



PlayStation

PAL



**LEGACY of KAIN**  
**SOUL REAVER**



CRYSTAL  
DYNAMICS

EIDOS

PlayStation®

# LEGACY of KAIN SOUL REAVER

THEY SAY THE DEAD KNOW  
NO PAIN... THINGS ARE  
ABOUT TO CHANGE!



Cast down to the material world, the mysterious entity Raziel seeks vengeance for betrayal by his master Kain. He must slay his undead brethren; only then can he absorb their souls for the energy he craves. Moving between the spectral and material plane, Raziel must negotiate puzzles, overcome traps and defy blood-chilling enemies to reach his goal - the final battle with Kain!



- Bloody hand to hand combat, exploration and puzzle solving.
- As Raziel shifts between planes the world 'morphs' around him!
- Stunning gothic architecture with Hi-resolution graphics.
- Streams directly from disc - huge levels with little loading!

**9/10**  
Official PlayStation



**EIDOS**

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- 1 Player
- Memory Card 3 blocks
- Analog Control Compatible
- Vibration Function Compatible

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COMPACT  
disc



For Ages - Pour Ages - Para Años - Für Jahre - Per Anni

3-10

11-14



15-17

18+

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PAL

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SLES-01301



PlayStation

PAL

COMPACT  
disc

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# LEGACY OF KAIN SOUL REAVER

PS2




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













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# CONTROLS (DEFAULT)

## General

 button	Start game; pause/resume
 directional buttons	Select Menu item
 button	Accept menu selection

## Gameplay

directional buttons	Move Raziel while running, flying, climbing or swimming
left stick	If you are using an Analog Controller (DUAL SHOCK) and have it in Analog Mode (LED:Red), you can use the left stick to move Raziel in his enviroment
 button	Jump/swim
 button +  button	High jump/speed burst underwater
Jump then press and hold the  button	Raziel will use his wings to glide
 button	Action button. Press the  button to: Attack/Manipulate objects, doors and switches/Select spell from the glyph menu
 button	Press the  button to grapple stunned enemies/Perform fatal blows on stunned enemies/Aim and shoot projectiles
 button	Devour soul
 button	Crouch
 button	Sneak/Auto-face the nearest enemy/press to change enemy facing
 button and  button	Rotate camera around Raziel. Press the  button and  button to enter look-around mode.
 button	Press to open the glyph menu. Press again to close the glyph menu.

## SETTING UP

1. Set up your PlayStation® game console according to its instruction manual.
2. Make sure the power is off before inserting or removing a disc.
3. Insert the LEGACY OF KAIN: SOUL REAVER disc and close the disc cover.
4. Insert your Controller and turn on the console.

**WARNING:** It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

## STARTING A GAME


To start a game of Legacy Of Kain: Soul Reaver, select **START GAME** from the main menu and press the **X** button. You will be given the option to start a new game or, if you have a **MEMORY CARD** containing a saved game inserted in **MEMORY CARD** slot 1, you will be able to load and resume this.

*Note: If you resume a saved game you will begin at a central position in the game, but all of Raziel's earned powers and the state of the world of Nosgoth (including activated Warp Gates) will be as you left them.*

## OPTIONS

Select **Options** from the main menu and press the **X** button. In the **Options** menu you can adjust sound and music volumes and, if you are using an Analog Controller (**DUAL SHOCK**), you will be able to turn the **Vibration** function on and off.

## PAUSE MENU

To pause the game, press the  button at any time during play. A menu will be displayed which will allow you to **Save** the current game, **Adjust** sound options, **Continue** the game or, if you are using an Analog Controller (**DUAL SHOCK**), you will be able to turn the **Vibration** function on and off. Select an option and press the **X** button.

# SAVING THE GAME

You can save your current game of Legacy Of Kain: Soul Reaver at any time during play.

## TO SAVE A GAME:

- Make sure you have a MEMORY CARD inserted in MEMORY CARD slot 1.
- Pause the game in progress.
- Select SAVE GAME from the Pause Menu and press the X button.
- If you already have a Legacy of Kain: Soul Reaver save game on your MEMORY CARD, you will have the option to overwrite it. If not, you can create a new save.

