follow the main trail as it snakes up the mountainside. Only a smattering of Light-based Rockhoppers, Hardbacks, and Goblin Riders attempt to block your way.



#### CAUTION

Don't explore the eastern and third plateau. A Wraith King and Harlequin protect nothing of consequence. Save your strength and follow the main path instead.



As Arran nears the second bridge connecting to the eastern plateau, a Fire Ogre, a trio of Goblin Archers, and a swarm of Giant Wasps rise up to attack. Use Ice Ward Shield to hold the group back while you pelt them with projectile spells. Use

the old one-two punch of Ice Ward and Winter's Fury to quickly get rid of the Ogre. Finish off the Ogre and Goblin Archers, then turn your attention to the Wasps and their spawner.

Follow the main trail where it leads to an enormous and heavily guarded plateau. A Light Gnome Rider flanked by a pair of Goblin Riders leads the charge against Arran. Skullcaps and Light-based Rockhoppers hold back and guard the plateau itself. Take out the Riders in their initial charge. If any survive, they rush to the far side of the plateau to harass the warning man (2), a hapless soldier imprisoned behind a magical barrier. Clear the area quickly to free the warning man. He tells you of the Blue Dragon that claims this mountain pass. A Light magic school changer is also revealed.



Use a massive land bridge to the northwest to reach yet another enormous plateau. As you cross, a horde of Fire-based creatures spring an ambush. A pair of Fire Ogres and a small pack of Hellhounds swarm in every direction. Use

Water-based spells such as Ice Ward to keep them at a safe distance. Destroy their easy-to-miss spawner to the right, then each Hellhound in turn. When the area is canine free, use the Ice Ward/Winter's Fury combo to eliminate both Fire Ogres. The death of the final Ogre reveals a mushroom ring.

Across the bridge Arran faces a pair of Goblin Conjurers, a Water Spirit, assorted Rockhoppers and Hardbacks, and a trio of unbarreled Goblin Archers. The entire horde is vulnerable to Light-based magics. Lay them low with Glimmer, Flicker, or Beam, and destroy the Hardback spawner to the left and the Rockhopper spawner to the right. When you have destroyed all nearby enemy forces, investigate a giant's skeleton on the far side of the plateau. Here you find a spell sphere (3) containing the second talisman of the Primal Light spell. If you have collected the first talisman, you can learn the potent Ray spell.



After collecting the spell sphere, turn northeast. A mountain pass offers safe passage through a long range of rocky peaks. Unfortunately, the pass is heavily guarded by a pair of Sludges, two Dark Goblin Riders, and a Dark Gnome Rider. Use the

cleansing power of your new Primal Light Ray spell to annihilate the patrolling guards, then proceed to the northeast. Use Primal Light to cut through the remaining Dark-wrought creatures you encounter along the pass.

Halfway across the pass, a Fire Ogre and a large pack of Hellhounds block your path. Use Ice Ward Sentinel to push back the Hellhounds and Ice Ward Shield to protect yourself from the Fire Ogre's fireballs. Then finish the Ogre with a few quick bursts of Winter's Fury. Continue northeast, battling hordes of Giant Wasps, Sludges, and Dark Hardbacks. When you actually pass through the rocky peaks, find a Dark magic school changer tucked behind a magical barrier. Destroy the nearby monsters and their spawners to lower the barriers.

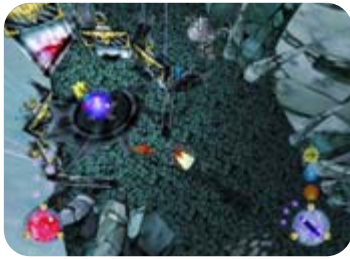


### Tip

There is a mana ball in this area behind one of the geysers.

### NOTE

A mushroom ring is just south of the Dark magic school changer.



Continue northwest, battling through a Stacker and assorted Rockhoppers. Another Stacker waits just a few steps farther up the mountain pass. Use Steel Death Deathblow to annihilate each in turn, then continue. A Fire Ogre leads a small band of

Rockhoppers in the defense of the entryway to yet another large circular plateau. Destroy them with an Ice Ward Shield and proceed with caution.

The next plateau is an enormous trap. As soon as you enter, a magical barrier rises behind you. A horde of Fire- and Water-based Goblin Riders rush toward you. Behind them float a pair of Fire/Water Harlequins and a Wraith King. Blast through them all with Light spells—it's the only school guaranteed to injure all the enemies. Take out the Goblin Riders first, turning your attention next to the Harlequins, and finally the Wraith King. Stay mobile and near the edges of the plateau. This keeps Harlequins and the Wraith King from materializing behind you or beyond your field of vision.

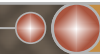


Once the enemies have been dispatched, the magical barriers lower, revealing a spell sphere (4) and mushroom ring. The sphere contains the first Thunder talisman, teaching Arran the powerful Strike spell. A parchment (5) beside the

spell sphere offers some important information in dealing with Ice Creatures. Read it before heading east to a narrow land bridge to an adjoining cliff face.

**Tip**

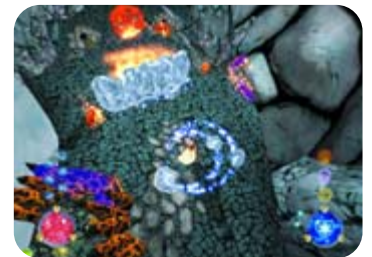
Don't overlook the parchment here. It contains vital information.



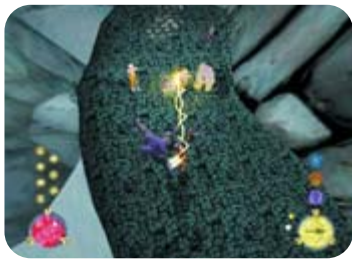
**NOTE**

The narrow land bridge to the north is guarded by five Ice Creatures. They guard little more than a mushroom ring.

To the east is a large pack of Hellhounds along with yet another Fire Ogre. Use Ice Ward Shield to push back the Hellhounds and block the Ogre's shots. Use the lesser Sentinel version to ward off any Hellhounds that get through. Corner the Fire Ogre with the Ice Ward, then blast it and the adjoining Hellhound spawner with Primal Light or Winter's Fury. Then continue to the mountain face to the east.







Along the winding mountain trail, a small horde of Zombies and Ghouls confronts Arran. Blaze through them with Beam, Glimmer, or Flicker, then collect the treasure they were guarding—a spell sphere (6). Inside is the third talisman of the

Venom Strike spell. If you have collected the second talisman, you can learn Serpents, the most powerful version of the spell. Continue after collecting the treasure, using your Light magic to dispatch a small group of Dark Goblin Riders, Dark Wolves, and Ploks.

Beyond is a lightly guarded landing, complete with a Water magic school changer behind a magical barrier. However, to drop the barrier, you must face an Ice Creature. This beast represents a unique challenge. Until its outer shell is cracked, it is utterly immune to magic. Arran has to get physical. Press **A** to swing Arran's staff. Two staff hits shatter the Ice Creature—but only for five seconds. In those precious moments of vulnerability, hammer the Ice Creature with your best Fire-based spells. It may take a few tries, but eventually, the Ice Creature will explode into a shower of blue sparks. When this happens, the magical barrier around the Water magic school changer collapses.



**NOTE**

If you walk away from an Ice Creature and pass the Orb over it, it often collapses. This is not the same as shattering its protective shell. You *must* crack it open with your staff to make an Ice Creature vulnerable.

To the west is yet another land bridge, this one guarded by an Ice Ogre. These enormous creatures are like Fire Ogres in their behavior and lack of mobility, but their icy breath carries the aspect of Water. When the Ogre inhales deeply between attacks, hammer it with Lava Vein or Sky Fall. This attack immediately blackens it. Continue attacking until the Ice Ogre explodes into a shower of sparkling blue crystals. Its death leaves a gap in the magical barrier protecting the land bridge. When a nearby group of Hardbacks and their spawner is destroyed, the barrier collapses completely.



**CAUTION**

Self-guided spells are difficult to use here, as they are just as likely to be attracted to the magical barrier as to the Ice Ogre.

**TIP**

When attacking Ice Ogres that are not embedded in magical barriers, Lava Vein is an excellent spell to use. It has a longer range than the ice breath of the Ice Ogre, allowing you to attack with impunity.



On the landing to the west is an enormous ambush. Fire- and Water-based Rockhoppers join a Fire Ogre, Ice Ogre, and a Stacker in slashing, burning, blasting, and freezing Arran. Activate a powerful series of Ice Ward Sentinel spells to

push back the marauding Rockhoppers. While the spell is still active, rush forward and hammer the Rockhopper spawner on the far side of an ice block at the center of the landing. Once the Rockhoppers have been eliminated, systematically destroy the stationary Fire Ogre, Stacker, and Ice Ogre in turn.



## CAUTION

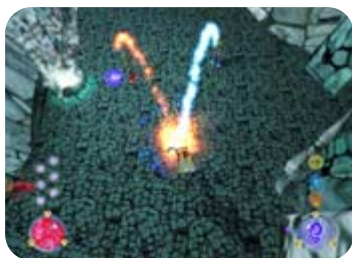
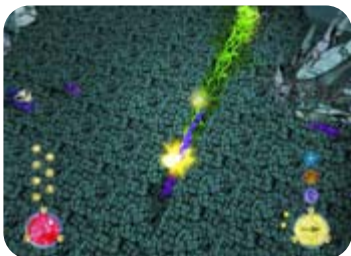
Even when attacking the Fire Ogre, stay mobile. The range of the Stacker's Primal Light spell is *extreme*. Moving keeps the damage to a minimum.



A mana ball and mushroom ring are revealed when the area is cleared of enemy troops. Collect the mana ball, then proceed west using the northernmost passage. A small force of Light-based Goblin Riders and Hardbacks guards the pass.

Destroy them and the Hardback spawners before proceeding. Water Spirits, Goblin Conjurers, Goblin Riders, and Goblin Archers comprise the heavy resistance you must battle through on your way westward.

Dark Wolves and a virtual sea of Skullcaps ambush Arran as the path winds north and then east. Primal Light cuts through them quickly and easily. The next wave of defenses consists of Zombies and a Fire Ogre. Destroy the Zombies first with the same cleansing light that you used to eliminate the Skullcaps, then turn to the Fire Ogre. The final defenses are a pair of Stackers surrounded by hordes of multicolored Hardbacks and Dark Rockhoppers.



As the mountain path meanders west, Gnome Stiltwalkers and Goblin Riders rush forward to confront Arran. Light based magics are guaranteed to inflict considerable damage on any of the many targets. Blast through the Nightcaster's minions, then

proceed east to discover a spell sphere (7). This sphere contains the second talisman of the Fire Ward spell, allowing Arran to learn Barrier. Collect your goodies, then proceed west along the final stretch of the mountain pass.

## TIP

The new Barrier spell is an excellent way of protecting Arran from swarms of lower-level monsters, such as Dark Wolves, Hardbacks, and Rockhoppers.

To the west is your very first encounter with the deadly Ice Wolves. A pack of them surrounds an Ice Ogre guarding the mountain pass. Use Lava Vein or any of the Skyfall spells to cut through this Water-based defensive line, then proceed farther west. Attack the small force of Light and Dark Gnome Riders.



Beyond the Gnome Riders lies an even more insidious threat—a Wraith King joined by a Fire/Water Harlequin. To make matters worse, Hardbacks scurry underfoot. Quickly eliminate the Hardbacks and their spawner, then turn your attention to the

Harlequins. With the Harlequins and all other enemies destroyed, focus your attacks on the Wraith King. Any Light-based spell, particularly Light Glyph or Primal Light, is extremely effective against the Wraith King.

## NOTE

Beyond the Wraith King and Harlequin is a mushroom ring—the last of the level.

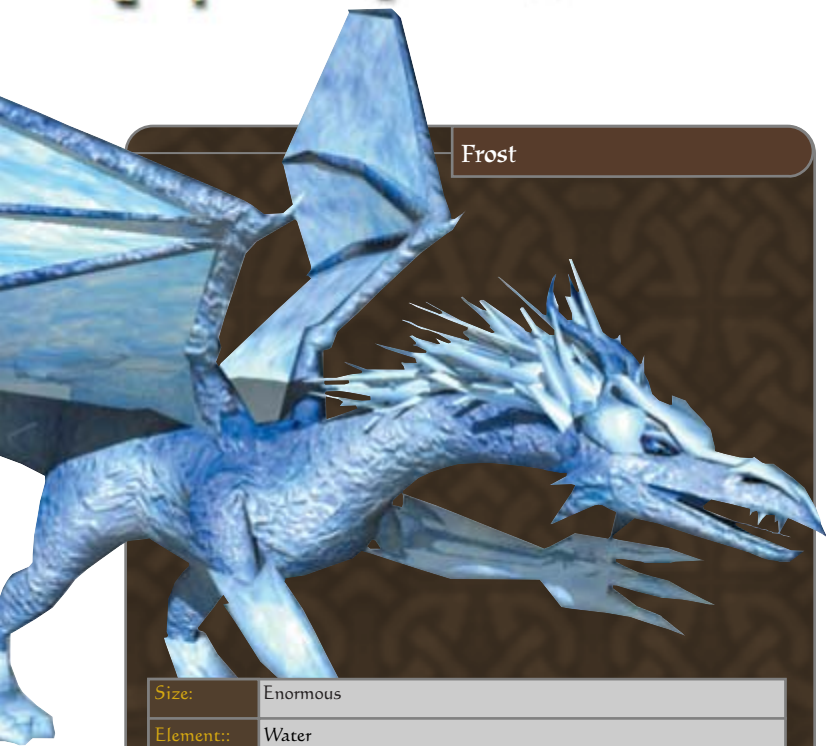
At the summit of the Mountains of Pain lies an abandoned and long-forgotten town (8). Only one monster lurks here—the Blue Dragon. Make sure you are fully healed, with only Fire spells in your Readied Spell list. When your preparations are complete, move to the west end of town to

exit the level, and engage Frost in mortal combat.



## TIP

Backtracking and becoming a Fire Mage will help your upcoming battle with Frost. Many of the creatures of the Ice Fortress are also vulnerable to fire.



Frost

<b>Size:</b>	Enormous
<b>Element:</b>	Water
<b>Health:</b>	120
<b>Speed:</b>	Slow (turning only)
<b>Range:</b>	Extreme
<b>Attack Type:</b>	Projectile, Area Effect, Physical
<b>Damage:</b>	Icy Breath (15 per second), Water Spells (12 per second), Bite (30), Wing Knockback (0-15)
<b>Special:</b>	Immunity to Water Spells



Guarding the enormous Ice Fortress is the Blue Dragon Frost. Much like Bale, Frost has been deceived into believing that assisting the Nightcaster will ensure a future for all Dragons. Despite being as large and powerful as Bale, Frost is easy to defeat. Use the following tips to make quick work of the Blue Dragon.

At moderate to close range, Frost relies on his icy breath. The breath is expelled as a tight cone, spreading slightly as it rockets from Frost's maw. Frost tracks you with this attack, but if you stay mobile, most of the attack will fall harmlessly behind you.



At longer range, Frost relies on Water Glyph spells. Rising on his back feet, Frost casts the spells into the air, where they sail until landing over Arran. This attack is hard to block, so move out of the way. The Water Glyph spells land at the point where Arran was standing when the Glyphs were cast. By moving, you avoid any damage.



If Arran ventures too close to Frost, the Dragon may unleash the power of his razor-sharp claws. This attack is rare, as it's hard to get within range of Frost's claws or teeth. Beating enormous wings, Frost can throw Arran back. This defensive maneuver inflicts light damage (0-15 points of damage) and temporarily stuns Arran.



Stay mobile, weaving back and forth at moderate to close range. Frost's close-range attacks are focused, with a limited area of effect. If you run as you attack, the cone of Frost's icy breath will pass harmlessly behind you. The left and right corners of the battlefield are good places in

which to hide. Although Frost can fire while you run to the extreme edges of the screen, it takes a few moments for him to orient himself. Use this moment of vulnerability to unleash some of your most potent attacks.

As Frost takes damage, his white hide begins to steam and crack. The more damage Frost takes, the more of this steam rises. Hammer the vile creature, aiming for his front claws whenever possible. Self-guiding spells such as Lava Vein are good for this battle, as they allow Arran accurate fire without having to aim. With a thunderous roar, Frost explodes in a shower of white and blue sparks. Now you can explore the Ice Fortress.



# ICE FORTRESS



**New Spells Available:** Lava, Dark Glyph, Glacial Might, Thunder, Fire Glyph, Water Glyph

**Mana Balls Available:** 3 + kill rewards

**Runes Available:** Water rune

**Monsters:** Ice Creatures, Rockhoppers (level 2), Hardbacks (level 2), Gargoyles, Water Spirits, Ice Ogres, Goblin Riders, Gnome Riders, Goblin Archers, Giant Spider, Ice Wolves, Yetis, Giant Wasps (level 2)

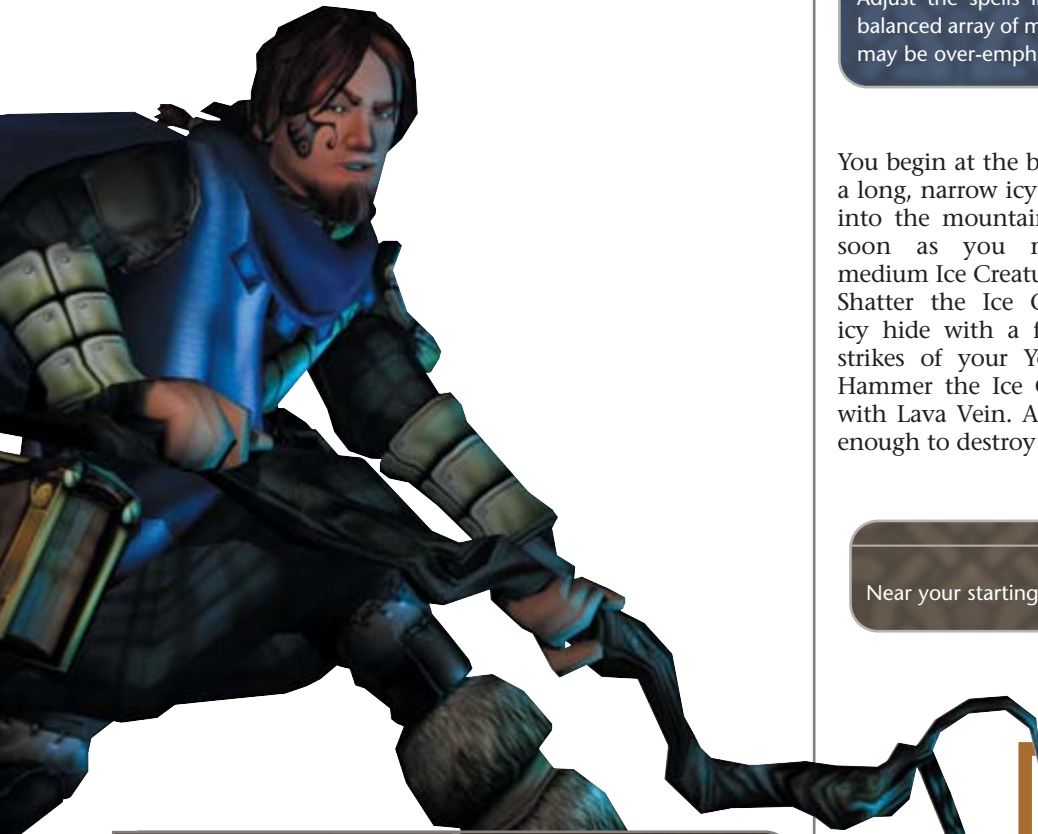
**Boss:** Quint (Frost Giant)

**KEY**

- Mana Balls
- ✳ Magic School Changers
- 🍄 Mushroom Rings
- Preferred Route

- ① The Searching Brother (Water Rune)
- ② The Trapped Priest (Lava)
- ③ Dark Glyph
- ④ Trapped Adventurer
- ⑤ Trapped Brother (Rune Quest)
- ⑥ Glacial Might
- ⑦ Thunder
- ⑧ Fire Glyph
- ⑨ Water Glyph

### WALKTHROUGH



#### TIP

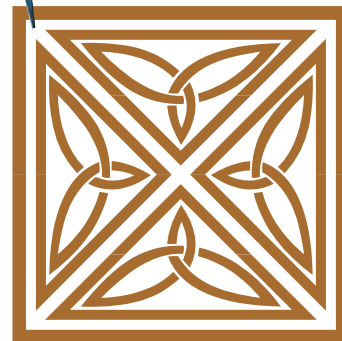
Adjust the spells in your readied spell list to include a more balanced array of magics. After your battle with Frost, Fire magics may be over-emphasized.

