

**BO**

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**REVISION HISTORY**

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# Chapter 1

## BO

### 1.1 How to Cheat Blood Omen: Legacy Of Kain

BLOOD OMEN: LEGACY OF KAIN

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#### 1. General Tips

1. When you enter a new town search every house. There you can find nifty items.
2. When you get the option to fly to the next dungeon, walk instead. There could be important items or spells on the way to the dungeon.
3. If you're almost dead, use a heart of darkness while you're alive instead of when you're dead. That way you'll get more blood.

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#### 2. Spells

Sanctuary : This spell returns Kain to his crypt. Use this spell when you're low on HP.

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- Light : Illuminates the whole area for a short period of time.
- Energy Bolt : Fires an energy bolt, which is very usefull. It isn't very strong, though.
- Repel : I think this is the best spell in the game. It protects Kain with an energy shield, making him invulnerable for a short period of time. Even to poison. I recommend using this spell very often. It's very usefull when fighting bosses, and enemies with poisonous attacks
- Inspire Hate: Causes enemies to attack themselves instead of Kain. Very usefull with lots of enemies around you.
- Stun : Stuns enemies with one blow, making it very easy for Kain to feed on them.
- Incapacitate: Stops an enemy in his tracks for a short period of time.
- Control Mind: With this spell Kain can take over any HUMAN mind until the body dies.
- Blood Gout : With this spell, Kain can drain blood from his enemy, without even hitting him. Be carefull though, you musn't use this spell on enemies who's blood is green. Always check the blood before using this spell.
- Blood Shower: Same as Blood Gout, but drains blood over a larger area striking all the creatures in that area.
- Spirit Death: A projectile, which seperates the soul from the body leaving your enemies dead.
- Lightning : Summons lightning to hit enemies. This spell must be used outdoors.
- Spirit Wrack: Same as Control Mind, but this spell allows Kain to control a creature's Spirit.

Spell	Location
Sanctuary	Kain's Mausoleum
Light	Shrine of Light
Energy Bolt	Energy Shrine
Repel	Coorhagen
Inspire Hate	Tunnels of Coorhagen
Stun	Bandit Cave
Incapacitate	Caves to Oracle
Control Mind	Mind Dungeon

Blood Gout	Blood Dungeon
Blood Shower	Vorador's Mansion
Spirit Death	Dark Eden
Lightning	Lightning Cave (full moon)
Spirit Wrack	Spirit Wrack

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### 3.Items

Heart of Darkness : When Kain has died, this item brings him back to life, with a small amount of blood. When Kain is alive, it gives him a larger amount of blood.

Flay : Blades, which track their enemies down, stripping the skin of their bodies

Implode : Causes an enemy to shrink, crushing every bone in it's body.

Slow Time : Causes enemies to move more slowly.

Font of Putrescence: Dissolves enemies into a poisonous pool.

Energy Bank : This item lets Kain use unlimited amount of Magic for a short period of time. After that period, Kain magic bar will be completely empty.

Pentalich of Tarot : A random mixture of 5 interesting deaths.

Anti-Toxin : Cures Kain of green blood, which is poisonous.

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### 4.Equipment

#### ARMORS

Iron Armor : This is the armor you begin with. It has no special powers, but offers the most protection against damage.

Bone Armor : This armor isn't very strong, but because you look like a skeleton, lower undead lifeforms won't attack you that fast.

Chaos Armor : This armor also isn't strong, but causes some enemies to receive the blows as well.

Flesh Armor : This armor is the weakest. It automatically drains the blood of slain enemies. Watch out for green coloured blood!

Wraith Armor: At night, this is the strongest armor. In day

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light, it's useless.

Armor	Location
Iron Armor	Start
Bone Armor	Tunnels of Coorhagen
Chaos Armor	Vorador's Mansion
Flesh Armor	Dark Eden
Wraith Armor	Avernus' Cathedral

#### WEAPONS

Iron Sword : This is strong weapon. It is also quick, but it is not the strongest weapon.

Spiked Mace : With this weapon Kain can strike two blows in a row. The second one stuns an enemy, so Kain can feed.

Axes : These are very strong. Push the button once and Kain will stike one time. Hit the button twice and Kain will strike two times. Hit it several times and he will strike several times. And if you go beserk on the button, Kain will go beserk too. You can't use a spell or items while using the axes.

Flame Sword : Use this blade to burn your foes. It's stronger than the iron sword, but when you've burned your enemies, you can feed on their blood.