*Note: To save your progress in Legacy Of Kain: Soul Reaver, make sure you have a MEMORY CARD with at least THREE free blocks inserted in MEMORY CARD slot 1.*

## LORD KAIN AND THE STORY OF NOSGOTH

### Dark Gods

A millennium has passed since Lord Kain set his capital in the ruins of the Pillars of Nosgoth and began his conquest of the world. His first act was to recruit a cadre. Dipping into the underworld, Kain snared six souls and thus birthed his lieutenants of which I, Raziel, was one. We, in turn prowled the twilight of purgatory building six legions of vampires to pillage Nosgoth.



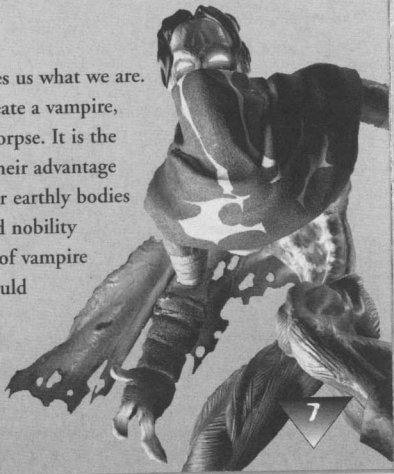
The destruction of the major human Kingdoms was inevitable. Within a hundred years, humanity had been thoroughly domesticated. To be sure, there remained some feral humans scattered across the hinterlands, clinging to their hopeless holy war to rid Nosgoth of 'the vampire scourge'. They were tolerated. They made existence for the fledglings more challenging.

After the taming of the humans, our real work began; shaping Nosgoth to our will. Around the Pillars, slaves constructed a shrine worthy of our new age, worthy of our new renaissance. Huge furnaces were built to belch smoke into the sky, shielding the land from the poisonous effects of the sun. Never had the world known a time of such beauty. However, we grew bored.

We allowed the remains of the legions, the lesser vampires, to have their intrigues. They provided amusement and spice to an increasingly uninspired court. As faction fell against faction we bet upon the outcome. We helped and foiled plots at our whim. We were the Council and Lord Kain, our only master.

## Raziel

The humans think it is a poison of the blood that makes us what we are. Fools, the blood only feeds the bodies we live in. To create a vampire, one must steal a soul from the abyss to reanimate the corpse. It is the body that demands the blood sacrifice; our souls gain their advantage from the powers of the underworld. As we matured, our earthly bodies evolved into a higher form. We assumed the powers and nobility of the Dark Gods. With each change, the trivial affairs of vampire and man held less interest. Always, it was Kain that would change first. After the master had experienced a new gift, one of us would follow in a decade or so. That is, until I had the audacity to evolve before my master. I was gifted with wings. And for my impertinence I was damned.



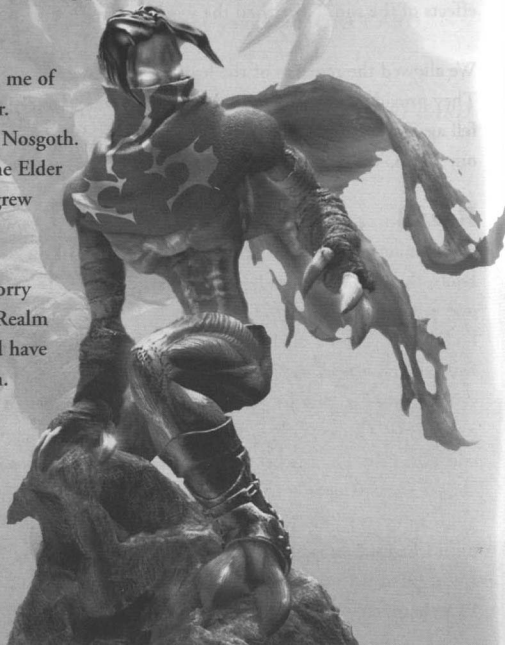


## The Elder

To us the touch of water is agony; it burns our flesh like acid. My punishment was to be cast into The Lake of the Dead, our execution ground for traitors and weaklings. As my brethren heaved me into the air I could see the bemused expressions on their faces. The transitory thrill of something new. Then the pain. Melting, twisting, burning, falling. A new experience indeed. Time. I have no concept of how long I fell. Only that there was an end to the fall and through the pain I heard the voice. At first I thought it merely the echoes of my own tortured mind, but I grew to understand that it was more. Something primal. Something angry. Something righteous. Something ancient.