You begin at the bottom of a long, narrow icy path cut into the mountainside. As soon as you move, a medium Ice Creature arises. Shatter the Ice Creature's icy hide with a few swift strikes of your Yew Staff. Hammer the Ice Creatures with Lava Vein. Attack fast enough to destroy the Ice Creature in a few seconds.



#### NOTE

Near your starting point sits a mushroom ring.



#### New Encounters



#### YETI

Enormous feral creatures, Yetis blend into snowy landscapes. They appear in pairs, tag-teaming Arran with a series of hit-and-run attacks. One attacks straight on, while the other circles to attack from behind. Yetis prefer physical attacks and quickly close to melee range.

If you maintain a safe distance from the Yeti's combat attacks, it strikes with a Water projectile spell. Yetis are immune to any form of Ice attack.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	Water	45	Fast	20 (Physical), 15 (Magical)	Physical, Magical	None



Travel north along the barren mountain path to challenge the lesser guardians of the Ice Fortress—Water Rockhoppers and an Ice Ogre. Use Lava Vein or Sky Fall to eliminate them, then continue northward. The path remains empty of enemies until you reach a long wooden bridge. Standing in the middle of the bridge is the searching brother (1). The distressed adventurer implores you to find his brother, lost within the Ice Fortress. Listen to his pitiful tale, then continue north.

## Lost Brother Quest

The searching brother is part of a quest. Within the Fortress, this distressed adventurer's brother lies trapped in a block of ice. Free the lost brother with several castings of any Fire spell, then lead him to his sibling. The searching brother rewards you with the Water rune.



Where the bridge connects with a cliff trail to the north, another Ice Ogre rises out of the frozen ground. Shatter this Ogre, then take the western path. Use Light or Dark magic to punch through the horde of Fire- and Water-based

Rockhoppers patrolling the narrow path. Weave to a small landing protected by another large group of Water and Fire Rockhoppers, plus Fire-based Hardbacks. When you clear the landing of Nightcaster's minions, the magical barriers collapse, and a Water magic school changer is revealed.

Inside a block of ice is the trapped priest (2). Use Fire-based spells to melt the ice and free the priest. Once freed, the priest rewards you with a scroll. This scroll is the second talisman to the Lava Spell. If you collected the first Lava talisman, you can now learn Flow. Follow the cliff trail southeast.



When you step onto the southeastern trail, a magical barrier rises at your feet. Push forward when this happens so you aren't thrown back as the barrier rises. Destroy the charging Rockhoppers and Ice Ogre that guards the

trail. This entire trail reveals a series of lower-level enemies, such as Hardbacks, Goblin Archers, and Rockhoppers, led by one Ice Ogre after another. Blast through them until you reach the end of the frozen trail and find a mana ball. Collect it, then return to the initial split in the trail.

### Tip

If you are thrown back by the magical barrier, cast Lava Vein or Sky Fall Star on it. This shatters a portion of the barrier, allowing you to proceed.

A few feet east of the wooden bridge is a staircase set into the mountainside, leading north. At the base of the staircase a Water Spirit guards the path. Destroy the Spirit and the Hardbacks that lurk on a nearby landing. When you have pacified everything, ascend the steps, ready for battle.



### Tip

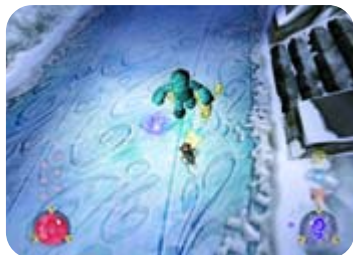
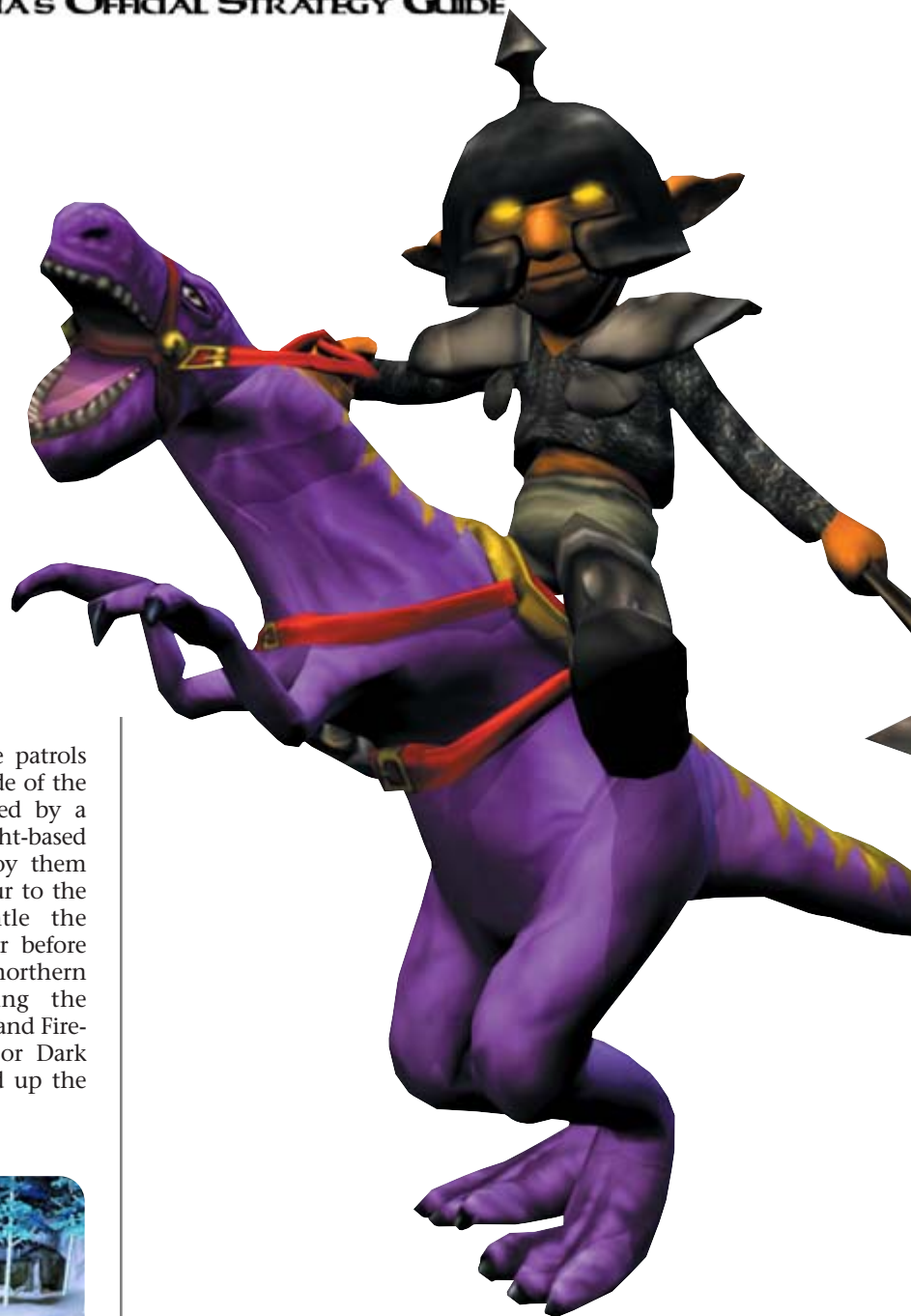
Make sure you are at full health before you ascend.



The staircase is a deadly trap, sprung as Arran climbs the second tier. A magical barrier rises behind, and from the north rush a pair of Goblin Riders, a Gnome Rider, Light Hardbacks, a pair of Water Spirits, and an Ice Ogre. Use Dark-

based magic to break the charge, or Light-based for most higher-level creatures. Make the Goblin Riders and Gnome Rider your first priority, followed by the Water Spirits. Next, target the Hardbacks, and finally the Ice Ogre. At the top of the staircase is a large battlement, guarded by a pair of Yetis. Eliminate them with Sky Fall Meteors or Lava Flow.





An Ice Creature patrols on the western side of the battlement, flanked by a small horde of Light-based Hardbacks. Destroy them all, taking a detour to the west to dismantle the Hardback spawner before returning to a northern staircase ascending the

mountain. The staircase is well defended by Water- and Fire-based Gnome Riders and Hardbacks. Use Light or Dark Glyph spells to break the defenders, then proceed up the staircase to a higher battlement.

The death of all nearby Nightcaster minions lowers magical barriers protecting a spell sphere (3), a mushroom ring, and to the east, a Light magic school changer. The spell sphere contains the second talisman of the Dark Glyph spell, teaching you Curse if you collected the earlier talisman. Head to the north side of the battlement and climb the winding staircases. Battle through the considerable enemy forces—including Hardbacks, Water Spirits, Gnome Riders, and Yetis.



Head to the north side of the battlement and climb the winding staircases. Battle through the considerable enemy forces—including Hardbacks, Water Spirits, Gnome Riders, and Yetis.



### NOTE

At the extreme eastern edge of the upper battlement lies a short set of stairs. Battle through the light resistance to free the trapped adventurer (4).



The battlement continues due west, and you encounter very little resistance. When the battlement widens to encompass the top of a castle turret, look south to discover a heavily defended staircase.

Two Ice Creatures block your access to the top of a narrow castle wall. Lure them onto the upper battlement where you can easily shatter and melt them. Climb down the staircase and follow the narrow castle wall south. At the end of the southern passage is a mana ball. Collect it, then return to the upper battlement.



The upper battlement empties into a long staircase that winds to the southeast. At the base of this staircase is a major ambush, complete with an Ice Ogre, a swarm of Fire-based Hardbacks, and a Light Gnome Rider. Cycle through your magic, destroying each threat in

turn, finishing with the Ice Ogre. With the initial threat eliminated, investigate a lower battlement at the base of the staircase. A spawner generating a steady flow of Rockhoppers is tucked into a section to the east. Destroy the spawner, and investigate the surrounding area to find an ice block containing the trapped brother (5).

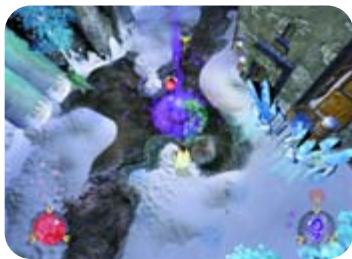
After you free him with your Fire magic, lead the hapless adventurer to his brother on the wooden bridge near the level's beginning. You are rewarded with the Water rune. Use the new rune on your way back to where you found the trapped brother. Arran's speed increases while the rune is active. Deactivate the rune, then head north through a tall gateway flanked by burning lamps.



### Water Rune

The Water rune increases Arran's speed, but it lowers his mana-recovery rate. Use the rune to cover vast distances easily, or to flee from enemy forces that are faster or have you outnumbered. The Water rune has no combat value and shouldn't be your default rune.

In an alcove to the north sits a mana ball. It is protected by Hardbacks, a Goblin Rider, and a barrier. After the battle, head down the easy-to-miss trail behind the mana ball. The trail switches back down the mountainside, protected



by Yetis, Ice Wolves, and Light-based Gnome Riders. Blast through the opposition to discover a small settlement at the base of the mountain. More Wolves and Gnome Riders greet you—quickly take them out. When the settlement is secure, look along the western wall of the canyon to discover a spell sphere (6) nestled against some crates. The sphere contains the third Glacial Might talisman. If you have the other two talismans, this gives you the Shatter spell.

### CAUTION

Be wary of Ice Wolves lingering in the treeline. They wait until you let your guard down before rushing to rip into you.



Farther south is a lightly guarded Fire magic school changer. The barriers fall after you destroy nearby minions and their spawners. Afterward continue south. The road splits, with one path leading south and another meandering southwest. Guarding this

crossroads is the combination of Ice Creatures and Hardbacks. Take down most of the Hardbacks from a distance, then rush past the Ice Creatures and eliminate the Hardback spawner. Expect to take some lumps. Heal with the Light rune, then finish the straggling Hardbacks before taking on the Ice Creatures.

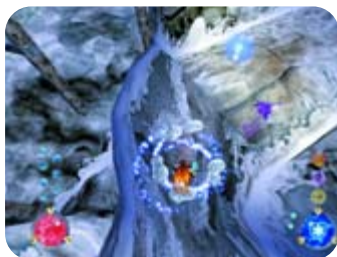




### TIP

Many of the upcoming creatures have a particular vulnerability to fire. This makes becoming a Fire Mage advantageous.

With the crossroads clear, take the narrow southern passage first. Battle through assorted Gargoyles, Rockhoppers, Ice Ogres, and the occasional Water Spirit. As the path turns from south to west, a spell sphere (7) is nestled along a castle wall. The sphere contains the second Thunder talisman, teaching Arran Clap if he has already collected the first talisman. With the spell in hand, follow the castle wall west, fighting one Ice Ogre after another. At the end of the castle wall is a Dark magic school changer and another spell sphere (8). This sphere contains the third talisman of Fire Glyph spells, teaching Arran Blast (if he has the other two talismans).



After collecting the spells, backtrack to the crossroads, this time taking the southwestern path. This trail is clear of all enemy forces, except three Gargoyles that harass Arran after the trail connects with the fortress. Continue west, descending a long flight of steps.

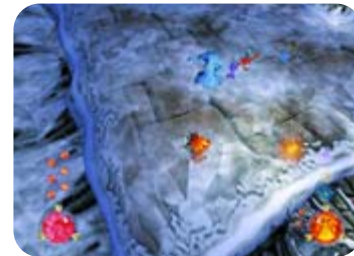
At the base of the staircase, the passage splits to the north and south—neither of which you can see. A pair of enormous Ice Creatures and several Rockhoppers bound out of the northern passage. Take out the Rockhoppers first, then turn your attention to the Ice Creatures, shattering and melting them before more Rockhopper reinforcements can arrive. With the Ice Creatures out of the way, rush to the north and destroy the Rockhopper spawner. Behind this hoarde of creatures is a spell sphere (9) collapse. Inside is the third Water Glyph spell talisman, teaching Arran Geysler (if he has the other two talismans).



### CAUTION

Be wary of a stray Water Giant Spider as you descend the staircase.

Return to the base of the staircase where you battled the Ice Creatures. Take the southern passage, ready for the coming battle with a Water Spirit, a Dark Goblin Rider, and a trio of Gnome Riders. Blast through them with Light magic. When you clear the lower battlement at the base of the staircase, turn west. At the western end of the lower battlements, follow the passage leading north. Blast through the Water Spirit, Hardbacks, Ice Ogres, Giant Wasps, and Goblin Archers. After the battle, two barriers will fall to allow access to a path and a musroom ring. At the end of the northern passage is the exit to the Ice Fortress: watch out for one more Ice Ogre. Encased in ice is the Harbinger who cries out warnings about the frost giant and his minions.



### TIP

When you reach the lower battlement, you can go either east or west. To the east is a heavily defended platform that offers you no reward. Skip it and go to the west.

### TIP

If you haven't used the Fire magic school changer to become a Fire Mage, do so before you enter the throne room of the Ice Fortress.

## Battle with Quint



Size:	Behemoth
Element:	Water
Health:	160
Speed:	Slow (turning only)
Range:	Long
Attack Type:	Projectile, Physical, Area Effect
Damage:	Icy Breath (20 per second), Axe (20), Shockwave (15)
Special:	Vulnerable to magic when axe is stuck



Quint is an *enormous* frost giant that makes Arran look like a bug in comparison. Wielding a massive axe several times the length of Arran's body, Quint has a single purpose—squash the bug. The battle takes place on a giant stone ring, giving Arran no place to escape.

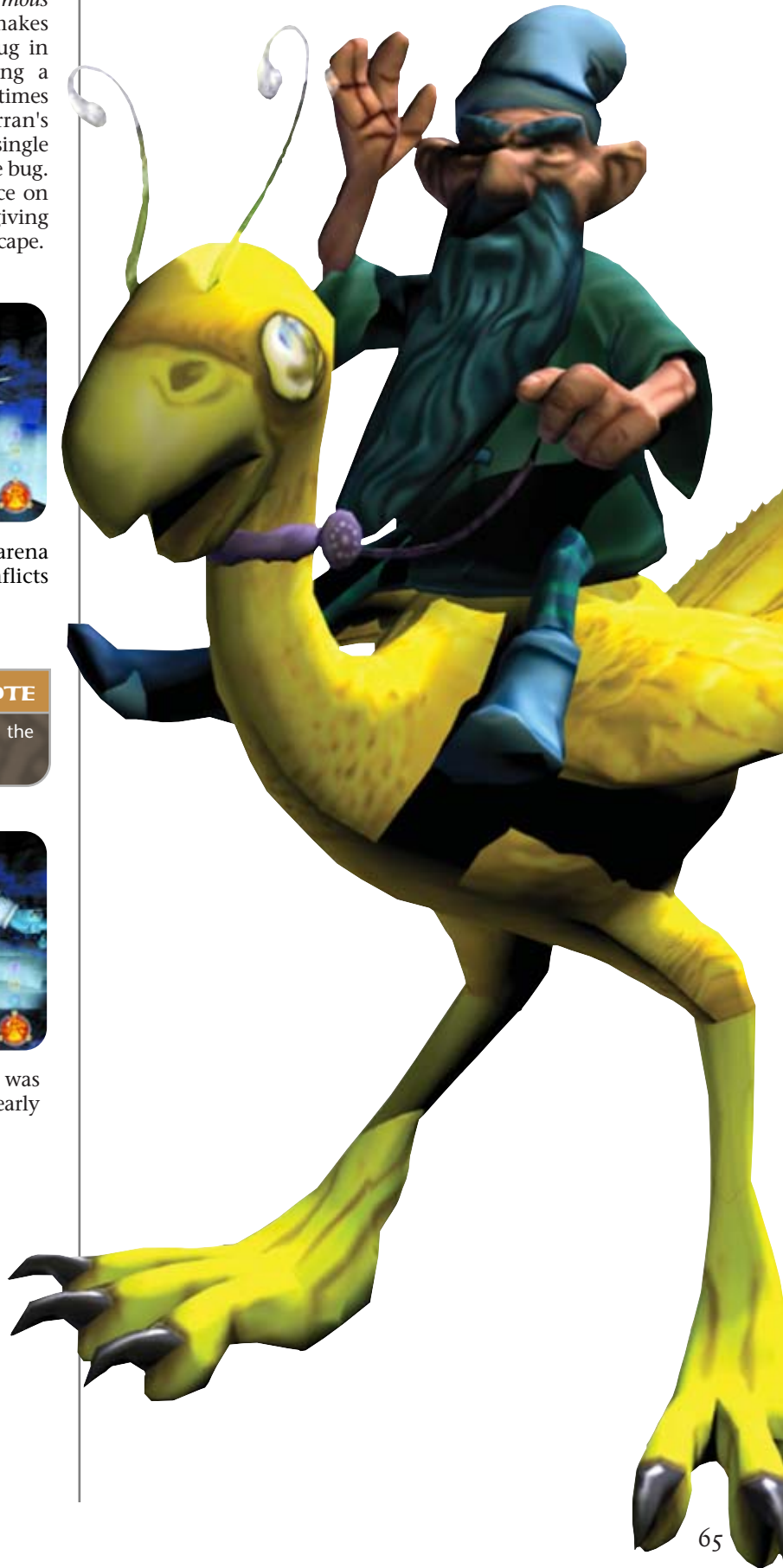
Quint uses two different attacks. The first is his giant axe. Quint uses the axe attack only if Arran is standing on one of the five platforms on the inside of the circular arena. If struck, Arran is pummeled first by the axe, for 20 points of damage. When the axe hits the arena platform, it sends off a powerful shockwave that inflicts an additional 15 points of damage.