Soul Reaver : This is the strongest weapon, although not the best. This blade tears the soul of an enemy apart. The two bad things of this weapon are, that it's two-handed and it uses magic points. The stronger the foe, the more magic points it uses.

My favorite weapon is definitely the flame sword. I know you can't drain blood, but if you play well, you won't need to.

Weapon	Location
Iron Sword	Start
Spiked Mace	Nupraptor's Retreat
The Axes	Malek's Bastion
Flame Sword	Flame Dungeon
Soul Reaver	Avernus' Cathedral

#### 5.Forms

Bat : This form allows Kain to travel to specific places of Nosgoth, where he has been ready. This could be a dungeon, town or landmark. Kain can't use bat form in a dungeon.

Wolf : With this form Kain moves a lot faster and can jump over obstacles. When fight however, he is very slow.

Disguise: At first Kain has the disguise as a peasant. With this disguise he can talk to normal people. The form can be upgraded to "Beguile", giving him a look of nobility.

Mist : This form allows Kain to move over water, through some doors and cracks in walls. This form needs the most amount of magic points to contain.

Form	Location
Bat	North/west of Energy Bolt Shrine
Wolf	Wolf Cave
Disguise	Gypsy Camp
Mist	House of Mist

## 6.Special places of Nosgoth

Mooncaves : These cave only open when the moon is full. As soon as dawn breaks they close. When you're walking in a mooncave and the sun is coming up, it closes when you leave the cave.

### Locations of Mooncaves:

1. South of Nachtholm
2. East of Nachtholm
3. North of Steinchencroe
4. South of Coorhagen
5. South/west of Beguile cave exit
6. West of William the Just's Stronghold (present)

Caves of Spirit forges: In these caves you can get artifacts if you sacrifice a bit of your own blood. These caves can often be found in a mooncave.



Location	Artifact	Secret
North/west of Wolf Cave	Flay	Yes
Termogent Forest	Anti-Toxin	Yes
Third Mooncave	Implode	Yes
Fourth Mooncave	Font of Putrenscense	Yes
Fifth Mooncave	Slow Time	Yes
South of Dark Eden	Heart of Darkness	Yes
Sixth Mooncave	Pentalich of Tarot	Yes

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THE END

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## 8. THE BOSSES

Below is a list of bosses throughout the game.

1. Name : Nupraptor the Mentalist  
 Location: Nupraptor's Retreat.  
 Fighting: Nupraptor the Mentalist attack by shooting  
 Way to : The row of energy balls he fires at you consists  
 defeat of green balls and two purple balls. The green balls don't fade , but the purple ones do. At this point walk through the row and move slowly towards Nupraptor. When you reach Nupraptor, you'll be able to hit him once. Then he will teleport to the other side. Do the same thing again. After you hit him about 5 times, he will teleport to the center. Now you need one hit to kill him. Just walk up to him and give him a good slash with your iron sword.
  2. Name : Malek the Damned Warrior  
 Location: Malek's Bastion  
 Fighting: Malek fights with a Polearm. He walks around very  
 Way to : To defeat Malek equip the iron sword, Now hit him  
 defeat four times in a row (pushing attack button rapidly). He'll fall to the ground (if he doesn't, hit him another four times). Every time he stands up he will shoot two homing energy projectiles and three straight ones (diagonal and vertical). After that, he will continue to walk around trying to hit you. When you've hit him three times to the ground, he will go to the center of the area and fire a very destructive energy wave. The only thing you can do now is flee to the south/east corner.
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3. Name : Bane  
Location: Dark Eden  
Fighting: Since Bane is a wizard of Nature he turns land  
Way to : The fact that Bane turns land into water isn't a  
defeat problem, because you could change to mist. But  
when you're in mist form, you can't do anything  
else. So I suggest you take out Bane as fast as  
you can. First equip the flame sword. Then use  
the repel spell to reflect Dejoule's energy  
bolts. The only thing you have to do is hit Bane  
a lot of times and he will die.
4. Name : Dejoule  
Location: Dark Eden  
Fighting: Dejoule doesn't do much really. She just stands  
Way to : After you killed Bane, it's Dejoule's turn to  
defeat die. Dejoule is the easiest boss to defeat. Again  
use the repel shield and walk to the edge of the  
land so that you can see her. Now you can either  
throw flay's or energy bolts. If you haven't got  
enough flay's, throw energy bolt and if you  
haven't got enough magic power for that either go  
stand in the east near the door to the teleporter  
and wait until you have enough magic power. Just  
keep throwing one of the two at Dejoule's shield.  
which will disappear and keep throwing until you  
hit her. After a few hits, she will die as well.
5. Name : Azimuth the Planer  
Location: Avernus' Cathedral  
Fighting: Azimuth summons two Demons at the time to kill  
Way to : First use the repel shield against her homing  
defeat energy bolts. Then equip the soul reaver, which  
you have by now and make sure you magic bar is  
completely filled. Don't waste your magic power  
on the demons Azimuth summons, when you kill them  
she just summons two more. Walk to Azimuth inste  
ad, and with a full magic bar one good blow would  
be enough to slay her. If you're to slow she will  
teleport to the other side. Just try again and  
again until you hit her. When she's dead kill the  
two demons. There shouldn't be any problems  
killing them.
6. Name : Elzevir the Dollmaker  
Location: Dollmaker's Mansion  
Fighting: Elzevir fights quite the same as Azimuth, but he  
Way to : The way to defeat him also is the same as Azi  
defeat muth. The only differince between the two is that  
you need a lot more that one magic bar to kill  
Elzevir with the soul reaver.
7. Name : William the Just
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Location: William the Just's Stronghold  
 Fighting: William the Just is one of the hardest enemy  
 Way to defeat : What can I say. Use the repel shield a keep hitting him with as much as you 've got. The soul reaver works, well, but you need to fill you're magic bar. The flame blade would be better, because you can use magic while being equipped with it. When you've defeated him a bunch of gaurds will attack you, but with the repel shield on, they can't harm you.