The Elder explained much to me. It told me of creation, of death, of souls and of hunger. For eons the Elder fed upon the souls of Nosgoth. Then Kain's vampire dynasty deprived the Elder of sustenance. For centuries his hunger grew and festered in this place.

The Elder offered me a solution to my sorry existence - if I would stalk the Material Realm slaying my former brethren then I would have the chance to avenge myself against Kain. How could one refuse such an offer?



# THE SPECTRAL AND MATERIAL REALMS

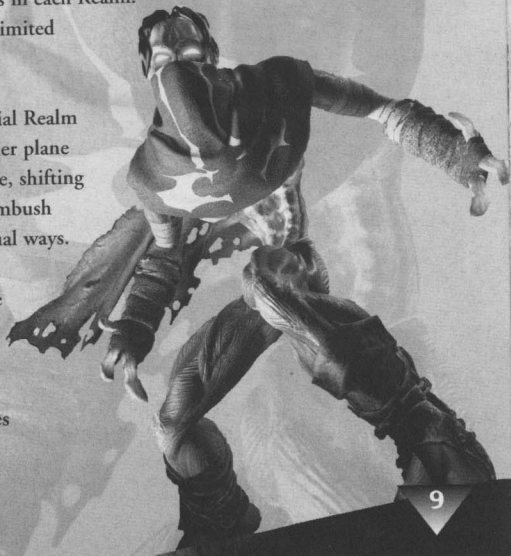
Raziel dwells on two planes of existence. The Material Realm: the world of the living and the Spectral Realm: the world of the dead. After being executed by Kain, Raziel was transformed into a creature of the Spectral Realm.

The Spectral Realm is a darker, more twisted version of the Material Realm. As Raziel passes from one Realm to the other, the World around him twists and re-shapes itself. Places and items which are unattainable to Raziel in one plane may be attainable in the other.

Raziel must face a different set of enemies in each Realm. Some of the Clan Leaders even have the limited ability to shift between planes.

In the Spectral Realm, time in the Material Realm stands still. Raziel's ability to exist in either plane can be used to his advantage. For example, shifting into the Spectral Realm can be used to ambush enemies and manipulate objects in unusual ways.



While in the Material Realm, Raziel's life energy is constantly drained and he must feed on the souls of his enemies to maintain his health and remain in the Material Realm. If he is damaged, or does not feed, Raziel will be pulled back into the Spectral Realm.





In the Spectral Realm, Raziel's energy recovers slowly and he can speed his recovery by feeding on souls to regain his strength and once more brave the perils of the Material Realm to continue his mission of vengeance. Raziel can gain energy in the Spectral Realm from the Lost Souls and the souls of the various creatures that live off them.

Raziel is unable to affect material objects such as blocks in the Spectral Realm.



To return to the Material Realm Raziel must be at full health and find a portal. Enter the portal and press the  button, choose the Realm shift icon then press the  button to shift realms.



To shift from the Material to Spectral Realms at any time, press the  button, choose the Realm shift icon and press the  button.

## HEALTH



The health meter in the lower right-hand corner of the screen shows Raziel's strength. The capacity of this meter in the Material Realm can be increased by finding Health power-ups which are scattered throughout Nosgoth.

- Raziel must be at full strength before he can shift to the Material Realm.
- If Raziel has obtained the Soul Reaver, it will only appear once he is at full Material strength.
- In the Spectral Realm the strength of Raziel's enemies is shown by an aura.
- If Raziel's Material strength runs out, he is cast back to the Spectral Realm. If his Spectral strength expires, then he is forced back to the Elder God room to recover.

# ABILITIES

## Gliding

- To glide press the **X** button to jump and then press and hold the **X** button in mid-air.
- Release the **X** button to drop to the ground.
- Hold the **R1** button while gliding to glide straight down.

Raziel can gain additional lift by gliding over updrafts or thermals of warm air where they occur.