#### NOTE

Quint is immune to every attack unless his axe is stuck in the ground. Only then can your magic inflict damage.

If Arran moves onto the arena's outer ring, Quint switches to his second attack type—icy breath. This cold breath inflicts serious damage—up to 20 points of damage per second if Arran is standing still. When Quint leans back and opens his mouth, run. Quint begins his breath attack where Arran was standing when Quint opened his mouth. If you move early enough, you can entirely avoid its effects.





Arran has only one attack option—hit Quint while his axe is embedded in the arena's outer ring. Only then is the Frost Giant vulnerable. Arran must use his own body as bait to lure Quint into swinging his mighty axe. As he sets his weapon high over his

head, run from the platform. The blade will miss Arran, but the shockwave often catches up. As soon as the massive weapon lands, turn to Quint and hammer him with your highest-level attacks. Aim for his axe.

### TIP

Attacking Quint from the front is the best way to inflict damage. Attacks from the side are less effective.

As you damage Quint, the icy pool he sits in steams and smolders. Further, his belt turns a pale glowing red. Quint's behavior also dramatically changes. He moves more quickly, making it harder for you to dodge his attacks. Also, Quint becomes more cautious with his swing, imbedding the axe only 60 percent of the time. This gives you less opportunity to retaliate.



When Quint is near death, his attacks manifest an additional aspect. Ice shards rise out of the ground on the outer ring as his axe blade lands. This makes maneuvering on the rings difficult, hindering your ability to flee from

the shockwave and return the attack. Finally, Quint's axe becomes lodged only 40 percent of the time. When Quint's axe becomes lodged less frequently, attacking with Fire Glyph becomes more effective.

You'll take serious injury during this battle—especially after the ice shards rise. Periodically, get on a platform and lure Quint into swinging his axe. Run fast and don't attack. Get a solid head start and activate the Light rune as you run.

Quint turns to follow you, but he can't reach you with his icy breath. After you're fully healed, return to the fray! Use the same hit-and-run tactics until Quint dies. Collect the Essence of Water that is expelled from his body to complete the battle.



### NOTE

The Water rune, which normally increases Arran's running speed, is ineffective during this battle.



# RETURN TO THE MOUNTAINS OF PAIN

## THE DESCENT

**New Spells Available:** Dark Glyph, Thunder, Fire Ward, Ice Ward, Lava, Sky Fall

**Mana Balls Available:** 3 + kill rewards

**Runes Available:** Dark rune

**Monsters:** Goblin Archers, Fire Ogres, Ice Wolves, Yetis, Rockhoppers, Wraith Kings, Harlequins, Hellhounds, Dark Wolves, Hardbacks, Goblin Riders, Stiltwalkers, Sludges, Gnome Riders, Ploks, Ice Creatures, Zombies, Ghouls, Giant Spiders, Stackers

**Bosses:** Shadow (Light/Dark Dragon)

### KEY

	Mana Balls
	Magic School Changers
	Mushroom Rings
	Preferred Route
	Dark Glyph
	Shadow (Light/Dark Dragon)
	Thunder
	Fire Ward
	Caged Family (Ice Ward)
	The Hunted Boy (Dark Rune Quest)
	Lava
	Sky Fall



### Walkthrough



Arran begins on an isolated, frozen plain, surrounded by snow and razor-sharp ice shards. South is a narrow ice bridge guarded by a pair of Goblin Archers (and another three appear if you wander around the bridge). Draw the Archers onto the plateau and destroy them

before heading down the path. In the middle of the southern trail are three Fire Ogres. Use Ice Ward Shield to block most of the Ogres' fireballs, then hammer them one at a time with Winter's Fury Ice and Flurry. Rush to the plateau to heal using the Light rune as necessary.



#### NOTE

Behind the point where Arran starts sits a mushroom ring.

On the adjoining plateau to the south are a Fire Ogre and Ice Wolves. Move along the extreme edge of the plateau to stay out of the Fire Ogre's range and destroy the Wolves and their spawner. Eliminate the Fire Ogre. Continue



southeast, blasting the Yetis that guard the ruins of a stone wall. Beyond the stone wall are Rockhoppers from a spawner, two Light/Dark Harlequins and a Wraith King. You may attract the attention of Hardbacks from a nearby spawner. Destroy these in the wide expanses of the ruined village, then go down a trail to the northeast.

#### TIP



Wait a second after the Wraith King and Harlequins materialize before blasting them with your magic. If you pounce too early, their natural Orb avoidance causes them to disappear before you can attack.

Follow the icy path northeast to an ambush. A Fire Ogre sits before a magical barrier, flanked by Hellhounds and Water-based Hardbacks. Move along the right side of the trail, using a steam vent as cover from the Fire Ogre's fireballs. From here, destroy the Hardback spawner, then finish off the Hellhounds and Fire Ogre with Ice Ward and Winter's Fury. Continue down the mountainside, cutting through a large group of Goblin Riders and Stiltwalkers from a distance.

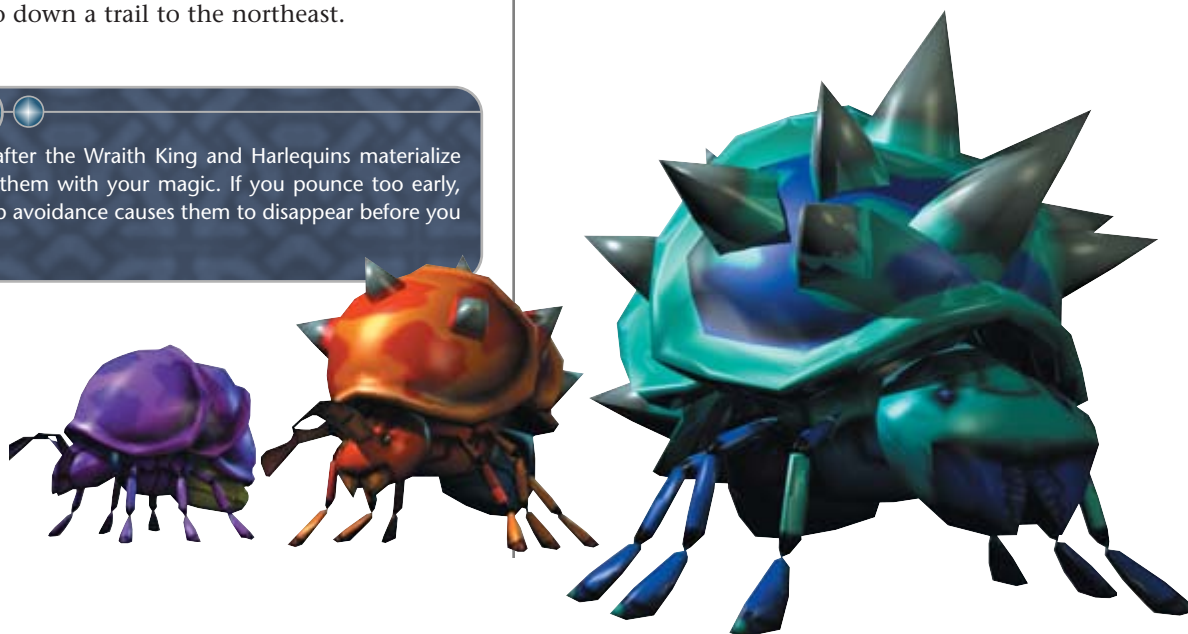


Farther down the mountainside, you face moderate resistance from Hardbacks, Dark Wolves, Yetis, Goblin Riders, and Goblin Archers. Wade through them at a measured pace. Arran reaches a large cage imprisoning a soldier. This locked cage can be opened only with Arran's Dark magic. After clearing the area of enemies, blast it open with any Dark Spell to free the soldier. Go down the mountainside, dispatching a Rockhopper spawner and a pair of Fire Ogres.



#### NOTE

Other cages are scattered about the mountainside. Spells from a particular school of magic can open each.





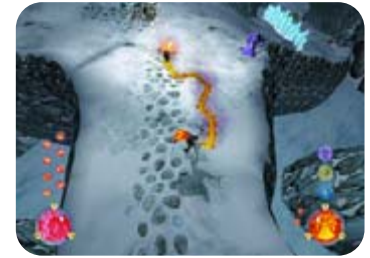
A Sludge and Water-based Rockhoppers wait farther down the path. Destroy them all to lower a magical barrier and continue into a region containing a Light magic school changer. Two Light-based Gnome Riders guard the area—quickly dispatch

them. Beyond the changer are Light-wrought Plok and Dark Hardback spawners. Use Ice Ward Sentinel to press through the mob of lesser creatures and destroy their spawners. Move on to face a mishmash of a Gnome Rider, an Ice Creature, Hellhounds, Rockhoppers, and a Fire Ogre.

Farther down the mountain-side is an unusual collection of Zombies, Ghouls, and an Ice Creature, set before a trio of Fire Ogres. Take on the Ice Creature first, smashing and melting it in turn. Use Primal Light to blast the undead. Turn to the Fire Ogres, using Ice Ward Shield to defend your approach.



Past the area occupied by the Fire Ogres is a trap. As soon as Arran passes, magical barriers rise, trapping him, and a pack of Ice Wolves moves in for the kill. A Sludge hovers nearby, casting its deadly glyphs. Concentrate on the Ice Wolves first, blasting through the pack and laying waste to their spawner. Turn on the Sludge, destroying it with a blast of your potent Light spells. As the Sludge dies, three magical barriers fall.



To the south is a trail. Pass it for now, and move east on a large, ice shard-covered plateau. Battle through Hellhounds, Fire Ogres, and Hardbacks to eliminate another set of magical barriers—these protecting a spell sphere (1). It contains the third talisman of the

Dark Glyph spell, allowing Arran to learn Blight if he collected all other talismans. A second snow-covered pathway leads east, but backtrack and take the southern path instead.

**NOTE**  
A mushroom ring is revealed when all magical barriers on the plateau collapse.

Down the southern trail, Light-based Hardbacks and two Stackers patrol. Use your Dark Glyph spell to blaze through the resistance. If you can't annihilate all enemy forces in one or two shots, fall back and heal, then return. Use Dark Glyph, then follow up with other Dark spells. When the Stackers fall, use a similar tactic to eradicate a nearby nest of Light-based Ploks and Rockhoppers. With the area clear, proceed slowly down the remainder of the trail. At the path's end is a new plateau—and a deadly encounter with the Light/Dark Dragon Shadow (2).



**TIP**  
If properly placed, Dark Glyph Blight can destroy the Hardback spawner and the combined version of both Stackers.

**TIP**  
Heal fully before entering the plateau where you meet Shadow. You'll have no opportunity after.

### Shadow, Dragon of Light and Darkenss (2)



<b>Size:</b>	Enormous
<b>Element:</b>	Light/Dark
<b>Health:</b>	120
<b>Speed:</b>	Slow (turning only)
<b>Range:</b>	Extreme
<b>Attack Type:</b>	Projectile, Area Effect, Physical
<b>Damage:</b>	Poison Breath (15 + 10 + 15), Light Breath (15 per bolt), Glyph (15 per second), Bite (30), Stomp (25 per impact), Wing Knockback (0-15)
<b>Special:</b>	Changes aspect as it takes damage

Shadow is another dual-aspect creature. At times the Dragon bears the make of Dark magics, and at other times, Shadow is infused by the power of Light. As Shadow takes damage, the Dragon's dark purple hide changes color, splitting down the middle: dark purple on one side, pale yellow on the other.



The aspects of Shadow's attacks vary. Shadow has the powerful beating wings inherent to all Dragons. But Shadow also has two different breath weapons. The poison breath attack inflicts poison, magical, and lightning damage, for 40 points per strike. The Light Breath is slightly less

dangerous, but it inflicts 15 points of damage for every second Arran is trapped within it.

When attacking Shadow, use Lava or Glacial Might. Aim at Shadow's front feet. Relentlessly hammer them. You know when you've inflicted damage by the explosion of light and fire. Rush from side to side as you battle, staying out of reach of Shadow's attacks. The extreme left and right sides are good places to linger. It takes Shadow a moment to adjust to face you. During these moments of vulnerability, hammer Shadow with your most potent attacks. If you stay mobile, aim at the front feet, and minimize the damage you take, Shadow collapses.



### CAUTION

You can't heal while attacking Shadow, so be careful with the risks you take. Make one or two missteps, and you will perish.



When Shadow is defeated, search the plateau to find a pair of treasures—a mana ball and a spell sphere (3). The spell sphere contains the third talisman of Thunder. If Arran has collected the previous two Thunder talismans, he can learn Split. Turn to the

northeast where there is a trail winding up the mountainside. Blast your way through the Ghoul, two Yetis, and other Dark-based creatures you find there.

### TIP

Approach the Dark magic school changer from the south. Most monsters face the other direction, making the retrieval of the Fire Ward talisman (4) easier.



Ghouls, Dark Wolves, and a pair of Sludges wait down the northeastern path. However, they all face the wrong direction, giving you a few seconds to obliterate spawners and creature. When local enemies are gone, a series of magical barriers drops, revealing a

spell sphere (4). Inside is the third Fire Ward talisman. Arran can learn the Cage spell if he collected all other Fire Ward talismans. Go the way you came, descending to the south. Return to the lower plateau where you battled Shadow, this time taking the southern trail.

### CAUTION

Move north enough to destroy the creatures protecting the Fire Ward talisman. If you move too far, you'll awaken a trio of Harlequins and a Wraith King, as well as raise another barrier around the talisman.

Nightcaster's forces guarding the southern trail are easy to defeat. Rockhoppers, Light-based Gnome Riders, Hellhounds, Zombies, and Ghouls each oppose Arran in turn. Blaze through them until you reach the caged family (5) trapped behind iron bars. Use Light spells to shatter the gate confining it and receive a scroll containing the third Ice Ward talisman. If Arran collected the other two Ice Ward talismans, he can learn the powerful new Shell spell.



### NOTE

A mushroom ring is revealed when the area around the cage is cleansed of enemy monsters.



Many Light- and Dark-based Gnome Riders and Goblin Riders rush Arran when he takes a few steps down the mountainside. Eliminate them with spells such as Thunder and Dark Arc so you don't injure the nearby family. Continue southwest, down the mountainside. The trail is clear

of enemy forces—until you reach an area guarded by Fire Ogres.

Water-based Hardbacks and Ice Creatures rush Arran as he approaches. Fall back, allowing the Hardbacks and Ice Creatures to come to you, then eliminate them easily with Fire spells and a few swift staff strikes. Use your new Ice Ward Shell to move with impunity past the Fire Ogres and destroy the Hardback spawner. Use Ice Ward Shield to defend against the Ogres' fireballs, and destroy them.



### CAUTION

Even with the Ice Ward Shell to protect you, be wary of a group of Water-based Hardbacks that patrol nearby. They can pass through Shell unharmed.



Farther south, a large group of Goblin Riders rushes toward Arran. Draw them toward you in groups of two to three, blasting them with the appropriate magic. When you've vanquished the entire group, defeat a nearby trio of Goblin

Archers. Beyond the patrolling guards is another cage, this one containing the caged villager (6). She implores Arran to find her children and bring them to her. The path to her children lies to the east. Follow it, blasting through Yetis and Rockhoppers that guard the trail.

### NOTE

Open the woman's cage using Water spells.





### Dark Rune Quest

On a plateau to the southeast are the villager's children. Free them and lead them to their mother to receive the Dark rune. Don't free her until you return with her children to ensure that you receive the Dark rune.

When equipped, the rune causes Arran to turn transparent when he's standing still. While he is transparent, enemies don't see him and cannot attack him. When Arran casts a spell while transparent, he flickers into visibility temporarily, which causes the surrounding monsters to see him and attack until he fades into transparency. At Arran's current level of magical proficiency, he can indefinitely use its powers.

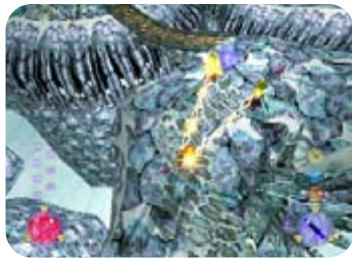
The Dark rune has incredible combat value. With it, you can creep up on enemy spawners, dash by large packs of monsters, or slip into invisibility if you are being overwhelmed. Make the Dark rune your default rune.



Down the western trail sits a Stacker. Eliminate the stationary guard with Dark Glyph Blight or Steel Death Deathblow. Beyond the Stacker patrol are an Ice Creature and two Water-based Goblin Riders. Behind the advancing forces sit a Fire

Ogre and a Gnome Stiltwalker. Draw Nightcaster's Water-based minions up the mountain and destroy them outside the range of the Fire Ogre. Defeat them before returning to finish off the Fire Ogre and Stiltwalker. Finish off the battle by destroying a nest of Water-based Hardbacks. A Fire magic school changer is your reward.

A path leads southwest off the plateau containing the changer. Follow it, destroying four Goblin Archers to lower a magical barrier to the south. Beyond, as the trail curves to the east, sit a pair of Stackers surrounded by Zombies. Draw the Zombies away and destroy them with Light spells. Return and blast the Stackers with Deathblow or Blight to break them up. A series of Dark spells eliminates the component creatures. The Stackers guard a plank bridge to the east that splits from the main path. Cross the bridge, ready for battle.



### TIP

Make sure Arran is at full health before crossing the bridge to the east—a nasty ambush awaits on the other side.

Beyond the bridge is a vicious ambush consisting of a pair of Light/Dark Harlequins, a Wraith King, and a spawner spewing Water-based Ploks. There is no room to maneuver, and magical barriers prevent your retreat. Before crossing the bridge, power up Fire Glyph Blaze. When you rush onto the plateau, let loose the spell on the spawner, following up with as many additional castings as are necessary to destroy it. Use Fire- or Water-based spells to destroy the Harlequins. Stay mobile, racing around the steam vent in the plateau's center. Use Light Glyph, Thunder, or Primal Light to destroy the Wraith King.



### Healing During the Ambush



If Arran is injured and requires time to heal, place a Light-based spell in the active spell sphere so Light magic infuses the Orb. Run steadily around the steam vent in the center of the plateau with the Light rune active. While running, send the Orb to the Harlequins and Wraith King

every time they appear. Their natural aversion to Light-based magics makes them disappear before attacking. Repeat until Arran is back to full health.

### TIP

If you are using Ice Ward Sentinel, let the spell lapse before approaching the hunted boy. The aftereffects of the spell could injure or kill him.



When the last of Nightcaster's minions fall, all magical barriers isolating the plateau collapse. Revealed are the hunted boy (7) and his sister. Lead them to their mother (6) to receive the Dark rune. Head to the plateau where you found the hunted boy, this time taking the western land bridge.



**CAUTION**

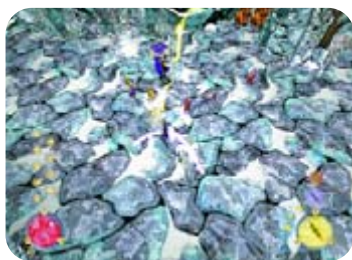
When returning the hunted boy and his sister to their mother, use the same bridge you originally used. The other bridge is still heavily guarded.

Blast through the Fire Ogre and Waterbased Hardbacks that lie beyond with Light or Dark Glyphs, then press southward along the winding trail. Hellhounds, Goblin Riders, Gnome Riders, and Stiltwalkers patrol nearby in successive waves. Beyond them is another wooden bridge, this one leading to an isolated plateau to the southeast. Cross the bridge to collect an unprotected spell sphere (8) containing the third Lava talisman. This teaches the Erupt spell if all other talismans have been collected. A Water magic school changer also sits nearby. Return to the main trail using the bridge you came across to reach the plateau.