8. Name : Mortanius  
 Location: The Pillars  
 Fighting: Mortanius isn't that hard to defeat  
 Way to defeat : Put on a repel shield (as soon as you have this shield use it very often) and hit Mortanius with the soul reaver or flame sword.

9. Name : The Dark Entity  
 Location: The Pillars  
 Fighting: The Dark Entity uses his own body to attack.  
 Way to defeat : For the last time use the repel shield. When the Dark Entity comes up, you won't get hit. Now strike him as many times as you can untill it drops back in the earth. The flame sword and the soul reaver are the best weapons you can use to fight him.

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## 9.The Pillars

In order to restore the pillar, you need to bring an item from that person and lay it in front of the pillar. Only then will the pillar be restored.

Pillar of	Token	Location Item
The Mind	Nupraptor's Head	Nupraptor's Retreat
Conflict	Malek's Helmet	Dark Eden
Energy	Dejoule's Cloak	Dark Eden
Nature	Bane's Headdress	Dark Eden
Dimension	Azimuth's Third Eye	Avernus' Cathedral
Time	Mobius' Hourglass	After death of Vorador
States	Anarcrothe's Scales	At the Pillars at the end
Death	Mortanius' Death Orb	At the Pillars at the end
Balance	N/A	When finished the game

The Pillar of Balance is the last pillar that needs to be restored and can only be restored if you defeat the Dark Entity.

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 11.Secrets

Location	Secret
1. Shrine of Light	- At the entrance, walk right and walk in the south-east corner. A wall will open giving you a Ancient Vile.
2. Shrine of Light	- Almost at the end of the dungeon you'll see a pillar, with a red glow around it. It's a swith, which opens the two door at each side.
3. Spirit Forge	- North/west of the Wolf Cave there is a cave of spirit forge, enter it and walk to the chamber to get the secret.
4. Cemetary	- East of the small shrine near the Mausoleum, there can be found a flay. Use Lupine form to jump over the fence.
5. Cemetary	- Same as secret 4, but walk south and take the vial of blood.
6. Small Shrine	- In the shrine you'll find two small boulders lying in two symbols of blood. Push the boulders of their swithes (you'll need increased strenght) and a secret door will open to you south/east.
7. Nupraptor's Retreat	- After the four tests, at the first crossing, go south and push the lever, which will open a door to the west of the crossing.
8. Cave east of Steinchencr'e	- Simply walk to the statue of the four-armed demon. You'll have another secret
9. Cave east of Steinchencr'e	- Break the statue with the spiked-mace. Explore the dungeon to get the secret. Just walk, until you hear the sound.
10. West of Vasserbhnde	- Smash the stone west of Vasserbhnde and obtain the items.
11. North/west of Vasserbhnde	- Same as secret 10. Smash the rock and get the items.
12. Coorhagen	- In order to get the Inspire Hate spell, go to the area with the female ghosts. Open every door and then pull the chain (to open the first door) again. Now a Secret door will open to the dungeon.
13. Malek's Bastion	- When you enter the Bastion, step on the right switch, which will open the door to the right.
14. Malek's Bastion	- After going into the door of secret 13, walk all the way (just keep going up), until you come in a room with four levers. Pull the first and the last one down and a door will open to the globe. switch the lever and there will be no more ghost-gaurds in the Bastion.
15. Cave north of	- Use mist form to walk over water and