## Picking up & carrying objects

Raziel can pick up a variety of objects. Objects can be used as weapons or for other purposes. Objects generally fall into the following classes: two-handed staff weapons, two-handed blunt objects and torches.

- To pick an object up stand next to the object and press the **□** button to grab it.

Keep your eyes open for hidden objects, like fence-posts and window bars which can be pulled apart and used as weapons.

- To put down an object hold the **L1** button and then press the **□** button.

Raziel cannot swim, glide, grab onto edges or manipulate objects if he is holding a two-handed blunt object.

*Note: Weapons and other carried objects cannot be carried between Realms. Raziel will drop anything he is carrying when he shifts Realms. Raziel cannot pick up objects in the Spectral Realm.*

## Manipulating objects

Raziel can manipulate a large number of objects including doors, switches and blocks.

- To manipulate an object, stand near to it, face it and press the □ button.
- To shove a block, stand near to it, face it and press the □ button.
- To embed Raziel's claws into a block, stand near to it, face it and press and hold the □ button.
- Release the □ button to release the block.

While Raziel's claws are embedded in a block press the ↑↓←→ directional buttons (or use the left stick if you are using the Analog Controller (DUAL SHOCK)) to move the block. As long as the □ button is held, Raziel will keep his claws in the block.

- To flip a block, stand next to it, hold the **L1** button and press the □ button.
- Adjacent blocks can be stacked by flipping one block on top of another.
- Not all blocks can be flipped.

*Note: Non-block objects can be manipulated using the same commands. Raziel cannot manipulate objects in the Spectral Realm.*

## Soul Devouring

Raziel can devour the souls of his victims to gain strength. Lost Souls are also a valuable source of energy. Raziel can also devour disincorporated Spectral enemies. Non-combatative human victims (i.e. Villagers and worshipful vampire hunters) can have their souls devoured without being damaged or killed first.

- Press and hold the ○ button to devour souls.
- Press and hold the ○ button when close to a non-combatative human to suck some or all of their soul.

## Sneaking

Hold the **R1** button while moving to sneak. This makes it easy to move over precarious terrain and to sneak up on enemies.

## EARNED ABILITIES

All of these abilities are gained by devouring the souls of clan leaders in the game, or are learned.

### Phase Through Gates

This earned ability allows Raziel to phase through otherwise impassable barriers (eg, fences, gates and grates) when in the Spectral Realm. While in the Spectral Realm push against a gate and Raziel will dematerialize and phase through it.

### Scale Walls

#### TO SCALE WALLS:

- Jump onto a scale-able wall surface and Raziel will grab the wall with his claws.
- Press the directional buttons (or use the left stick if you are using the Analog Controller (DUAL SHOCK)) to scale the wall.
- When Raziel reaches a ledge at the top of the wall, he automatically climbs up.
- To drop off a wall press the **X** button.

*Note: Raziel can't scale walls while in the Spectral Realm and Raziel can't engage in combat while scaling a wall. Avoid enemies, or dispatch them before climbing. Only certain wall types are scaleable. Rough, organic, crumbly or mortared stone walls cannot be climbed.*

## Telekinetic Force Projectile

When not carrying the Soul Reaver or another item, Raziel can gather and throw a ball of telekinetic energy. Enemies and moveable objects are shoved backward when the sphere of force hits them. Fragile or breakable items like windows and wooden barriers are shattered by the impact of the force projectile. The projectile itself does little damage, but enemies can be forced into damaging or fatal environmental elements. For example they can be slammed into a wall or pushed into water or fire.

- Hold the  $\Delta$  button to form the projectile.
- Release the  $\Delta$  button to throw the projectile.

*Note: The force projectile can be auto or manually aimed, like any other projectile (see Aiming Objects and Projectiles on Page 16 for more details). The projectile only does damage to objects in the Material Realm.*

## Swimming

Raziel is unable to swim at the start of the game. Falling into water while in the Material Realm immediately causes him to shift into the Spectral Realm. While in the Spectral Realm, Raziel can walk on lakebeds and canal floors, but he cannot reach higher areas. Once he earns the ability to swim, Raziel can access previously unreachable tunnels and platforms.