**NOTE**

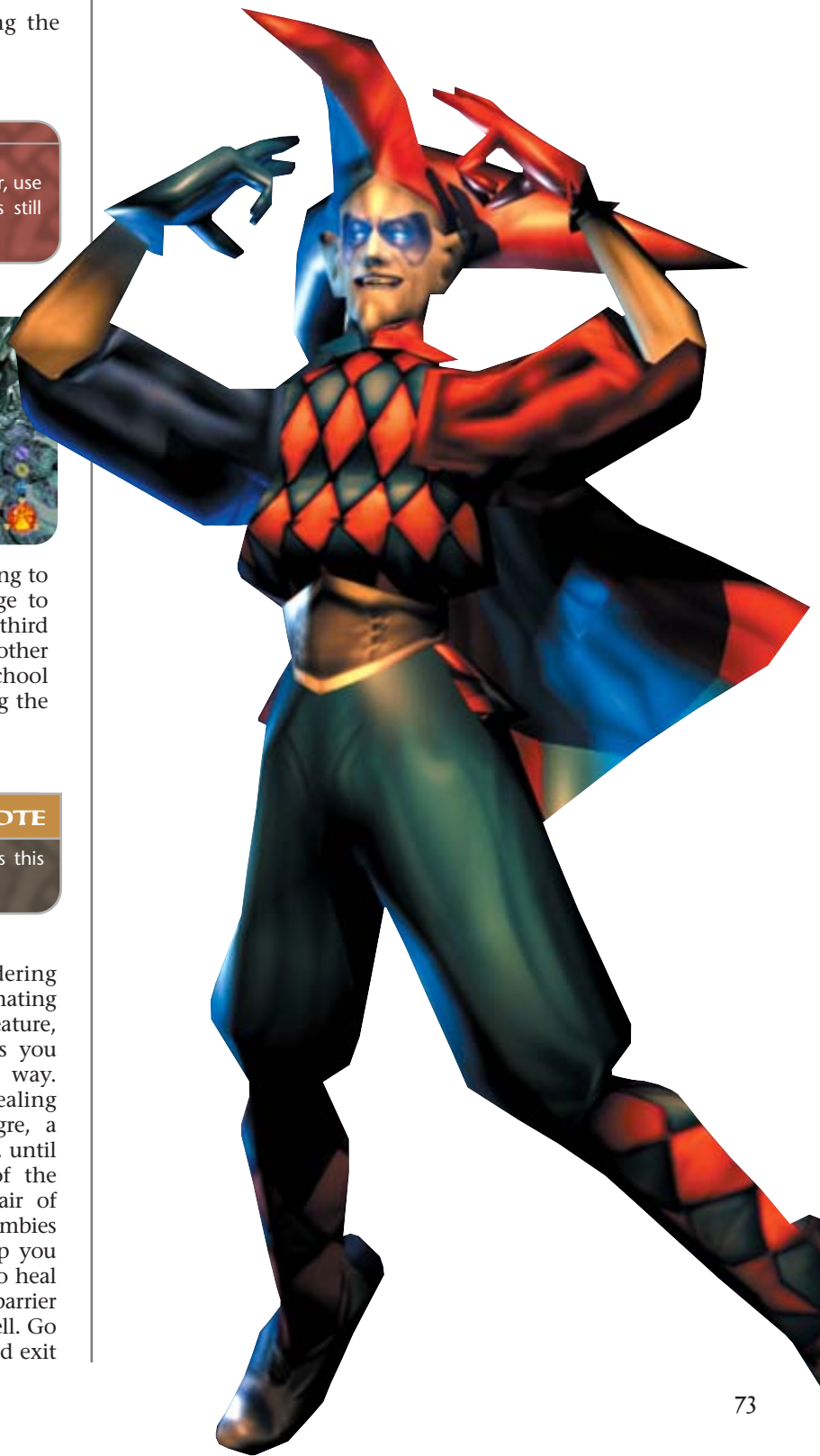
A bridge to the west leads to an adjoining plateau. Access this bridge to exit the level.



Follow the meandering path southward, eliminating the Fire Ogre, Ice Creature, and Water-based Ploks you encounter along the way. Battle southward, dealing with another Fire Ogre, a Sludge, and Hardbacks, until you reach the end of the main trail. Here, a pair of Light/ Dark Harlequins, a Wraith King, and a gaggle of Zombies protect the level's last treasure. No magical barriers trap you here, so battle conservatively, running out of the arena to heal if needed. When these creatures fall, so does a magical barrier protecting the spell sphere (9) that contains a Sky Fall spell. Go northeast to reach the foot of the Mountains of Pain, and exit the level.

**NOTE**

A magical barrier protects a mana ball tucked along the cliff face. This mana ball is *extremely* easy to miss, so use the magical barrier and this section's map to find it.



## ISLAND OF YEWS

### TREE OF CREATION



**New Spells Available:** Primal Light  
**Mana Balls Available:** 3 + Kill rewards  
**Monsters:** Hellhounds, Fire Ogres, Hardbacks, Yetis, Ice Creatures, Rockhoppers, Goblin Archers, Goblin Conjurers, Gnome Riders, Harlequins, Wraith Kings, Ploks, Gargoyles, Ice Ogres, Zombies, Ghouls, Sludges, Skullcaps  
**Bosses:** Storm (Rainbow Dragon), Nightcaster

**KEY**

- Mana Balls
- ✳ Spell School Changers
- 🍄 Mushroom Rings
- Preferred Route
- 🌀 Teleporter
- ① Wraith King Ambush
- ② Primal Light
- ③ Teleporter to Storm

## Walkthrough

### NOTE

This is one of the few levels where various routes can be taken, each with equal benefit. The path we describe here is not the *only* useful path, but the most direct one.



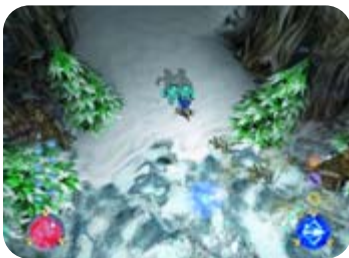
The Orb calls one of few remaining good Dragons to transport Arran to the Island of Yew. Arran lands on the Tree of Creation emblem, which is tainted by the Nightcaster. Directly before Arran, a pack of vicious Hellhounds pounces the moment he

moves. Activate Ice Ward Sentinel and charge through the pack, destroying the spawner behind them. After the area immediately south of your starting point is clear, move around the emblem of the Tree of Creation, destroying the Fire Ogres, Hardbacks, Hellhounds, and Yetis you find.

### TIP

Two Hellhound spawners spew the vicious packs—one to the south of the emblem, and one to the north. Destroy them both.

After you destroy all enemies in the immediate vicinity, the magical barriers protecting a Water spell school changer collapse. North of the spell school changer are three paths. For now, take the middle path, shattering and then melting the two Ice Creatures that guard it. Follow the central path to where you meet up with Goblin Archers and Water-wrought Rockhoppers. Clear them away, plus the two spawners.



### NOTE

The resistance on the eastern and western paths is much heavier than that on the central path.



Beyond the Rockhoppers is a Fire Ogre flanked by Fire-wrought Goblin Riders and a Gnome Rider. Use Ice Ward to plow through the entire group. Continue to use Ice Ward as you wind northward destroying Rockhoppers, Fire Ogres, and more Goblin Riders.

None of these have resistance to Water spells, making Ice Ward the perfect spell. The path meanders east, eventually opening up into a narrow landing. Here you'll find a mushroom ring and Fire spell school changer. Destroy all nearby enemy forces to lower the magical barriers protecting these treasures.

### TIP

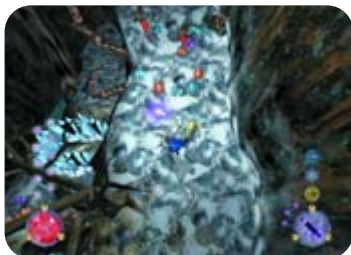
If you have eliminated every nearby creature around the Fire spell school changer, and the magical barriers *still* won't drop, check for a stray Goblin Conjurer patrolling on a wooded ramp to the west.



Once across the red-lined wooden bridge, you are ambushed by two Skullcaps, two Goblin Conjurers, and a pair of Ice Ogres. Take out the Skullcaps and Goblin Conjurers first, then the Ice Ogres. Next is a swarm of Light and Water

Hardbacks—a level 3 Dark spell like Steel Death Deathblow or a level 3 Fire Spell like Sky Fall Comet will eliminate most, if not all, of them. Once finished, proceed to face two Sludges, two Fire/Water Harlequins, and a Wraith King. Use Primal light or Scarring Light to quickly dispatch the Sludges, then defeat the Harlequins and Wraith King. At end of the battle, barriers drop to uncover a mushroom ring.

Up the trail, there is be a large group of Hardbacks and two Goblin riders. Charge in with one of your strongest (level 3) Light or Dark spells ready and blast the group, then pick off any survivors. Activate the Dark rune to cloak you and slowly approach the spawner for a quick kill. With it destroyed, finish off the remaining Hardbacks.



As you walk farther along the path, you're trapped again by barriers with two Sludges ahead of you and a Fire Ogre behind. Take out the Fire Ogre first, then finish off the Sludges. You next encounter another group of Hardbacks and

spawner in front of another wooden path. After defeating them, barriers drop to open a mushroom ring. On the other side of the path, you face a Yeti and two Skullcaps. Back up a little to get out of range of the Skullcaps so you can focus on the Yeti first. Once you're done with the Skullcaps, the Light magic school changer is accessible, but don't use it now. Just beyond the changer are two more Yeti to fight.

### CAUTION

The Primal Light attack used by the Owl component of the Stacker targets Arran through the cliff face, even if he is out of the actual line of sight.

Fully heal yourself before proceeding since a touch fight is ahead. Once ready, head up the path with your most powerful Dark spell, hopefully a level 3 spell like Steel Death Deathblow or Venom Strike Serpents. You see two Stackers, three Goblin Archers, an Ice Creature, and a Light Gnome Rider. Release the spell on the closest of the Stackers, then retreat down the path and hide with the Dark rune. Repeat to process to take out the other Stacker, then hide. Move in again to take out any fragments of the Stacker, the Ice Creature, and other remaining monsters. If you want to be a Light mage, go back to use the changer now.



Go down the left path to fight a small Ice Creature in front of a Light barrier. Once it is destroyed, the barrier drops, allowing you to move forward. Just ahead, there are several Rockhoppers from a spawner and Fire Hardbacks to fight. In the rear, there is an Ice Ogre to defeat. The path then becomes a narrow rock bridge with many Rockhoppers of many colors, two Yeti, and some Hardbacks farther in the rear. At the rear of the encounter, hidden in the tall grass, are a Hardback spawner and Rockhopper spawner. Just beyond, you'll find a mushroom ring.

## Becoming a Nature Mage

Damage Table

Magic School of Monster	Fire Spells	Water Spells	Light Spells	Dark Spells
Fire	None	100%	50%	50%
Water	100%	None	50%	50%
Light	50%	50%	None	100%
Dark	50%	50%	100%	None

If you collected *every* spell talisman in the game, retrieving the final talisman of the Primal Light spell triggers an amazing transformation. Now wielding every spell, Arran is one with power of magic and becomes a Nature Mage. Arran's flowing green cape and his ability to use magic from all schools with equal proficiency distinguish him as a Nature Mage. *All* of Arran's spells inflict enhanced damage, and not just the spells of one particular school. Further, Arran is resistant to the damage done by all elements, as if he were of the same school as the creature attacking him.

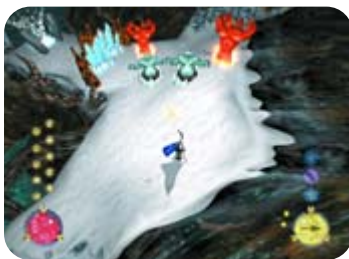
After Arran becomes a Nature Mage, he can still enter magic school changers to recharge health, but no longer does he change magic schools. No single magic school can contain his power.



There are two spawners spitting out Hellhounds and Rockhoppers to destroy along with a Goblin Conjurer; Ice Ward and either projectiles or Glyph spells will get you through this encounter quickly. Next is a Fire Ogre guarding a Hardback spawner and

Rockhopper spawner. Use a projectile spell to destroy the two spawners first, then use Ice Ward and Winters Fury against the Fire Ogre. Next is a Hardback nest, but with a patrol of three Goblin Archers, two Fire Gnome Riders, two Water Gnome Riders, and Yeti. Using a level 3 spell helps cut these forces down quickly. As you walk forward, a barrier blocks your retreat, forcing you into a battle with two Goblin Archers and a Goblin Conjurer. Blast them appropriately with Water spells.

Two Ice Ogres and Two fire Ogres, along with barriers, block the path and protect the teleporter. Defeat them using projectile spells and other ranged attacks. Just use Ice Ward, Shield or Shell, to protect yourself from the Fire Ogre's attacks as you fight back with projectile spells. Grab the mana ball and heal using the Light rune. Before walking through the teleporter, equip the Dark rune.



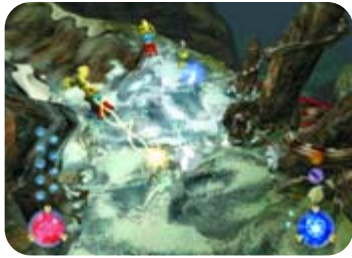
The Teleporter takes Arran to an isolated plateau to the east that is swarming with many Zombies, a Light/Dark Harlequin, a Fire/Water Harlequin, and a Wraith King. When you arrive, the monster charge and barriers rise. Activate the Dark rune immediately to cloak Arran. Move to the center and survey the area, switching to Primal Light to your active spell sphere. Like a sniper, pick off the Zombies and the Wraith King. Slip back into invisibility between shots, never giving your opponents the opportunity to swarm and slay you. Finish off the Harlequins with Ice Ward and Primal Light. The barriers fall to reveal a Dark magic school changer and the final talisman of Primal Light (and final talisman of the game). This talisman teaches Arran the potent Nova spell if all other Primal Light talismans have been collected. If all others for all spells have been collected, Arran becomes a Nature Mage. Now pass back through the teleporter.



### Tip

Although not *impossible*, the challenges faced on this plateau are extremely difficult to overcome without the Dark rune.

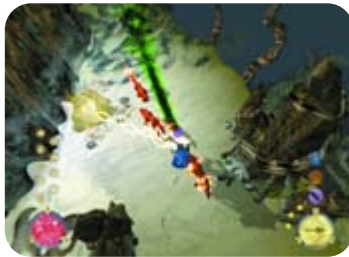




Head back up the trail to the split in the road where you fought two Stackers earlier. This time, take the upper path, which leads to a few Hardbacks, their spawner, and Fire Ogre. Hit the Hardbacks and spawner first, then deal with the Fire Ogre. Next will be a pair of Stackers

and a Light Gnome Rider. Blast them with Dark spells and continue. As the trail cuts south, a huge horde of assorted Rockhoppers, Hardbacks, and an Ice Ogre block your path. No single school of magic allows you to break their charge. Beat back the first wave with Glyph spells and Ice Ward, then use the Dark rune to sneak within range of the first two spawners. Destroy the spawners, and then dispatch the Ice Ogre and the last spawner it protects.

Continue to climb the mountain, first battling a group of Yeti, two Goblin Archers and a Gnome Rider, then a Sludge, Skullcap, and another two Goblin Archers. Near the top of the mountain lies another ambush, consisting of Skullcaps, Hellhounds, and a Goblin Conjurer. Use Ice Ward to break the initial charge of Hellhounds, then rush up the mountain and destroy the Skullcaps with Scarring Light and Primal Light. A mushroom ring is revealed on a small landing above the main trail when the ambush is finally broken.



### Tip

The final ascent to the summit is particularly difficult. Save at this mushroom ring so you can quickly reload should Arran be overpowered.



There is a steady resistance up the trail: first Hardbacks and Rockhoppers, then Hellhounds, Gnome Riders, Gnome Stillwalkers, Zombies, Goblin Archers, and Yeti. At the summit, an Ice Creature and a pair of Stackers guard the last narrow stretch of trail. Dark Hardbacks trundle

nearby, rushing you as you move in to cast spells against the Stackers. Use Ice Ward Shell to erect an impenetrable barrier, then rush the Stackers' position. The Stackers can penetrate the shield with their Primal Light attack, but none of the Hardbacks can reach you. Once in range, hammer the Stackers with Dark Glyph until they have broken apart or the Shell collapses. Then retreat down the mountain and repeat the process.

With the Stackers broken, draw their individual components down the mountain-side, utterly obliterating them. Do the same with the Ice Creature, drawing it away from the horde of Hardbacks guarding the summit. When all supporting enemies have been destroyed, advance on the Hardbacks, rotating between your different spells to injure and eliminate them all. Press forward, aiming for their spawners to secure the summit. Here you find a mana ball, mushroom ring, and teleporter. When you are ready, pass through the teleporter to face Storm, a general among the Nightcaster's minions.



### Tip

Make sure you are fully healed before passing through the teleporter—there is no opportunity to heal later.

## Storm



Size:	Enormous
Element:	All
Health:	120
Speed:	Slow (turning only)
Range:	Extreme
Attack Type:	Projectile, Area Effect, Physical
Damage:	Fire Balls (18 each x 5 balls), Fire Glyph (15 per second), Ice Breath (5), Lightning Breath (15), Bite (30), Water Glyph (15 per second), Poison Shards (15 x 5 shards, 10 poison), Dark Glyph (15 per second), Light Glyph (15 per second), Wing Knock-back
Special:	Switches between all four magic schools



Head down the snowy hill and through a woven wood gateway to reach the arena where you battle Storm. The Rainbow Dragon is a resourceful opponent, able to shift its element at will. This means the

Dragon can increase its resistance to a particular school of magic and use an entirely new array of attacks. Constantly change your magic school to compensate.

### Adjusting Spell List

Before passing through the gateway and entering the arena, change your spells so you have longer-range magic available. The following lists show which spells we recommend you use. The first of each pair of recommendations is the preferred spell.

**Fire:** Lava, Skyfall

**Water:** Glacial Might, Winter's Fury

**Light:** Primal Light, Scarring Light

**Dark:** Steel Death, Venom Strike

### Aspects of Storm

As Storm changes aspect, the Dragon also changes attack type. Which attacks you can expect with each aspect are as follows:

**Dark Aspect:** Poison Shards (15 points of damage each shard, 10 points poison damage), Dark Breath (15 points of damage), Dark Glyph (15 points per second)

**Light Aspect:** : Light Breath (15 points of damage), Light Glyph (15 points of damage per second)

**Fire Aspect:** Fire Balls (18 points of damage per each of 5 balls, 10 points poison damage), Fire Glyph (15 of damage per second)

**Water Aspect:** Ice Breath (15 points of damage), Water Glyph (15 of damage per second)

The battlefield is littered with ice shards. Use these shards for cover from the Dark and Fire aspects of Storm's attacks. Both Lightning Breath and Icy Breath pass right through the shards. Stay mobile, dashing from shard to shard, never giving Storm a chance to target you with the most potent attacks.



### CAUTION

Storm's Icy Breath is by far the most dangerous because it has the longest range and is the hardest to avoid.



As you injure Storm more, he changes between aspects more frequently. Switch your own spells to keep up, always attacking with spells of the school opposite Storm's current aspect. Aim for the feet, rushing to the extreme left or right side of the Dragon

to get a clear shot and avoid attacks. Continue to hammer Storm, and avoid the Dragon's many attacks, and eventually the beast falls, exploding into a ball of multicolored sparks.

### CAUTION

You can't use runes of any kind during the battle. Any damage you take, you keep.

### NOTE

Because Arran cannot heal, this is one of the game's hardest challenges. Don't be surprised if it takes you more than one attempt.



### Nightcaster



Size:	Enormous/Medium
Element:	All
Health:	232
Speed:	Slow
Range:	Extreme
Attack Type:	All
Damage:	Varies by spell
Special:	Can use any school of magic



When at last Arran faces the Nightcaster, the source of the taint and corruption that has swept the world, he is in for a terrible surprise. Nightcaster is using his long-lost friend Madelyn—captured all those years ago by the Rainbow Dragon at Fallstown—as a conduit for his power. With

childish ease, the Nightcaster strips Arran of the essences he has collected, and uses them against him.

Madelyn, propelled by the Nightcaster's power and the newly captured essences, will attack Arran with spells from all four schools of magic. If Arran uses a Light spell, Madelyn uses a Light spell as well. Dart around Madelyn, never giving her the chance to lock onto Arran with any of her arsenal of deadly spells. As the battle opens, Madelyn moves relatively slowly, casting spells at a brisk pace. Don't let her target you with even the simplest spells.