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- Nachtholm go into the cave. You'll be teleported to a location with lots of items.
16. South/west of Vasserbhnde - Change to mist form and exit to the south. Go west walking over water. You'll get a Symbol of Power and two other items.
17. Termogent Forest - In the Termogent Forest (flame dungeon) go to the spirit forge cave to the north
18. Mind Dungeon - When you enter the dungeon, exit north. Walk on until you get the control mind spell. Go back until you see three red men with a mace. Use flay's to kill two of them and you the spell the control him. Walk on and pull the swith. Walk back (still contolling him) and take the item.
19. Mind Dungeon - Same as secret 18, but do the same thing to your right (three guys with swords).
20. Mind Dungeon - Go to the location where the skulls in the wall are, which shoot arrows. pass them. Now pull the switch and go back. Take your right and take control of the guy who is standing there. Walk north, Avoid the axe and take the Heart of Darkness.
21. Vorador's Mansion - At the second red triangle on the ground go east. Take control of the gypsy's body and pull the switch. Now go back to the triangle as Kain and the door to the left will be opened.
22. Vorador's Mansion - Having complted secret 21, exit south through the now-opend door. Fight and kill the werewolf, take the items and walk through the door in mist form. Then, take the symbol of Power to get the secret.
23. Vorador's Mansion - At the area with the first spikes you see (with the two gypsies on shooting at from the side) there is a secret button at the third pillar, which opens a door to the east (you can see the secret area on you overhead map).
24. Vorador's Mansion - At secret 23, walk trough the door. At the next door, there is a secret button to the left. This button will open a secret door to the south/east of here. (again, look on your map).
25. Vorador's Mansion - When you get the Chaos Armor, walk north. There's a secret button near the pillar. Then take control of the gypsy's mind and walk through the secret door.
26. Vorador's Mansion - In the big room with the after you found the blood shower spell, head north. There should be a secret button on the wall to the north, which opens a door to the west
27. Vorador's - After secret 26, exit in the door to the
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- Mansion west. You'll enter a room with two ghouls and four meals (chained victims). Again there's a button, which reveals a door next to the button from secret 26.
28. Vorador's Mansion - On your way you'll find an ancient chronicle of Vorador. right to it is a secret button, which opens a door to the south.
29. Vorador's Mansion - As secret 28, take control of the gypsy and walk all the way south and finally exit. In the room you'll enter there's a button to your left, which will reveal a door left of the chronicle (secret 28).
30. Vorador's Mansion - In Vorador's dining room, walk to the north/west corner. Walk through the wall in mist form (there's a part where you can walk through).
31. Vorador's Mansion - Still in his dining room, walk through the door to the east. You'll see a green glow next to the pillar to the north. That's because there is a secret button.
32. North/west of Uschtenhiem - Here you can find one implode. It's not much, but it's a secret.
33. North of Uschtenhiem - From secret 32, go north and then east using lupine form. There should be 2 Pentelich's of Tarot. Take the first one for secret 33.
34. North of Uschtenhiem - Take the second Pentelich of Tarot from secret 33, take get another secret.
35. Lava Cave - Use the control mind spell to control the guy in the north/west and pull the switch.
36. Shrine south of the small shrine - When you enter this shrine, you'll find a teleporter, which teleports you to the shrine located east from here.
37. Ziegstuhl - Enter the tavern, kill the people who attack you and transform to wolf. behind the counter you'll see a red glow, which is a button. Push it. You don't have to enter the secret door, because it just leads to the first spirit forge cave (unless you haven't been there yet)
38. Town of Avernus - In the area where you encounter a grey demon for the first time, there is a house, from which the door is half smash (north of where the demon stands. Enter the house in mist form. There are two grey demons and a slow time inside the house.
39. Town of Avernus - From secret 38, walk east, there a crack in the wall next to the door. Again use mist form to walk through the wall. Exit south in the small room you enter. Now you're in a big sewer. South/west of where you're standing now is a heart of darkness, which is a secret.
40. Town of Avernus - From the beginning of the sewer of
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- secret 39, there is another stairway, which leads to another small room with a crack. Again walk through the crack in mist form and take the items. One of them is a secret.
41. Town of Avernus - Again from the big sewer, but now exit through the door to the south in mist form. In the second sewer area there is a secret slow time to the east.