- Press the  $\times$  button to swim.
- Use the directional buttons (or use the left stick if you are using the Analog Controller (DUAL SHOCK)) to orientate Raziel
- Press the  $\times$  button repeatedly to swim quickly.
- Hold the  $\times$  button to swim at a constant speed.
- Hold the **L1** button and press the  $\times$  button to propel Raziel more quickly through the water or as a charge attack.

When on the surface of the water, press the **↑** directional button (or use the left stick if you are using the Analog Controller (DUAL SHOCK)) to dive and then press the **×** button to swim downwards.

To climb out of the water swim to the edge and press the directional buttons (or use the left stick if you are using the Analog Controller (DUAL SHOCK)) toward the edge to make Raziel climb out of the water. To jump out of the water in more inaccessible places, swim to the edge, hold the **L1** button and press the **×** button

*Note: While in water, Raziel's combat moves are limited.*

## Constrict

Raziel acquires the ability to constrict enemies and rotate certain objects with a band of energy. This ability works in both the Material and Spectral Realms. However, only enemies can be constricted in the Spectral Realm. Constricted vampires may be reduced to a stunned state and most humans are killed. For example a gear can be turned or a sundial rotated. Objects can be rotated clockwise or anti-clockwise, depending on the direction Raziel runs around the object.

### TO CONSTRICT:

- Run Raziel around an object or enemy making a complete circle. (use the left stick with the Analog Controller (DUAL SHOCK)).
- Raziel will then begin to trail a band of energy.
- Complete a second successful revolution around the object or enemy and the energy band will constrict around the victim or object.

*Note: Not all objects can be constricted. The band of energy will only appear when Raziel runs around an object which can be constricted.*



# COMBAT

A vampire must be stunned before a fatal blow can be administered. To stun a vampire Raziel must connect with several consecutive hits. A fatal attack can be performed in many different ways.

## Throwing Enemies



- Press the  $\Delta$  button to pick up a stunned vampire.
- To carry an enemy hold the  $\Delta$  button. Enemies will eventually struggle free if Raziel tries to carry them too far.
- Release the  $\Delta$  button to throw a vampire into an environmental hazard like fire, water, a spiked wall or sunlight to destroy them.

## Throwing staves and other objects

- Press and hold the  $\Delta$  button while carrying an object to prepare to throw it.
- Release the  $\Delta$  button to throw the object.

*Note: Raziel will attempt to auto-aim the object for you.*

## Aiming Objects and Projectiles

Raziel can throw any object that he is carrying.

- Press and hold the  $\Delta$  button to auto-aim the object at the nearest enemy.
- Release the  $\Delta$  button to throw the object.

### TO MANUAL AIM:

- Press and hold the  $\Delta$  button and then press and hold the **L2** button and **R2** button to manually aim the object.
- Release the  $\Delta$  button to throw the object.

## Impaling



Raziel can also discover weapons that he can use to impale enemies.

- To pick up a weapon, stand near to it and press the **□** button.
- Press the **□** button to attack with the weapon.
- Press the **△** button to impale stunned vampires.

## Torches



Raziel can set fire to stunned enemies with a carried torch.

- Press the **□** button to attack with the torch.
- Press the **△** button to ignite a stunned vampire.

## Autoface

If you hold the **R1** button Raziel will automatically face his nearest opponent. Press and hold the **R1** button again to shift Raziel to the next closest opponent.

## Combination attacks

- Press the **□** button to execute Raziel's basic attack.
- Press the **□** button again before the attack ends to make Raziel perform a more powerful attack.
- Press the **□** button a third time to perform a final powerful strike.

*Note: Raziel has different attacks depending on the weapon he is using.*

## Lunge attacks

Lunge attacks cover a greater distance than any single combination attack and do more damage.