### Tip

As Madelyn loses an essence, she becomes more vulnerable to spells of that magic school.

### Nightcaster Attacks

When the battle opens, Madelyn has all four Essences. Using these Essences, she can cast the following spells.

**Light:** Primal Light

**Fire:** Sky Fall Meteors, Sky Fall Comet, Fire Ward Barrier, and Lava Vein

**Water:** Winter's Fury Ice, Winter's Fury Flurry, Glacial Might Freeze, and Water Glyph Geyser

**Dark:** Venom Strike Adders, Dark Glyph Hex, Dark Arc Shock, and Steel Death Deathblow

Madelyn can cast only those spells that she possesses the Essence for. As she takes damage, she loses first the Light Essence, then the Fire Essence, the Water Essence, and finally the Dark Essence.



The key to the battle lies in level-three spells such as Thunder Split, Winter's Fury Hail, Steel Death Deathblow, or Sky Fall Comet. Every time you successfully hit Madelyn with a level-three spell, she gives up a health power-up. Use these to replenish your strength in the long and deadly battle. The size of the power-up is randomly generated.

As you inflict damage, the Nightcaster's power wanes, releasing Essences from his control. When you've inflicted 56 points of damage on Madelyn, the Nightcaster loses the Light Essence. At 116 points of damage, the Fire Essence is lost. If 174 points of damage are inflicted, the Water Essence is lost. The Dark Essence is lost when Madelyn dies. Each time one of the Essences is lost, both Madelyn's movement and spell-casting rate increase dramatically. Use the power-ups to keep your strength up as you pummel her relentlessly. When at last you have inflicted 232 points of damage, Madelyn loses the Dark Essence and perishes, and with her, the Nightcaster.



# MAGIC



Arran's primary weapon is magic. His spells come from four different schools of magic: Fire, Water, Light, and Dark. Each school has its opposite—Fire to Water, Darkness to Light. Most enemy creatures are born of only one school.

When attacking, use the school of magic opposite the school that created the monster you face. Attacking with a spell from the same school as that used to create the creature you face will inflict no damage. Creatures of the same school will pass through the effects of such spells unaffected in any way.

### NOTE

For example, when battling a Fire-wrought Hardback, choose a Water spell to more easily defeat it.

### NOTE

A creature's appearance reflects its spell school. Red creatures are born of Fire, blue from Water, purple from Dark, and yellow from Light.

Schools of magic play a dramatic role in how much damage will be inflicted in battle. Three things modify damage: the magic school of the spell Arran is using to attack, the magic school used to create the creature that is being attacked, and the specialty of magic Arran has chosen—becoming a Fire mage, or Dark mage for example.

The magic school Arran specializes in offers him certain bonuses or penalties when facing creatures of a specific school. The following charts show what damage you can expect when facing which type of creature, when all bonuses and penalties are applied.

**Fire Mage Damage Table**

Magic School of Monster	Fire Spells	Water Spells	Light Spells	Dark Spells
Fire	None	25%	25%	25%
Water	100%	None	25%	25%
Light	50%	12.5%	None	50%
Dark	50%	12.5%	50%	None

**Water Mage Damage Table**

Magic School of Monster	Fire Spells	Water Spells	Light Spells	Dark Spells
Fire	None	100%	25%	25%
Water	25%	None	25%	25%
Light	12.5%	50%	None	50%
Dark	12.5%	50%	50%	None



**Light Mage Damage Table**

Magic School of Monster	Fire Spells	Water Spells	Light Spells	Dark Spells
Fire	None	50%	50%	12.5%
Water	50%	None	50%	12.5%
Light	25%	25%	None	25%
Dark	25%	25%	100%	None

**Dark Mage Damage Table**

Magic School of Monster	Fire Spells	Water Spells	Light Spells	Dark Spells
Fire	None	50%	12.5%	50%
Water	50%	None	12.5%	50%
Light	25%	25%	None	100%
Dark	25%	25%	25%	None

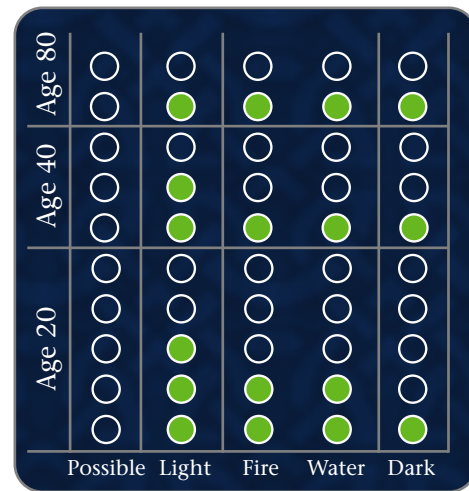
# MANA



The source of Arran's magic is mana, the mystic energy that powers his many spells. Mana is measured in mana spheres, which appear in the lower left-hand corner of the game screen. Arran can store a limited amount of mana, which can easily be

depleted. When Arran's mana reserves are gone, he cannot cast spells. Mana replenishes naturally at the rate of one sphere every second.

Experience and the school of magic that he has specialized in determine the amount of mana that Arran can store. Mana balls permanently increase mana levels. Each mana ball can be applied to Arran's strength in a single school of magic. Each ball increases the maximum mana capacity of that spell school by one-half of a sphere.



Arran's age also limits how much a mana can be stored. At age 20, Arran can have no more than five full spheres in any school of magic. At age 40, this maximum is eight spheres. Only at age 80 can Arran reach his full potential and acquire 10 mana spheres in a school of magic.



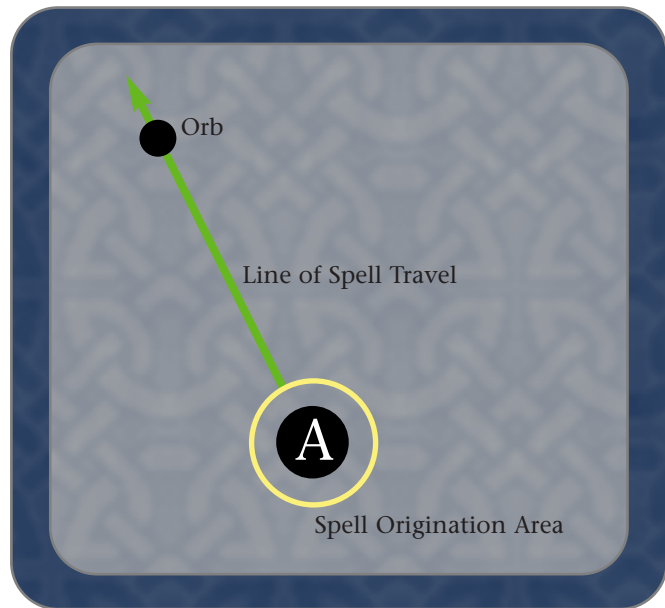
### SPELLS



At the beginning, Arran's Spell Book contains four spells—one from each school. The remaining spells lie scattered throughout the world—hidden, lost, or fiercely guarded. There are four spells from each magic school—16 in all. Each spell has three different levels of

power, creating 48 different spell variants.

### Spell Casting



Arran's spell casting centers on the Orb. The Orb's location determines the direction the spell travels or where the spell's energies erupt. Directional spells begin with Arran and travel through the Orb in a straight line; with long-range spells, the mystic energy extends far beyond the Orb.

Area effect magic is centered on the Orb's location and radiates out.

The most significant casting limitation is the time required to invoke more powerful magic. Level one spells can be invoked immediately. Level two spells take an extra second. Level three spells require less than one second more to activate.

### Damage Multiplier

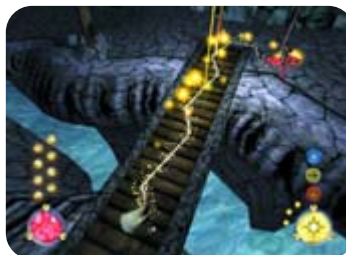
As Arran ages he acquires more power to channel into his spells. His available mana goes up, and the age multiplier increases each spell's damage. Stun and slowing effects are also intensified by the multiplier. Generally, Arran inflicts 1.5 times the listed damage when he reaches 40 and twice the damage at 80.

The cost of Arran's highest level spells also goes up as he ages. At age 20, a level 3 spell costs 3 mana. At age 40, it costs 5 mana. When Arran becomes 80, it costs 7 mana.

### Spell Effects

Not all spells act the same way. Some spells affect a wide area, encompassing many enemies. Others form magical barriers, preventing the advance of some creatures or providing a means of retreat. Some "fire-and-forget" spells automatically target and track enemy creatures without any aiming on your part. Understanding these effects will help you choose the right magic in any situation.

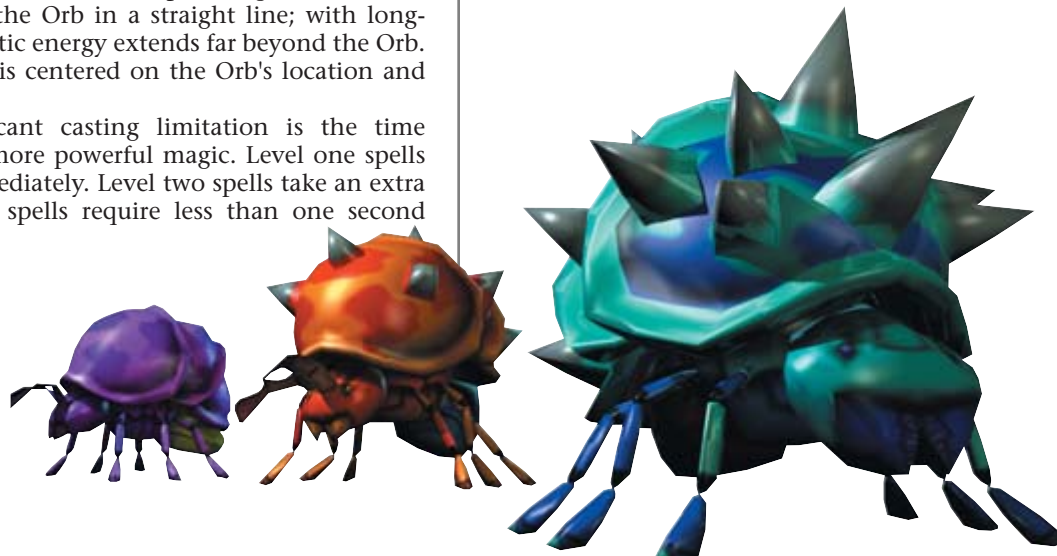
### Auto Target



Scarring Light is an example of an auto-targeting spell.

Auto-target spells typically originate from Arran and travel straight to their target, though some start at the Orb. Auto-targeting

spells choose their targets based on the target's distance from the Orb. Dark Arc Shock is an auto-target spell, as is Lava Vein.



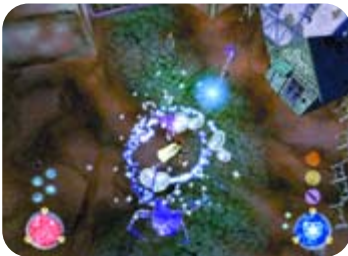
## Area Effect



Fire Glyph is the first area effect spell in your arsenal.

Area spells affect an area at the current Orb location and remain there for their duration. Area effect spells include Sky Fall Comet and Fire Glyph Burn.

## Area Defense



Ice Ward prevents creatures from reaching Arran.

Area defense spells typically center on the Orb and erect a barrier or wall that prevents the enemy from moving through that area. Some center on Arran and

travel with him. Ice Ward and Fire Ward are defense spells.

## Arced Projectiles



Winter's Fury Ice is the only arced projectile attack.

Your arced projectile spell, Winter's Fury Ice, is not auto-targeted. Instead, it is lobbed either from the player to the Orb or from the enemy to the player's location at the time of casting. This spell does *not* collide with placed objects. When the Orb is on the staff the spell effect goes off at the staff.

## Projectiles



Sky Fall Star is the first projectile attack in your Spell Book

Projectile spells originate at Arran's staff and travel toward the Orb, which acts as an aiming device. The projectile flies above the earth (usually 2–4 feet) and follows the terrain until it collides with something (such as a creature or wall) or flies off a cliff edge. Sky Fall Star and Steel Death Blade are examples of projectile spells.

## Aftereffects



Frozen creatures are temporarily immobile and completely helpless.

Two spell aftereffects cause essentially the same result. Freeze and paralysis prevent an enemy from moving for a short period of time, usually no more than two seconds. When frozen, an enemy stops and turns a deep blue. When paralyzed, they respond similarly, slowly crackling with purple sparks.





### Green, the "Fifth" School

The fifth and final school is green. Players never actually harness green magic. However, finding all the spells in the game allows the player to "become green" for the last level. This does not introduce green spells to the Spell Book; however, when Arran is green he casts all spells at 100 percent damage without a color modifier. Additionally, he treats all incoming spells as neutral, taking only half damage from them.

### Fire Spell School

Fire spells center around blazing flames and are typically red or orange. Fire spells engulf an enemy in flames and char its skin black. Magic from this spell school is especially effective against Water-based enemies.

Spell Name	Level 1	Level 2	Level 3
Sky Fall	Star	Meteors	Comet
Lava	Vein	Flow	Erupt
Fire Glyph	Burn	Blaze	Blast
Fire Ward	Wall	Barrier	Cage

### KEY

**Cost:** The cost in mana represented by mana spheres.

**Damage:** How many hit points worth of damage a spell inflicts.

**Range:** The distance from Arran that the spell can be cast.

**Area:** The radius of effect once the spell has been invoked. This can be centered around the impact point of the spell, the Orb, or Arran himself.

**Duration:** How long a spell lasts.

**Effects:** What effect the spell employs. This includes auto target, projectile, arched projectile, area effect, and area defense.

**Special:** Special effects the spell creates. These include paralysis and freeze.

### NOTE

The damage listed for the spells in this chapter represents the maximum amount of damage possible—Arran's magic school and the monsters' magic schools affect damage, so you don't always inflict the maximum amount.

## Sky Fall



Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Star	1	30	Medium	Small	—	Projectile	None
Meteors	2	31 x 5 Fireballs	Long	Small	—	Projectile	None
Comet	3-7	75 x 5 impacts, 70/sec. center	Short	Wide	5 sec.	Area Effect	None

Sky Fall is a projectile attack that sends a roaring ball of flame toward your enemy. When Sky Fall reaches its target, it explodes in a shower of deadly fire, injuring any nearby enemies. It is more potent than other forms of flame magic, but it must be aimed carefully to be effective.



Sky Fall Meteors is the shotgun of projectile attacks.

Sky Fall is an excellent direct damage attack. It destroys spawners well and clears away large numbers of enemies from tight, confined spaces. Sky Fall also brings

down magical barriers and locked gates.

**Star** is a single fast-moving projectile. It scorches its target and stops it dead in its tracks. **Meteors** is a spread of five projectiles that move out in a cone-shaped formation from Arran. Each of the five fireballs of a Meteors strike is as potent as the power of Star. **Comet** calls down a strike from the sky, devastating a wide area with falling projectiles. It is by far the most potent version of the attack.

### CAUTION

Sky Fall does not track an enemy well; it moves in a generally straight line until it runs out of energy or hits something. If poorly aimed, it can easily hit a wall, rock, or innocent by accident.

## Lava



Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Vein	1	15	Extreme	Pinpoint	—	Auto Target	Paralysis (2.5 sec.)
Flow	2	31 x 2 veins	Extreme	Pinpoint (x2)	—	Auto Target	Paralysis (3 sec.)
Erupt	3-7	70 center, 52.5 x 4 pools	Short	Wide	—	Area Effect	4 pools, Paralysis (3 sec.)

The Lava spell sends a crackling bolt of energy across the ground toward its target. When the target is struck, a huge plume of molten rock spews up, temporarily paralyzing the enemy. **Vein** is but a single bolt of molten rock. **Flow** comprises a pair of bolts that can strike two targets at once.



Lava automatically finds and strikes your targets.

**Erupt** is different. Instead of a vein, a catastrophic fountain of molten rock bathes the target. Four separate pools of magma also boil nearby to severely

injure any creature foolish enough to step inside.

Lava is an excellent spell for targeting individual creatures. The pinpoint accuracy and auto-targeting capability make it ideal when trying to target enemy monsters scattered among NPCs or allied units.





### Fire Glyph

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Burn	1	5/sec.	Short	Wide	3 sec.	Area Effect	None
Blaze	2	12.5/sec. center, 9/sec. x 3 columns	Short	Wide	3 sec.	Area Effect	None
Blast	3-7	115 center, 35 x 5 columns	Short	Very Wide	—	Area Effect	None

Fire Glyph creates a script-like pattern of flame on the ground beneath the target creature. From the center of this pattern, a huge coil of searing flame rises high into the sky, injuring land enemies and flying creatures alike. **Burn** is the smallest of these glyphs, with a single column of fire. **Blaze** produces three columns and encompasses an even larger area. **Blast** is the largest, spreading the devastation across a vast area and generating five columns of flame.



Fire Glyphs can devastate large groups of Water-based enemies.

All Glyph attacks affect your enemies the same way. They have three functions. The first is to injure large groups of low-power enemies, hammering them with multiple castings. This is especially true if the enemies are fast-moving and aggressive. They often run *into* the effects of Glyph in an attempt to get to you.

Second, Glyphs pin down enemies. They have an unusually long duration and will stun and immobilize your enemies for the full length of the spell. Use this capability to stun large groups of enemies with multiple castings, following up by targeting individual enemies affected by the Glyph with a specific spell that they are especially vulnerable to. For example, hammer a large group of Light-based Hardbacks with a casting of Fire Glyph, and while they burn, target each with a Venom Strike to finish them off.

Finally, set Fire Glyphs to cover your flank or secure a retreat. If enemies begin to surround you, lay a "wall" of Glyphs to block their progress. Consider laying a Glyph directly under Arran. He is immune to its effects. The creatures that charge toward him and into the effects of the Glyph are not.

### Fire Ward

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Wall	1	30	Short	Wide	—	Area Defense	None
Barrier	2	25/sec. along the barrier	Short	Wide	6 sec.	Area Defense	None
Cage	3-7	11/sec. inside, 0.8/sec. along walls	Self	Wide	8 sec.	Area Defense	None



Fire Wards damage close-combat enemies, but they do nothing to prevent ranged fire.

Fire Ward creates a barrier of fire that protects Arran from enemy monsters. Although creatures cannot pass through the wall, their spells can. The barrier pushes back enemies, inflicting damage every time the wall comes in contact with them.

The barrier created by **Wall** is quite small, located close to Arran. **Barrier** generates a much wider barrier that injures and stuns any opponent struck by it. **Cage** actually surrounds Arran with bars of flame, inflicting moderate damage to any creature who approaches from outside and severe damage to those unlucky enough to be caught inside the spell's radius.

Barrier is an excellent way to eliminate enemies that mindlessly charge, such as Hardbacks, Giant Wasps, and Gargoyles. They break themselves against the burning barrier of the Fire Ward. However, this particular spell is ineffective at blocking projectiles, bombs, and enemy spells.

## Water Spell School

The Water spell school centers around water and ice. When struck, enemies are stunned and temporarily incapacitated. While stunned, they turn a deep blue. Magic from this spell school is especially effective against Fire-based creatures.

Spell Name	Level 1	Level 2	Level 3
Glacial Might	Frost	Freeze	Shatter
Winter's Fury	Ice	Flurry	Hail
Water Glyph	Spring	Fount	Geyser
Ice Ward	Sentinel	Shield	Shell

### Glacial Might

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Frost	1	15	Medium	Pinpoint	—	Auto Target	Freeze
Freeze	2	31 x 3 projectiles	Medium	Pinpoint	—	Auto Target	Freeze
Shatter	3-7	44 x 15 projectiles	Medium	Wide	—	Area Effect	Freeze

Glacial Might homing projectiles find their targets automatically, freezing them solid with each impact. While frozen, a creature is utterly immobile, unable to attack or defend. **Frost** invokes a single self-guided projectile, while **Freeze** produces a spread of three. **Shatter** is an area effect spell, sending a sphere of ice toward the target that shatters into more than a dozen razor-sharp shards.