42. Town of Avernus - In the second sewer area of secret 41, exit by taking the other stairs. Walk through the crack (I think you know how by now). Kill the red demon and get the slow time that lies in the chamber to the north.
43. Avernus' Cathedral - At the end of the cathedral, walk into the room to the east. In the south/east corner there's a doorway to a secret room containing lots of items.
44. Isle of the Dead - Go to the house of mist and walk west to the water. Now cross the water in mist form and exit west. You'll see a small island with a teleporter. Return here when the moon is full. At that time, go into the teleporter. You'll be teleported to the serpent temple. Since the moon is full the door is open. Now walk through the door.
45. Serpent Temple - In the big area with the ice walk to the north/east corner, there's a secret button on the ground.
46. Serpent Temple - Same as secret 45, but in the north/west corner. Having completed both secret 45 and 46 opens the door in the same area.
47. Serpent Temple - In the area behind the door of secret 46, there is a statue of a snake in the center, which is a secret switch.
48. Serpent Temple - From where you entered the Serpent Temple, walk all the way south. Then enter the first temple to the north. In that temple there's another statue in the first right corner.
49. Serpent Temple - Same as secret 48, but in the upper right corner.
50. Serpent Temple - Same as secret 48 and 49, but in the upper left corner. Having switched the buttons of secret 48, 49 and 50 opens the door.
51. Serpent Temple - Go outside the temple of secret 48, and go into the temple right above it. At the entrance there is a button to the left.
52. Serpent Temple - After you push the button at secret 51, walk to the right and take control of the guard's mind, now walk north and push the button to open the door to the
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- teleporter.
53. Serpent Temple - Walk into the teleporter, while still controlling the guard. North of the teleporter is a button.
54. Serpent Temple - Same as secret 53, but push the next button on your way.
55. Serpent Temple - Same as secret 54.
56. Serpent Temple - Same as secret 54.
57. Serpent Temple - Same as secret 54.
58. Serpent Temple - Same as secret 54.
59. Serpent Temple - Same as secret 54.
60. Serpent Temple - Go to the temple in the center. Use the control mind spell to take control of the wizard to the left. Now push the button to the north.
61. Serpent Temple - Same as secret 52, but do the same thing to the wizard to the right.
62. Serpnet Temple - Enter the door that opened after you completed secret 52 and 53. Go left and take you first right. There should be a button.
63. Serpent Temple - Same as secret 54, but now go right and take your first left.
64. Spirit Forge - North of Steinchencroe is a mooncave in the cave is a spirit forge, which is a secret.
65. Spirit Forge - Same as secret 64, but at the mooncave located south of Coorhagen.
66. South of Beguile cave exit - Here is a cave, which contains a few items.
67. South of Beguile - Push the large brown boulders, then walk on and push the large grey boulder. At the end are a few Pentalich's of Tarot.
68. East of Steinchencroe - Push the grey boulder and exit to the east.
69. South of Willendorf - Walk to the island in mist form. There are four Hearts of Darkness and an magic orb.
70. North/east of - Left of the cave is a path which leads to the camp with the purple tents. There are a few Hearts of Darkness there.
71. North of village near Willendorf - Enter the house. There you'll find a teleporter, which teleports you to the fifth mooncave.
72. Spirit Forge - After secret 71, press the button to open the door.
73. Spirit Forge - Fly to the Dark Eden in bat form. At the place where you land exit south. Keep walking south and exit south again. On your overhead map, you'll see there is a big door to the south/west. When the moon is full this door will open. It will lead to a cave containing a spirit forge.
74. Lightning Cave - Fly to the Dark Eden again and enter
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- the cave you land before. When you exit the cave on the other side, walk to the landmark. Just above it is another door which only opens at full moon. Behind it is the dungeon where you can get the Lightning spell.
75. South/west of Elzevir's Mansion - From the Dollmaker's Mansion, walk west, then south. You'll see an magic orb and some items.
76. South of Elzevir's Mansion - From secret 75, walk south, you'll find another magic orb and a Heart of Darkness.
77. South of Elzevir's Mansion - From secret 76, walk a bit to the east and take your first to the south. There you'll find a blood vial and yet another magic orb.
78. Island south of Elzevir's Mansion - South of Elzevir's Mansion is a small island covered with ice. There you should find a few items, which are a secret.
- 79 East of Nachtholm - Enter the mooncave when the moon is full. You will get another secret.
- 80 West of William The Just's Str. - Same as secret 79. Inside is a Spirit Forge, which will give you a Pentelich of Tarot. (mooncave 6)

Back to Main Menu  
Back to ABC SubMenu

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