The freezing effects of Glacial Might make it one of your most useful spells.

Glacial Might is an excellent spell against Fire-based creatures that are quick, agile, and difficult to hit. Frost and Freeze even home in on cloaked and invisible targets, revealing creatures like Gargoyles and Rockhoppers. The freezing capability of the spell also helps immobilize Light- and Dark-based creatures. While they are temporarily incapacitated, switch to a more appropriate spell to eliminate them.

### Winter's Fury

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Ice	1	32	Short	Medium	—	Arched Projectile	None
Flurry	2	62.5	Short	Medium	—	Area Effect	None
Hail	3-7	70 x 11 impacts	Short	Wide	—	Area Effect	None



Although difficult to use, Winter's Fury is perhaps the most deadly spell in the game.

Winter's Fury is one of the most potent directed damage spells in your arsenal. Even the level one

spell inflicts an impressive 32 points of damage. When the spell impacts, it creates a zone of blinding cold that can affect more than one enemy. It also includes the game's *only* arched projectile attack. **Ice** actually flies up and over

obstacles to hammer enemies hiding behind walls and other obstacles. The downside is that smaller enemies can slip under the arc of the spell and escape.

**Flurry** is not an arched projectile but an area effect weapon. When the spell impacts with its target, it explodes, trapping everything within its radius in a jagged block of ice. **Hail** is perhaps the game's single most devastating spell, capable of inflicting up to 770 points of damage as it pelts the target area with bolts of hail.

Winter's Fury is a difficult spell to use well, but once mastered, it is one of the most deadly. It works best against stationary or slow-moving creatures and is slightly less effective against quick and agile monsters.

### Water Glyph

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Spring	1	6/sec.	Short	Medium	3 sec.	Area Effect	None
Fount	2	21/sec.	Short	Wide	3 sec.	Area Effect	None
Geyser	3-7	28.75/sec. center, 9/sec. x 3 columns	Very Wide	Short	4 sec.	Area Effect	None

**Spring** is the smallest of these glyphs, with a single column of Water. **Fount** produces three columns and encompasses an even larger area. **Geyster** is the largest, spreading the devastation across a vast area.



Water Spirits cast Water Glyphs against *you*.

All Glyph attacks affect your enemies the same ways. They injure large groups of low-power enemies, hammering them with multiple strikes. These

attacks are especially useful if the enemies are fast-moving and aggressive. The enemies often run into the effects of Glyph in an attempt to get to you.

Glyphs also pin down enemies. They have a long duration and will stun and immobilize your enemies for the full length of the spell. Use this capability to stun large groups of enemies. Follow up your attack by targeting individual enemies stunned by the Glyph. Use a spell to which they are especially vulnerable. For example, hammer a large group of Light-based Hardbacks with a Water Glyph, and while they boil, target each with a Venom Strike to finish them off.

Finally, set Water Glyphs to cover your flank or secure a retreat. If enemies begin to surround you, lay a "wall" of Glyphs to block their progress. Consider laying a Glyph directly under Arran. He is immune to its effects. The creatures that charge toward him and into the effects of the Glyph are not.

### Ice Ward

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Sentinel	1	5 per Impact	Very Short	Medium	—	Area Defense	None
Shield	2	12.5/sec.	Short	Wide	5 sec.	Area Defense	None
Shell	3-7	22.5/sec.	Very Short	Wide	8.5 sec.	Area Defense	None



Higher-level Ice Wards repel ranged fire.

Ice Ward creates a barrier of ice that both injures and stuns any creature that comes in contact with it. **Sentinel** sends a small ice chunk spinning around

Arran that injures and knocks back foes. It is possible to bypass a single casting of Sentinel, so cast it two or three times for full protection.

**Shield** generates an enormous block of ice directly over the Orb. As the Orb moves, so does the block. The wide barrier also blocks projectiles and spells cast toward Arran. This spell can plow through oncoming monsters or pin small groups into corners and cracks.

**Shell** creates a near impervious shell of protection around Arran, blocking all projectile and spell attacks as well as injuring and knocking back enemies. Creatures caught within the shell's radius are severely injured each second they remain inside. The dome of ice moves with Arran.

## Light Spell School

The Light spell school locus is the cleansing power of light and purity. Light spells stun and confuse enemies; some even glow a pale yellow. This school is especially effective against Dark-wrought creatures and is the only school that can kill certain undead monsters like Zombies.

Spell Name	Level 1	Level 2	Level 3
Primal Light	Beam	Ray	Nova
Thunder	Strike	Clap	Split
Light Glyph	Glimmer	Glamour	Glare
Scarring Light	Flicker	Flash	Flare

### Primal Light

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Beam	1	15	Long	Small	—	Projectile	None
Ray	2	22.5 x 5 beams	Long	Small	—	Projectile	None
Nova	3-7	22/sec.	Long	Medium	10 sec.	Area Effect	None



Primal Light acts like a rail gun, blasting your enemies almost the moment the spell is invoked.

Primal Light is an instantaneous burst of light that lashes out to strike its target. **Beam** casts out a single beam of this cleansing light. **Ray** sends a cone-shaped configuration of five beams sparkling toward the target. **Nova**, on the other hand, is an area effect spell,

causing a burst of powerful light to stream from the Orb, inflicting severe damage on all targets caught within its radius.

Use this spell to target Dark-wrought creatures from a distance. It is especially useful against creatures like Bola Spiders, Ghouls, Gargoyles, and Blue/Red Harlequins, which dart in then dart away before you can target them with your more powerful spells.



### Thunder

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Strike	1	15	Short	Pinpoint	—	Auto Target	None
Clap	1	27.5–12.5 (3 bolts)	Medium	Pinpoint (x3)	—	Auto Target	None
Split	3–7	43.77–33 (5 bolts)	Medium	Pinpoint (x5)	—	Auto Target	None



Thunder can shock and immobilize several opponents at once.

Thunder focuses the power of Light into bolts of electric energy. **Strike** auto-targets a single creature, stunning it for the duration of the spell.

**Clap** invokes a much stronger bolt that arcs through up to three targets, inflicting severe injuries. **Split** radiates out from the Orb, searing the flesh of up to five targets as it stuns and temporarily immobilizes them.

Thunder is an excellent spell against fast-moving aerial targets, or against enemies close to allies. The spell requires no aim and arcs toward whichever enemy is closest to the Orb when the spell is initiated. Thunder also targets cloaked and invisible creatures, such as Rockhoppers, if they're within the spell's range.

### Light Glyph

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Glimmer	1	5/sec.	Short	Medium	3 sec.	Area Effect	None
Glamour	2	15/sec.	Short	Wide	4 sec.	Area Effect	None
Glare	3–7	36/sec.	Short	Very Wide	5 sec.	Area Effect	None

**Glimmer** is the smallest of these glyphs, with a single column of light. **Glamour** produces a much larger emblem, as well as a trio of smaller columns of light. **Glare** is the largest, spreading the devastation across a vast area and generating five columns of light.



Light Glyph is a good way to eliminate large swarms of Zombies.

All Glyph attacks affect your enemies the same ways. They injure large groups of low-power enemies, hammering them with multiple strikes. These attacks are especially useful if the enemies are fast-moving and aggressive. The enemies often run into the effects of Glyph in an attempt to get to you.

Glyphs also pin down enemies. They have a long duration and will stun and immobilize your enemies for the full length of the spell. Use this capability to stun large groups of enemies. Follow up your attack by targeting individual enemies stunned by the Glyph. Use a spell to which they are especially vulnerable. For example, hammer a large group of Fire-based Hardbacks with a casting of Light Glyph, and while they are stunned, target each with a Glacial Might to finish them off.

Finally, set Light Glyphs to cover your flank or secure a retreat. If enemies begin to surround you, lay a "wall" of Glyphs to block their progress. Consider laying a Glyph directly under Arran. He is immune to its effects. The creatures that charge toward him and into the effects of the Glyph are not.

## Scarring Light

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Flicker	1	12	Long	Pinpoint	—	Auto Target	Paralysis
Flash	2	31 (each of 2 cracks)	Long	Pinpoint (x2)	—	Auto Target	Paralysis
Flare	3-7	52.5 (each of 4 cracks)	Long	Pinpoint (x4)	—	Auto Target	Paralysis



Scarring Light is ideal against more resilient and fast-moving Dark creatures, such as Skullcaps.

Scarring Light sends cracks of electric energy along the ground that explode up and into the target. Scarring

Light is an auto-targeting spell, and has an unusually long range. It is utterly ineffective against certain types of airborne targets but devastating against the likes of Zombies, Ghouls, and Skullcaps. **Flicker** sends one crack

toward its target. **Flash** generates a much stronger bolt that injures up to two targets. **Flare**, on the other hand, explodes out from the Orb, searing as many as four targets.

Scarring Light is excellent against individual enemies, as well as against monsters scattered among allied units. As an auto-targeting spell, it can reveal cloaked and invisible enemies or even hammer creatures beyond Arran's field of vision.

## Dark Spell School

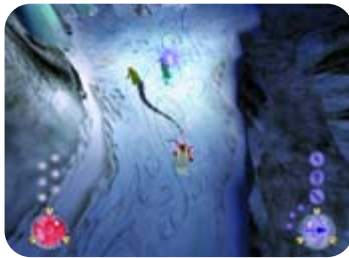
The Dark spell school focuses on the corrupting power of darkness, curses, and diablerie. When struck by a Dark spell, enemies are often wrapped in a sea of purple sparks or wisps of sickly green gas. This school is particularly effective against Light-wrought creatures.

Spell Name	Level 1	Level 2	Level 3
Venom Strike	Viper	Adders	Serpents
Dark Arc	Shock	Surge	Bolt
Steel Death	Blade	Mortis	Deathblow
Dark Glyph	Hex	Curse	Blight

## Venom Strike

Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Viper	1	25	Long	Pinpoint	—	Projectile	None
Adders	2	19 x 6 projectiles	Long	Pinpoint	—	Auto Target	None
Serpents	3-7	30/sec.	Short	Medium	6 sec.	Auto Target	None





Venom Strike is a fast-moving, very effective projectile attack.

Venom Strike creates a phantom viper out of the ether of chaos and uses it to poison your target. This viper moves as a self-guided projectile. **Viper** sends a poisonous snake head toward your enemy. **Adders** sends out a cone configuration of six separate serpents, each of which auto-targets the enemy.

**Serpents** is a combination auto-target and area effect spell. It incorporates up to seven different poisonous snake heads that auto-target enemies, as well as a shockwave of corrupting energies that affects an entire area.



### Dark Arc



Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Shock	1	15	Medium	Pinpoint	—	Auto Target	None
Surge	2	27.5–12.5 (3 bolts)	Medium	Pinpoint (x3)	—	Auto Target	None
Bolt	3–7	45–25 (10 bolts)	Medium	Pinpoint (x10)	—	Auto Target	None



Dark Arc can track airborne enemies, even if they move beyond your field of vision.

Dark Arc focuses the power of Dark into bolts of electric energy. **Shock** auto-targets a single creature, stunning it

for the duration of the spell. **Surge** invokes a much stronger bolt that arcs through up to three targets, inflicting severe injuries. **Bolt** radiates out from the Orb, searing the flesh of up to five targets as it stuns and temporarily immobilizes them.

Dark Arc is an excellent spell against fast-moving aerial targets, or against enemies close to allies. The spell requires no aim and arcs toward whichever enemy is closest to the Orb when the spell is initiated. Dark Arc also targets cloaked and invisible creatures, such as Rockhoppers, if they're within the spell's range.

### Steel Death



Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Blade	1	25	Extreme	Pinpoint	—	Projectile	None
Mortis	2	50	Medium	Medium	—	Area Effect	None
Deathblow	3–7	44 x 8 blades, 30/sec. in center	Short	Wide	5 sec.	Area Effect	Paralysis



Steel Death is one of the most original, entertaining spells in the game.

In its simplest incarnation of **Blade**, Steel Death creates a razor-sharp sword that rips toward its target with horrific force—one of the most devastating direct damage attacks. **Mortis** summons axe blades that array themselves in two rows. When the axes fall, they inflict massive damage on those

creatures unlucky enough to be within their radius of effect.

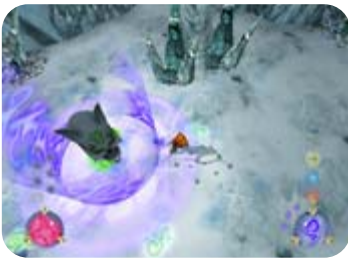
**Deathblow** creates a unique circle of blades that injures any creature caught within it and dramatically reduces their movement after the spell has dissipated. Those creatures *under* the blades as they fall take severe damage in addition.

Blade is an excellent spell for destroying spawners or inflicting massive damage on a single target over a very short time. Mortis and Deathblow are excellent for clearing out an area thick with enemies. None of these spells should be used when you are trying to be discriminating about which targets you hit.



Spell Name	Cost	Damage	Range	Area	Duration	Effect	Special
Hex	1	6/sec.	Short	Medium	3 sec.	Area Effect	None
Curse	3	10.5/sec. center, 5/sec. each of 5 columns	Short	Wide	5 sec.	Area Effect	None
Blight	3-7	14.4/sec. center, 5/sec. each of 5 columns	Short	Very Wide	8 sec.	Area Effect	None

**Hex** is the smallest of these glyphs, with a single column of darkness and poison. **Curse** produces a larger geyser of toxin, and Dark spirits encompass an even larger area. **Blight** is the largest, spreading the devastation across a vast area. If you use this spell, an enormous skeletal head spins, spewing poison in every direction.



Dark Glyph looks like a window into hell.

All Glyph attacks affect your enemies the same ways. The first is to injure large groups of low-power enemies, hammering them with multiple castings. This is especially true if the enemies

are fast-moving and aggressive. They often run *into* the effects of Glyph in an attempt to get to you.

Second, Glyphs pin down enemies. They have an

unusually long duration and will stun and immobilize your enemies for the full length of the spell. Use this capability to stun large groups of enemies with multiple castings, following up by targeting individual enemies affected by the Glyph with a specific spell that they are especially vulnerable to. For example, hammer a large group of Water-based Hardbacks with a casting of Dark Glyph, and while they burn, target each with a Sky Fall to finish them off.

Finally, set Dark Glyphs to cover your flank or secure a retreat. If enemies begin to surround you, lay a "wall" of Glyphs to block their progress. Consider laying a Glyph directly under Arran. He is immune to its effects. The creatures that charge toward him and into the effects of the Glyph are not.

## MASTERY OF SPELL SCHOOLS



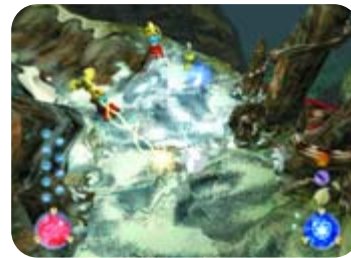
Which school of magic you specialize in has a dramatic impact on your effectiveness in combat.

Spell school changers alter Arran's magical specialty. These mystic devices give Arran power in a specific

school of magic but decrease his power in that school's opposite. Neutral spell schools are unaffected. For example, if Arran enters a Fire spell school changer, he gains a mana bonus in the Fire spell school, receives no bonus in Dark and Light, and loses a ball of mana in Water.

Mastery also affects the amount of damage done by spells of a particular school. All spells in that school are more powerful, regardless of the target. For example, a Fire Mage's Fire spells are not only especially effective against Water creatures, but also more powerful against spawners and neutral creatures.

The flip side is that the spells of the opposite school are especially weak. Following our Fire Mage example, all Water-based spells are penalized, regardless of the target.



The school of magic you have specialized in affects the damage you inflict, regardless of the spell.

You gain special bonuses against opposite school creatures and special penalties against same

school creatures *regardless of the spell school you are using*. As a Fire Mage, even if you are attacking a Water creature with a Light spell, you still inflict more damage than normal. Likewise, if you attack a Fire-based monster with Light or Dark magic, you would inflict significantly less damage than normal.

Finally, your magic school of specialty helps determine how much damage enemy creatures inflict upon Arran. Those creatures of the same school as Arran inflict only 25 percent normal damage, while those of neutral schools do half the normal damage. Only those creatures of the opposite school do full damage against Arran.



### RUNES



#### Light Rune

**Available:** Forest Fortress (Chapter III), Witches of the Green quest

Arran regenerates one point of health every second at the cost of one mana every second while this rune is equipped. If Arran runs out of mana, this regeneration ceases until his mana has recharged.

#### Fire Rune

**Available:** Buried City (Chapter IV), graveyard

A fiery shield envelops Arran, and every 10 points of damage that would have been dealt to Arran is instead absorbed by the shield, costing Arran two mana. This damage is then sent out in a shockwave (doing 10 points of damage to enemies caught in it and knocking them back). If Arran's mana reaches zero the shield dies until his mana returns. If Arran absorbs 10 points of damage and this brings his mana to zero because of the shield, the damage is not sent out.

#### Water Rune

**Available:** Ice Fortress (Chapter VIII), Trapped Brother quest

With the blue rune equipped Arran throws off a blurry, semi-translucent version of himself that mirrors his motions. This doppelganger increases his speed 20 percent at the cost of one mana every second. If Arran's mana reaches zero he drops to 80 percent of his normal speed until his mana returns or he removes the rune.

#### Dark Rune

**Available:** Mountains of Pain: Descent (Chapter X, caged villager)

This item, when equipped, causes Arran to turn transparent when he's standing still. While he is transparent, enemies do not see Arran and cannot attack him. When Arran casts a spell while transparent he temporarily flickers into visibility, which causes the surrounding monsters to see him and attack until he fades back into transparency. For every second that Arran remains transparent this rune costs him one mana point.



# BESTIARY

## Interpreting Stats

- Size:** Creatures come in various sizes—Small, Medium, Large, and Enormous. Small monsters are roughly knee to hip high on Arran, while Medium creatures are roughly man sized. Large creatures tower high above Arran. The monster's size often determines the value of any power-ups it leaves behind—larger creatures tend to drop more potent power-ups than smaller ones.
- Element:** There are four elements: Fire, Water, Light, and Dark. Almost all creatures are derived from one of these elements (a few creatures, such as Harlequins, derive from more than one). Creatures of a particular element are most vulnerable to attacks using the opposite element, while they are virtually impervious to damage from the same element. For example, a Dark Wolf is crafted from the Dark elements. Attacks using Light inflict the most damage, while attacks using Dark magics do almost no damage.
- Health:** This represents a creature's hit points, or HP. The higher the number of HP, the more damage that creature can take before it expires.
- Speed:** This represents the quickness and running speed of the various creatures. Speed comes in various flavors: Slow, Average, Fast, and Very Fast. Slow monsters move more slowly than Arran, Average at about the same speed, Fast at slightly faster, and monsters that are Very Fast rocket across the screen.
- Damage:** This indicates how many HP worth of damage a creature can inflict with a specific physical or magical attack.
- Attack Type:** Different creatures use different kinds of attacks. Common attack types include Physical, Magical, and Poison. Physical damage is inflicted only in close combat range, while Magical damage is generally inflicted at range. Poison fills Arran's body with a lethal venom that causes one point of damage per second for 10 seconds.
- Special:** Most creatures have special attributes, attacks, or weaknesses. The specifics of each is covered in detail within the monster description.
- Range:** This stat indicates the distance at which a monster may attack Arran. *Range* comes in several degrees, including Contact only, Short, Medium, Long, and Extreme. Each degree indicates an increasing level of distance, starting with Contact only, which requires close combat range.



Name	Size	Element	Health	Speed	Damage	Attack Type	Special
Dark Wolf	Medium to Large	Dark	15–18	Very Fast	7.5	Physical	Orb avoidance (15%)
Fire Ogre	Small to Large	Fire	65–80	N/A	25 (Magical), 15 (Physical)	Magical/Physical	Fire Ward
Gargoyle	Small to Medium	Dark/Water	15–20	Average	10	Magical/Poison	Invisibility
Ghoul	Medium to Large	Dark	15–30	Fast	16	Physical, Poison	Diseased claws, Orb avoidance (35%)
Giant Spider	Medium	All	18	N/A	7	Magical, Poison	None
Giant Wasp	Medium	All	7–10	Very Fast	2 (Physical), 10 (Poison)	Physical, Poison	Poison sting
Gnome Rider	Medium	All	15–30	Fast	15	Magical	Elemental spell attacks, cowardly
Gnome Stiltwalker	Large	All	40–60	Average	17	Magical	Splash damage
Goblin Archer	Medium	Fire	20	Slow	7	Magical	Fire arrows
Goblin Conjurer	Medium	Fire	20	Very Fast	10	Magical	None
Goblin Rider	Medium	All	20–30	Average	12	Physical	Attacks from left side only
Hardback	Small	All	7–20	Fast	2.5	Physical	Mana drain
Harlequin	Medium	Fire/Water or Light/Dark	30	Fast	15	Magical	Attacks from two spell schools
Hellhound	Medium to Large	Fire	25–35	Very Fast	15	Physical	Spawned
Ice Creature	Small to Large	Water/Neutral	25–50	Slow	12	Physical	Immune to spells until "broken"
Ice Ogre	Large	Water	60–75	N/A	15 (Magical), 20 (Physical)	Magical, Physical	Submerges underground
Ice Wolf	Medium to Large	Water	15–18	Very Fast	7.5	Physical	Orb avoidance (15%)
Light Hound	Medium to Large	Light	15–18	Very Fast	7.5	Physical	Orb avoidance (15%)
Mummy	Medium	Dark	25–40	Average	20	Magical	None
Plok	Small to Medium	All	10–20	Slow	5	Physical/Poison	Poison tentacle
Rockhopper	Small	All	10–16	Fast	5	Physical	Chameleon
Skullcap	Medium to Large	Dark	20–35	N/A	10	Magical	Burrow
Sludge	Medium to Large	Dark	2–35	Slow	10 (Magical), 10 (Physical)	Magical, Physical	Immune to physical attacks, Orb avoidance (10%)
Stacker	Small (individually), Large (stacked)	Light/Water/ Fire	30	N/A	15 (Magical)	Magical/Physical	Stacks and fights individually
Stacker Owl	Small	Light	25	Fast	25	Magical	Top component of Stacker
Stacker Tiki	Small	Water	25	Fast	25	Magical	Middle component of Stacker

Name	Size	Element	Health	Speed	Damage	Attack Type	Special
Stacker Turtle	Small	Fire	30	Average	30	Physical	Bottom component of Stacker
Water Spirit	Medium to Large	Water	20–35	Average	10 (Magical), 10 (Physical)	Magical, Physical	Immune to Physical attack
Witch of the Green	Medium	Green	150	N/A	70	Magical	Cannot be killed by Arran
Wraith King	Large	Dark	80–120	Fast	20 (Magical)	Magical	Phases away when injured
Yeti	Large	Water	45	Fast	20 (Physical), 15 (Magical)	Physical, Magical	None
Zombie	Small to Medium	Dark	15–30	Slow	15	Physical/Poison	Resurrection (except when killed with Light magic)

## COMMON MONSTERS



### GIANT SPIDER

Giant Spiders drop from above Arran, attacking with their terrible bite. As with all poison attacks, a point of damage is inflicted each second for 10 seconds. Giant Spiders are hard to detect; luckily they cast shadows on the ground below before descending to attack.

When a Giant Spider has taken more than 20 percent damage, it retreats into the treetops. It remains there a few seconds before descending to attack again.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	18	N/A	7	Magical, Poison	None



### DARK WOLF

Dark Wolves hunt in packs, often circling Arran before lunging in with lightning speed to attack. If injured, a Dark Wolf retreats, moving outside the range of Arran's Orb, where it waits for a second or two before returning to the pack. When a pack is led by a large Dark Wolf, the others go into a

bloodthirsty frenzy, gaining a 50 percent damage bonus. Take out the alpha male first to eliminate the potential for extra damage.

Dark Wolves have a natural aversion to the Orb and will generally shy away from it, especially when injured. These creatures are often generated from a Dark Wolf spawner; destroy the spawner to cut off the supply.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	15–18	Very Fast	7.5	Physical	Orb Avoidance (15%), Spawned



### FIRE OGRE

Fire Ogres are fearsome creatures that live in flaming pits of molten lava. They are like living turrets, incapable of movement. However, as Arran passes by, they rise up and attack him with a series of fireballs, capable of inflicting serious injury. If you damage the Fire Ogre, it casts a Fire Ward spell to repel the attacks. To bypass the shield, hammer the Fire Ogre from the sides and rear. If you can inflict enough damage, it returns to the lava pit, losing its

Fire Ward in the process. Fire Ogres increase their rate of fire when near death.

As Arran approaches close combat range, the Fire Ogre switches to physical attacks, which inflict only 15 points of damage per strike.

The best way to deal with Fire Ogres is a quick one-two punch involving Ice Ward Shield and Winter's Fury Ice. Cast the Shield, then rush toward the Fire Ogre. While the Shield protects you from projectile attacks, switch quickly to Winter's Fury. A short barrage of Ice spells, and the Fire Ogre is toast—in five seconds or less!

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Large	Fire	65–80	N/A	25 (Magical), 15 (Physical)	Magical, Physical	Fire Ward



### GARGOYLE

Gargoyles are flying terrors that strafe Arran, tearing into him with their poison claws. After they attack, they rise back into the sky, circling and waiting for another opportunity to strike. Hammer them with self-guided Light-based attacks such as Flicker or Flash for a quick kill. Scarring light can't target a flying creature like the Gargoyle.

Gargoyles can become invisible while waiting in ambush or retreating. Area effect attacks such as Fire Glyph or Light Glyph are an effective way of rooting them out.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Medium	Dark/Water	15-20	Average	10	Magical/Poison	Invisibility

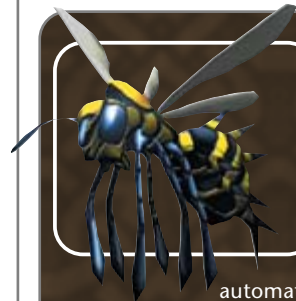


### GHOUL

Ghouls wait, buried beneath the ground until an opportunity to attack arises. They almost always attack from the direction opposite the Orb and tend to avoid the mystic energies of the Orb at all costs. If you inflict even light wounds on a Ghoul, it burrows back into the ground and tries to approach Arran from a different direction. Don't underestimate this undead horror—Ghouls move quickly and attack with lightning speed.

Ghouls move quickly and attack with lightning speed.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	15-30	Fast	15	Physical/Poison	Diseased Claws, Orb Avoidance (35%)



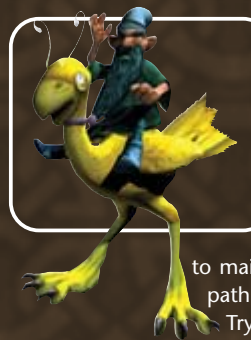
### GIANT WASP

Giant Wasps pour from their hives and attack with a hive mentality, swarming high above Arran's head. As they circle, each attempts to strafe Arran, sting him with their poison stingers, then hover back into formation. This attack pattern is mindless and unchanging, with each Wasp moving almost as an

automaton. Use the predictability to your advantage, hammering the Wasps with potent projectile or guided strikes as each takes its turn. Scarring light can't target a flying creature like the Giant Wasp.

Giant Wasps are often generated from a Giant Wasp spawner, resulting in a large supply of these creatures until the spawner is destroyed, so focus your attack on the spawner. Larger and more powerful Level 2 Giant Wasps can be found as well. In later levels, you are sure to encounter the meanest, fastest, most durable insect alive—the level 3 Giant Wasp.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	7-10	Very Fast	2 (Physical), 10 (Poison)	Physical, Poison	Poison Sting, Spawned
Medium (level 2)	All	10-15	Very Fast	4 (Physical), 10 (Poison)	Physical, Poison	Poison Sting, Spawned
Medium (level 3)	All	15-30	Very Fast	8 (Physical), 10 (Poison)	Physical, Poison	Poison Sting, Spawned



### GNOME RIDER

Gnome Riders depend on their strong spell-casting ability and the excellent speed of the Juju birds that they ride to keep them out of trouble. They often stay at the edge of the maximum range of Arran's spells to avoid even the hint of danger. If Arran tries to move closer, the Gnome Riders move to maintain the distance, often taking an erratic path to make them even more difficult to hit. Try self-guided spells to compensate for this.

The spells employed by Gnomes relate to the color of the Juju birds that they ride. Red-mounted Gnomes cast Sky Fall, those on blue birds conjure Icicle, purple ones use Venom Strike, and yellow-mounted ones cast Primal Light.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	15-30	Fast	15	Magical	Elemental spell attacks, Cowardly



**STILTWALKER**

Stiltwalkers are slower-moving cousins of the Gnome Riders. These eccentric creatures attack by lobbing deadly magical bombs at Arran. Even if the bombs don't connect directly, the explosive effects can still severely injure Arran. Worse, Stiltwalkers tend to attack in packs, lobbing bombs in rapid succession.

Remain mobile while hammering them with self-guided or area effect spells. Dark Arc Shock and Light Glyph Glimmer are especially good for inflicting damage. Use the Orb to focus your spells, running long loops around Stiltwalkers.

The constant motion makes you extremely hard to target. Glacial Might is also affective because it freezes enemies, giving Arran more time to maneuver.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	All	40-60	Average	17	Magical	Splash Damage



**GOBLIN ARCHER**

Goblin Archers are effectively living turrets, moving only to retreat when attacked, and even then, moving only a few feet. While inside their barrels, Goblin Archers possess complete protection from all spells.

The barrel offers physical protection, too. When inside the barrel, the Archer is immune to all damage. Only when it rises for a shot of its own is it vulnerable. After approximately 20 points of damage, the barrel is destroyed, along with all magical resistance. Goblin Archers also receive a 50 percent damage bonus when fighting alongside Gnome Stiltwalkers or Gnome Riders. When the Gnomes are killed, the bonus is eliminated.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Fire	20	Slow	7	Magical	Fire Arrows



**GOBLIN CONJURER**

Goblin Conjurers ride atop a magical cloud that propels them at incredible speeds. They rely heavily on their speed for their hit-and-run tactics. A Conjurer uses the Fire Glyph Burn spell to great effect, then dashes away to avoid counterattack. Although individual Goblin Conjurers are easy to deal with, these maniacal creatures travel in large packs, bleeding Arran of his vitality at an alarming rate. Use area effect spells such as Water Glyph to catch several Conjurers at once.

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Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Fire	20	Very Fast	10	Magical	None



**GOBLIN RIDER**

Goblin Riders circle their prey in a counterclockwise direction, circling in to strike, then retreating before their quarry can counterattack. Goblin Riders can only attack on the left side, necessitating the counter clockwise spiral. If severely injured, a Goblin Rider will retreat and regroup, taking several seconds before attacking again.

Goblin Riders receive a 50% damage bonus when fighting alongside Gnome Stiltwalkers or Gnome Riders. When the Gnomes are killed, the bonus is eliminated.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	All	20-30	Average	12	Physical	Attacks from left side only



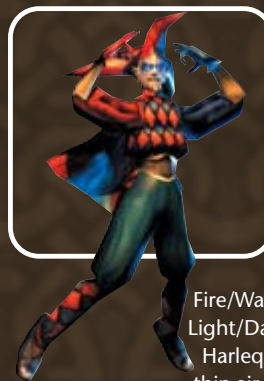


### HARDBACK

Hardbacks are mindlessly relentless opponents, swarming toward Arran in vast numbers with no consideration for their own safety. No matter how much damage you inflict on a Hardback, it continues to charge toward Arran until it dies. The Hardback possesses a powerful special attack—mana draining. This is especially devastating to Arran as his entire offensive capabilities are centered around his spell casting. Every bite from a Hardback steals away one level of mana. Mana will return at the rate of one level per second.

Hardbacks are often generated from a Hardback spawner, resulting in a large supply of these creatures until you destroy the spawner. Hardbacks come in larger level 2 versions, with increased speed and health. In later levels, there is also a spike-covered level 3 version of this vicious creature. The level 3 version has the most health and most damaging bite of any of the Hardback versions.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	All	7–20	Fast	2.5	Physical	Mana Drain, Spawned
Medium (level 2)	All	14–28	Fast	4	Physical	Mana Drain, Spawned
Medium (level 3)	All	28–36	Fast	8	Physical	Mana Drain, Spawned



### HARLEQUIN

Harlequins are the only creatures that have attributes of two elements at once. Harlequins come in two kinds—Fire/Water or Light/Dark—and can cast spells from either of their spell schools. A Harlequin is vulnerable to spells from the other two schools. For example, a Fire/Water Harlequin is especially vulnerable to Dark and Light attacks. Fire/Water Harlequins are red and blue, while Light/Dark Harlequins are yellow and purple.

Harlequins are especially quick, appearing out of thin air and spinning around Arran, stopping only to throw their powerful and deadly spells. A seriously injured Harlequin spins in place and disappears, only to reappear nearby a few seconds later. Harlequins often travel in packs of two or four.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Fire/Water or Light/Dark	30	Fast	15	Magical	Attack from two spell schools



### HELLHOUND

Hellhounds are pack animals, appearing around Arran and attacking en masse. A pack of Hellhounds will track Arran's movements, staying close for quick lunges and bites. A Hellhound pauses only if injured, backing away for a few seconds before returning to the fray.

Hellhounds are often spawned from Wolf Dens.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Fire	25–35	Very Fast	15	Physical	Spawned





### ICE CREATURE

Ice Creatures conceal themselves as errant ice blocks within a snow-covered field. As Arran approaches, the Ice Creature assembles itself, assuming its true form and full stature. It approaches Arran and pummels our hero with a pair of icy fists. Although the creature is made completely of ice, it possesses no elemental attack bonus, making its blows neutral.

The most deadly characteristic of an Ice Creature is its incredible magical resistance—it takes no damage from spells while in its unbroken form. Shatter the creature by smashing your staff into it twice. Only then will the beast crumble—for five seconds. In its "broken" form, the Ice Creature is vulnerable to all spell types, save Water-based attacks.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Large	Water/Neutral	25-50	Slow	12	Physical	Immune to spells until "broken"



### ICE OGRE

Ice Ogres hide silently beneath the ice until Arran ventures too close. The creatures are effectively living turrets, never moving from their dens within the ice. When Arran is within range, they burst up, casting their potent Ice Tornado spell. If Arran approaches close combat range, Ice Ogres pummel him with their fists for 20 points of damage per strike.

When injured, an Ice Ogre retreats beneath the ice, resurfacing several seconds later. If an Ice Ogre is near death, its attack rate increases considerably.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	Water	60-75	N/A	15 (Magical), 20 (Physical)	Magical, Physical	Submerges underground



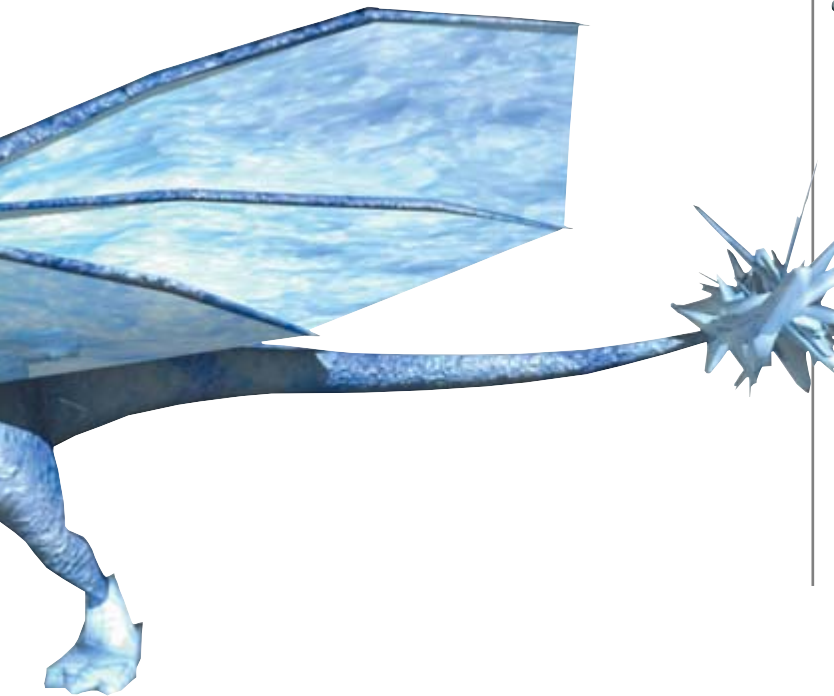
### ICE WOLF

Ice Wolves hunt in packs, often circling Arran before lunging in to attack. If injured, an Ice Wolf retreats, moving outside the range of Arran's Orb, where it waits for a second or two before returning to the pack. When a pack is led by a large Ice Wolf, the others go into a blood thirsty frenzy, gaining a 50 percent damage bonus.

Take out the alpha male first to eliminate the potential for extra damage.

Ice Wolves have a natural aversion to the Orb, and shy away from it, especially when injured. Watch for Ice Wolves at all times. Their lightning speed and ability to blend into the snowy background of the Mountains of Pain make them tricky enemies. A spread of Skyfall Meteors, or a few Fire Wards keep a charging pack at bay. Ice Wolves are often spawned from Wolf Dens.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Water	15-18	Very Fast	7.5	Physical	Orb Avoidance (15%), Spawned







### LIGHT HOUND

Light Hounds act and respond very much like Dark Wolves and Ice Wolves. In fact, Light Hounds often accompany Dark Wolves, hunting with them as part of the pack. This makes them especially dangerous, as they will pass through Light Magic unharmed, often tearing into Arran before he realizes they are even there. When a pack is

led by a large Light Hound or Dark Wolf, the others are sent into a bloodthirsty frenzy, gaining a 50% damage bonus. Take out the alpha male first to eliminate the potential for extra damage.

Light Hounds also possess the natural aversion to the Orb inherent to their canine cousins, and will generally shy away from it.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Light	15-18	Very Fast	7.5	Physical	Orb Avoidance (15%), Spawned



### MUMMY

When summoned, small groups of two to four Mummies rise from the ground and trundle around Arran in a milling circle. In unison, the Mummies all stop and face our hero, casting their Primal Light. This attack, which inflicts 20 points of damage per strike, is imbued with the element used to create the Mummy.

The Mummy's scarab, the source of all its magical energies, is concealed within the Mummy's gauze coverings. While the scarab is concealed, Mummies possess immunity to all magical attack. When they prepare to attack, the scarab is revealed, allowing you to hammer the Mummies with your best attacks. Make every spell count—the window of opportunity is painfully short.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Dark	25-40	Average	20	Magical	None



### PLOK

Slow, trundling Ploks resemble some kind of warped anemone, with four poisoned tentacles writhing above their bodies. If one Plok successfully poisons Arran, they all increase their rate of attack dramatically, sensing a weakened foe and an easy kill. If that happens, retreat for a moment to let the poison run its course.

Then return to the area overrun with Ploks and dispatch them at range.

A Plok attack stops Arran dead in his tracks, knocking him back slightly. Ploks are often generated from a Plok spawner, resulting in a large supply of these creatures until the spawner is destroyed.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Medium	All	10-20	Slow	5	Physical/Poison	Poison Tentacle, Spawned



### ROCKHOPPER

Rockhoppers are pack hunters, slowly draining the vitality of their prey as each member of the pack rushes to strike, then retreats. These sly creatures have the ability to blend into their surroundings, making them hard to detect if they are waiting in ambush, or fleeing in retreat. Area effect attacks like

Light Glyph and Fire Glyph are an excellent way of both injuring the entire pack and revealing camouflaged Rockhoppers.

Rockhoppers are often generated from a spawner, resulting in a large supply of these creatures until you destroy the spawner. Rockhoppers also come in larger, faster, and more durable level 2 versions. In later levels, there is a spike-covered level 3 version. These are by far the most powerful version.

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	All	10-16	Fast	5	Physical	Chameleon, Spawned
Medium (level 2)	All	18-26	Fast	8	Physical	Chameleon, Spawned
Medium (level 3)	All	26-36	Fast	12	Physical	Chameleon, Spawned



### SKULLCAP

Skullcaps, much like Ice and Fire Ogres, are living turrets that burst up from the ground as Arran comes within range. A Skullcap's only attack is its powerful version of the spell Poison Shard, which it casts at an impressive range. As the creature is preparing to attack, any hit inflicts double the normal damage. If you exploit this

weakness, a single strike from Scarring Light Flash or Scarring Light Flicker should eliminate a Skullcap easily.

If, however, you only injure the beast, it will burrow under the ground, surface again in a different location moments later, and attack.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	20-35	N/A	10	Magical	Burrow



### SLUDGE

Sludge truly lives up to its name. Its bubbling, amorphous body is immune to physical attack. A Sludge attacks by oozing up from the ground and hammering you with a powerful Hand Slap attack. If you retreat out of close combat range, the Sludge can cast Dark Glyph Geyser for up to 10 points of damage. Although none of its attacks

are utterly devastating, a Sludge is a well-balanced opponent. Dispatch it quickly with a series of Scarring Light or Light Glyph attacks.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Dark	2-35	Slow	10 (Magical), 10 (Physical)	Magical, Physical	Immune to physical attacks, Orb avoidance (10%)



### STACKER

Size:	Small (individually), Large (stacked)
Element::	Light/Water/Fire
Health:	30
Speed:	N/A
Damage:	15 (Magical)
Attack Type:	Magical/Physical
Special:	Stacks and fights individually.

### STACKER OWL

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	Light	25	Fast	25	Magical	Top component of Stacker

### STACKER TIKI

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	Water	25	Fast	25	Magical	Middle component of Stacker

### STACKER TURTLE

Size	Element	Health	Speed	Damage	Attack Type	Special
Small	Fire	30	Average	25	Physical	Bottom component of Stacker

Stackers are actually three monsters in one. In its "stacked" form, a Stacker resembles a totem pole, with a Light-based Owl on top, a Water-based Tiki in the middle, and a Fire-wrought Turtle on the bottom. In this form, a Stacker stands as a stationary turret, hammering Arran with Primal Light and Icicle attacks.

If the unified creature is damaged, it splits into three separate monsters—the Stacker Owl, Tiki, and Turtle. The Owl and Tiki lob Primal Light and Icicle spells from a distance, while the Turtle charges forward to bite Arran with its powerful beak. Stay mobile, firing self-guided or area affect attacks at the split Stacker as you run. Only Dark-based attacks damage all Stacker components, causing serious injury to the Owl in particular.





### WATER SPIRIT

Water Spirits lie in ambush within large bodies of water. They spring forth almost instantly, making them very hard to defend against. Water Spirits can attack two ways. First is the powerful melee attack, which inflicts up to 10 points of damage. Second is the Water Glyph Fount ability, also capable of causing 10 HP damage. The Water Spirit prefers close combat and moves toward Arran at every opportunity. Only if you retreat out of melee range does the Water Spirit resort to its potent geyser attack.

Water Spirits are immune to physical attack.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium to Large	Water	20-35	Average	10 (Magical), 10 (Physical)	Magical, Physical	Immune to Physical Attack



### WITCH OF THE GREEN

Witches of the Green become Diseased and Mad Witches in the Return to Forest Level (chapter 6). They can be killed with a series of level 3 spell attacks.

Size	Element	Health	Speed	Damage	Attack Type	Special
Medium	Green	1,500	N/A	70	Magical	None



### WRAITH KING

The Wraith King is a formidable opponent. You never face the Wraith King alone—it is always accompanied by Harlequins. The Wraith King prefers to attack from a distance with Death Arc, which inflicts 20 points of damage, while the Harlequins battle Arran. Eliminate the Harlequins early, concentrating on them until they fall.

Don't attack the Wraith King until its minions have been defeated.

Then, turn your full attention to the Wraith King.

Hammer it with your most powerful Light-based spells.

After a couple of strikes, the Wraith King phases out to another plane of existence. It remains incorporeal for three to five seconds. For the rest of the battle, whenever the Wraith King takes more than 15 points of damage, it will flee to etherealness.

Continue to hammer the Wraith relentlessly with high damage Light-based strikes, staying mobile to avoid the Dark Arc or potent melee attacks. Eventually, the Wraith King will collapse under the withering power of Arran's magic.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	Dark	80-120	Fast	20 (Magical)	Magical	Phases away when injured



### YETI

Enormous feral creatures, Yetis blend into snowy landscapes. They appear in pairs, tag-teaming Arran with a series of hit-and-run attacks. One attacks straight on, while the other circles to attack from behind. Yetis prefer physical attacks and quickly close to melee range.

If you maintain a safe distance from the Yeti's combat attacks, it strikes with a Water projectile spell.

Size	Element	Health	Speed	Damage	Attack Type	Special
Large	Water	45	Fast	20 (Physical), 15 (Magical)	Physical, Magical	None



**ZOMBIE**

Mindless Zombies move in shambling groups, attempting to rip your still-dripping brain from your body so that they may dine upon it. They feel no pain and are oblivious to attacks. They regenerate if left unharmed. If they are brought to below 0 health by anything other than Light magic they drop to

the ground as if dead, only to rise again with full "health" two seconds later. They fear the light of the Orb and will move away from it if they fail their avoidance check, even aborting their attacks to do so, but they never give up the relentless pursuit of your wrinkly, warm, chewy, succulent brain!

Size	Element	Health	Speed	Damage	Attack Type	Special
Small to Medium	Dark	15-30	Slow	15	Physical/Poison	Resurrection (except when killed with Light magic)

## BOSS LEVEL ENCOUNTERS

In addition to the hundreds of grunt-level minions, the Nightcaster also employs generals. These massive creatures lead his forces, directing the pillage of the land and the defense of their territory. To fully cleanse many of the lands, first defeat the Nightcaster's most capable warriors.

Gorgon Twins



Size:	Large
Element::	Dark, Light
Health:	Indestructible
Speed:	Slow
Range:	Long
Attack Type:	Magical, Projectile, Spell
Damage:	Stony Gaze (30 per second), Javelin (15 each), Glyph (10 per second)
Special:	Spell Immunity

Cursed by the Tree with grotesque forms for their arrogance and vanity, the Gorgon Twins lurk in the abandoned Cathedral. Many adventurers, wizards, and would be heroes have ventured into the Cathedral, only to meet death.



The Gorgon of Light, and her sister, the Gorgon of Dark, are unharmed by Arran's magic. The only way to destroy them is to pit them against each other. Exploit the Gorgons' terrible vision, and you will be victorious.

The range of a Gorgon's sight is represented by the light that projects from its eyes, illuminating the ground in front of it. It is important that Arran not enter this line of sight lest he be severely injured. The key is to lure the Gorgons' toward each other so that they mistake one another for an enemy.

To lure the Gorgons' together, imbue the Orb with a spell from the Light school, then throw the Orb into the Gorgon of Light's field of vision. The Gorgon will naturally move toward the Light-empowered Orb, allowing Arran to lure the creature down the flight of stairs and into the plaza. Use the same tactic with the Dark Gorgon, imbuing the Orb with the power of a Dark school spell. When they meet, Arran will be victorious.



Bale (Fire Dragon)



Size:	Enormous
Element::	Fire
Health:	120
Speed:	Slow (turning only)
Range:	Extreme
Attack Type:	Protectile, Area Effect, Physical
Damage:	Fire Ball (18 each x 5 balls), Spell (12 per second), Bite (30), Wing Knockback (0-15)
Special:	Immune to Fire magic



A powerful fire dragon capable of utilizing the essence of fire itself, Bale's first means of attack is beating his powerful wings, repelling any creature that wanders too close. If this happens to Arran, he will take 0-15 points per strike.



In addition to his wings, Bale uses Fire Glyph attacks. Bale will slam his claw into the ground, stunning Arran for a short period of time. Then, rearing up on his hind legs, Bale casts three Fire Glyph Burn and one Fire Glyph Blaze spells.

After the ground stops shaking, the Glyphs land, igniting the area surrounding Arran with their deadly energies. Run from the effects of the Fire Glyphs as soon as you see them coming.

More commonly, Bale uses his fire ball attacks. The effects are identical to Sky Fall Star when fired at Arran singly, or Sky Fall Meteors when fired in groups of five. Step to the side to avoid the single fireballs. To dodge the group of five fire balls, move to avoid the first three balls that are aimed directly at Arran. The moment you are clear of the arc of fire of the first three fireballs, *stop!* The remaining fireballs are cast far to the left or right, landing where Arran *would* have been if he had continued to run in the same direction. Another, more active defense, is to use Ice Ward Shield. This offers Arran a protective wall that will block all fireball spells that Bale casts.



To defeat Bale, use Arran's Water magics. Change your readied spells so that only your Water Magic is present. Of the Water spells, Glacial Might is most effective. Glacial Might is long-range and self-guiding, allowing you to

fire accurately as you run past Bale.

Aim at Bale's front legs. Arran may be struck as he closes in, but the damage doled out by Glacial Might makes it worth the risk. Repeat the process, hammering at Bale's front legs with Water Glyphs, Ice Shields, and high-level versions of Winter's Fury. As you hit Bale, his crimson hide will begin to pale. When Bale is white and blue, finish him with a short volley of your magic.

### Frost (Blue Dragon)

<b>Size:</b>	Enormous
<b>Element:</b>	Water
<b>Health:</b>	120
<b>Speed:</b>	Slow (turning only)
<b>Range:</b>	Extreme
<b>Attack Type:</b>	Projectile, Area Effect, Physical
<b>Damage:</b>	Ice Breath (15 per second), Water Spells (12 per second), Bite (30), Wing Knockback (0-15)
<b>Special:</b>	Immunity to Water Spells



At moderate to close range, Frost mostly relies on his Ice Breath, which is expelled from his mouth as a tight cone. Stay mobile and most of the attack will fall harmlessly behind you. Alternately, the mighty dragon unleashes the power of its razor sharp teeth. This attack is rare, as Arran will have difficulty approaching close enough to come within range of Frost's bite. As a defensive maneuver, Frost beats its enormous wings, throwing Arran back, inflicting 0-15 points of damage, and temporarily stunning Arran.



At long range, Frost relies on Water Glyphs. Rearing up on his hind legs, Frost casts the spells high into the air, where they sail until landing directly over Arran. Avoid this attack by moving out of the way. The Water Glyphs will

land at the point where Arran was standing *when the Glyphs were cast*.

To battle Frost, load up on Fire spells. Stay mobile, weaving back and forth at moderate to close range. The left- and right-hand corners of the battlefield are good places to hide. Although Frost is capable of firing at Arran while he scatters to these hiding places, it takes a few moments for Frost to orient himself. Use these moments of vulnerability to unleash your most potent attacks.





As Frost takes damage, his hide will begin to steam and crack. Continue to hammer him, aiming for his front claws whenever possible, until he dies. Self-guiding spells like Lava Vein are especially good for this battle.

## Quint (Frost Giant)

Size:	Enormous
Element:	Water
Health:	160
Speed:	Slow (turning only)
Range:	Long
Attack Type:	Projectile, Physical, Area Effect
Damage:	Ice Breath (20 per second), Axe (20), Shockwave (15)
Special:	Vulnerable to magic when axe is stuck



Wielding a massive axe that is several times the length of Arran's body, Quint has but a single purpose—squash the bug. This battle takes place on a giant stone ring, giving Arran no place to escape.



Quint favors two methods of attack. The first is only used if Arran is standing on one of the 5 platforms on the inside of the circular arena. Quint will use his giant axe repeatedly in an attempt to cleave Arran in two. If struck, Arran will take a minimum of 35 points of damage.

Additional damage can befall our hero if he is struck by the shards of ice that fall from the ceiling.

### NOTE

Only when Quint's axe is stuck in the ground will your magic inflict damage.

If Arran moves onto the outer ring of the arena, Quint switches to his icy breath. This inflicts up to 20 points of damage *per second* if Arran is standing still. For this reason, run when you see Quint lean back and open his mouth. Quint will begin his Ice Breath attack at the position Arran was standing at the moment Quint opened his mouth.



Arran has only one option for attacking Quint—hit his axe while it is embedded in the outer ring of the arena. To lure Quint into swinging his mighty axe, run from the platform as Quint sets his weapon high over his head. The blade will miss Arran, but the shockwave will not. When the weapon lands, turn and hammer Quint with high-level attacks, aiming for his axe.

### TIP

Attacking Quint from the front is the best way to inflict damage. Attacks from the side are much less effective.

As you inflict damage, Quint's belt turns from an icy blue, to a pale, glowing red. Quint moves more quickly, making it harder for you to avoid his attacks. Further, Quint will be more cautious with his swing, only imbedding the axe 60 percent of the time.



When Quint is near death, ice shards will rise from the ground where his axe blade lands. This makes maneuvering difficult, hindering your ability to flee from the shockwave. Additionally, Quint's axe becomes lodged only 40 percent of the time, meaning you will endure blow after blow before getting the chance to retaliate.



Arran will take serious injury during this battle. Periodically, send him to one of the platforms and lure Quint into attacking with his axe. As he swings, run away, but don't turn back to attack. Activate the Light Rune as you run. Quint will slowly turn to

follow you, but with the head start you have, he cannot reach you with his icy breath until Arran is fully healed. When your life is restored, return to the fray! Continue to use the same hit-and-run tactics until Quint dies.

### Shadow (Light Dark Dragon)



<b>Size:</b>	Enormous
<b>Element:</b>	Light/Dark
<b>Health:</b>	120
<b>Speed:</b>	Slow (turning only)
<b>Range:</b>	Extreme
<b>Attack Type:</b>	Projectile, Area Effect, Physical
<b>Damage:</b>	Poison Breath (15 + 10 + 15), Light Breath (15 per bolt), Glyph (15 per second), Bite (30), Stomp (25 per impact), Wing Knockback (0-15)
<b>Special:</b>	Changes aspect as it takes damage

Shadow bears both Dark and Light magic. She is initially vulnerable to Light spells, but after her hit points drop by 25 percent damage, she becomes immune, and her color changes.

Shadow's attacks are varied. She possesses powerful beating wings inherent to all dragons, and can also use two breath weapons. Her poison breath attack inflicts poison, magical, and lightning damage; a whopping 40 points per strike. The Light Breath is less dangerous, inflicting 15 points of damage for every second Arran is trapped within it.

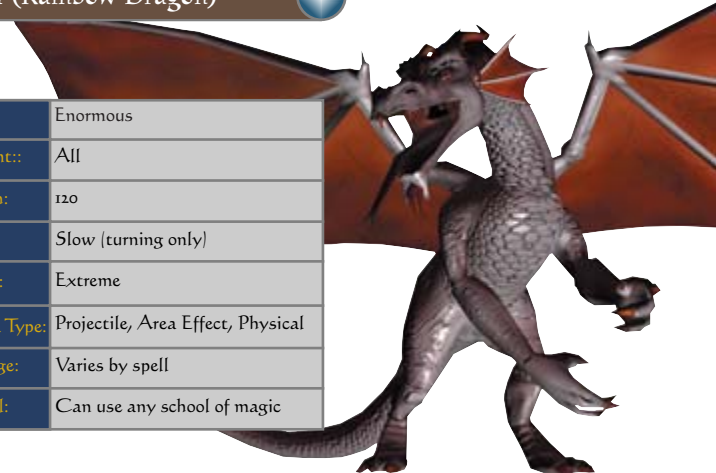


When attacking Shadow, use Lava Vein to great effect. Hammer Shadow's front feet relentlessly. You will know when you've inflicted damage by the explosion of light and fire that plumes at its feet. Rush from side to side as you battle, always staying

just out of reach of the dragon's attacks. You will be unable to heal while attacking Shadow, so be extremely careful with the risks you take. Even one or two missteps, and you will soon perish.

### Storm (Rainbow Dragon)

<b>Size:</b>	Enormous
<b>Element:</b>	All
<b>Health:</b>	120
<b>Speed:</b>	Slow (turning only)
<b>Range:</b>	Extreme
<b>Attack Type:</b>	Projectile, Area Effect, Physical
<b>Damage:</b>	Varies by spell
<b>Special:</b>	Can use any school of magic



Storm is a resourceful opponent, capable of shifting his element at will. This gives the dragon the ability to increase its resistance to a particular school of magic, as well as utilize an entirely new array of attacks. Constantly change the

magic school Arran is using to compensate.

### Aspects of Storm

As Storm changes aspect, it also changes attack type:

**Dark Aspect:** Poison Shards (15 points of damage each shard, 10 points poison damage), Dark Breath (15 points of damage), Dark Glyph (15 points per second)

**Light Aspect:** Light Breath (15 points of damage), Light Glyph (15 points of damage per second)

**Fire Aspect:** Fire Balls (18 points of damage per each of 5 balls, 10 points poison damage), Fire Glyph (15 of damage per second)

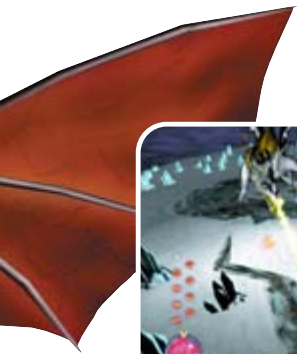
**Water Aspect:** Ice Breath (15 points of damage), Water Glyph (15 of damage per second)

The battlefield is littered with ice shards. Used them for cover from Dark and Fire attacks. Lightning Breath and Ice Breath pass right through the defense of the shards. To compensate, stay mobile, dashing from shard to shard.



### CAUTION

Storm's Ice Breath has the longest range and is the hardest to avoid.



As you injure Storm more, he will change between aspects more frequently. Switch your own spells to keep up, always attacking with spells of the school opposite the aspect Storm is using. If you continue to hammer Storm, and manage to avoid his many attacks, the beast will eventually fall.

**NOTE**

Runes cannot be used during this battle, making it one of the hardest challenges in the game. Don't be surprised if it takes you more than one attempt.

**Nightcaster**



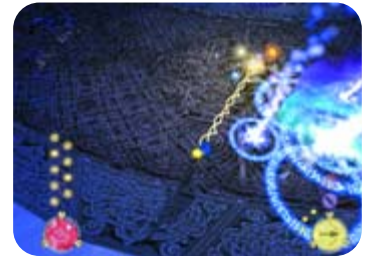
Size:	Enormous/Medium
Element:	All
Health:	232
Speed:	Slow
Range:	Extreme
Attack Type:	All
Damage:	Varies by spell
Special:	Can use any school of magic



Arran is in for a terrible surprise when he faces the Nightcaster. His long-lost friend Madelyn, captured years ago by the Rainbow Dragon at Fallstown, is being used as a conduit for the Nightcaster's power. The Nightcaster strips Arran of the essences he has collected, using them against him.



Madelyn, propelled by Nightcaster's power and the newly captured essences, will attack Arran with spells from all four schools of magic. Dart around Madelyn, never giving her the chance to lock onto Arran with her deadly spells. As the battle opens, Madelyn moves relatively slow.



**TIP**

As Madelyn loses an essence, she becomes more vulnerable to spells of that school of magic.

**Nightcaster Attacks**

When the battle opens, the following spells can be cast:

**Light:** Primal Light

**Fire Attack:** Sky Fall Meteors, Sky Fall Comet, Fire Ward Barrier, and Lava Vein

**Water Attacks:** Winter's Fury Ice, Winter's Fury Flurry, Glacial Might Freeze, and Water Glyph Geyser

**Dark Attacks:** Venom Strike Adders, Dark Glyph Hex, Dark Arc Shock, and Steel Death Deathblow

Madelyn can only cast spells that she possesses the Essence for. As she takes damage, she will lose first the Light Essence, followed by the Fire Essence, Water Essence, and finally the Dark Essence.



The key to the battle lies in Thunder Split, Winter's Fury Hail, Steel Death Deathblow, and Sky Fall Comet. Every time you successfully hit Madelyn with any level three spell, she will give up a randomly-sized Health power-up.

As you inflict damage, the Nightcaster's power will wane, releasing Essences from his control. When you've inflicted 56 points of damage, the Nightcaster will lose the Light Essence. At 116 points of damage, the Fire Essence is lost. At 174 points of damage, the Water Essence is lost. Each time one of the Essences is lost, Madelyn's movement and rate of spellcasting increase. When you have inflicted 232 points of damage, the Dark Essence is lost, Madelyn perishes, and with her, the Nightcaster.