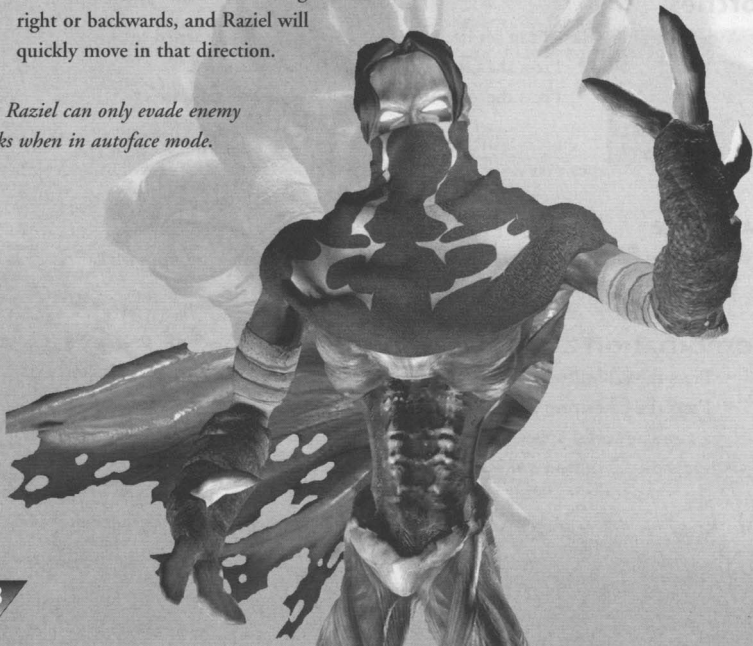
- Press the  button while moving forward to execute a lunge attack.

## Evasive Manoeuvres

Raziel can dodge enemy attacks, and move into position to deliver his own counter attack with this skill.

- Press the X button whilst moving left, right or backwards, and Raziel will quickly move in that direction.

*Note: Raziel can only evade enemy attacks when in autoface mode.*



# WARP GATES

Warp gates allow Raziel to travel quickly through the world of Nosgoth. Raziel can only travel between activated warp gates. When Raziel first encounters a particular warp gate it is off and needs to be activated. To activate the warp gate, step onto the circle symbol on one of the platforms on either side of the warp gate. The symbols will begin to glow, and the warp gate will now be activated permanently. Raziel can now step through the warp gate to be transported to the location on the other side.



This location is indicated by the symbol on the wall in front of Raziel, (inactive warp areas are displayed in grey). Raziel will not be able to warp to these locations until he has activated their warp gates.

## TO SWITCH TARGET LOCATION BEFORE USING THE WARP GATE:

- Press the  button while standing on the glowing circle symbol.
- Press the  or  directional buttons (or use the left stick if you are using the Analog Controller (DUAL SHOCK)) to select the location you want to travel to.
- To cancel your selection, press the  button again.
- To confirm the location, walk Raziel through the gate to arrive at your chosen destination.

*Note: When you locate a new gate make a note of the symbol for that region, to make it easier to return there later.*

# THE SOUL REAVER

The Soul Reaver is the only weapon in the game that Raziel can carry between Realms. In addition, the Soul Reaver evolves throughout the game, acquiring new, powerful attributes.

Raziel must acquire the Soul Reaver during the course of the game. Even after acquiring the Soul Reaver Raziel must be at full health in the Material Realm for the Soul Reaver to appear. As long as Raziel stays at full health in the Material Realm, the blade remains. While Raziel holds the Soul Reaver, his energy no longer drains away. However, if Raziel is damaged the Soul Reaver will disappear.



In the Spectral Realm, the Soul Reaver is always active and maintains its spectral form. The Soul Reaver also has the power to fire projectiles.

- Press the  button to perform slashing attacks with the Soul Reaver.
- Hold the  button to charge the Soul Reaver.
- Release the  button to fire the projectile.

When Raziel finds the Fire Forge, he can baptise the Soul Reaver in it and the blade will become imbued with Fire. Once baptised, the blade can be re-imbued at any time by passing it through a fire source.

If Raziel is damaged and the Soul Reaver disappears it must be re-imbued with Fire when Raziel returns to full health and the Soul Reaver reappears. When the Soul Reaver is charged with Fire, vampires are burned by its slashes and its projectiles will set them alight.





*Note: In the Spectral Realm, the Soul Reaver cannot be elementally imbued.*

# GLYPHS

There are seven Glyph Altars hidden throughout Nosgoth. Each ancient altar is associated with an elemental 'glyph' (or spell). Once Raziel has solved the puzzle of a Glyph Altar, he is awarded with an elemental glyph. Glyphs go permanently into his Glyph Spell Menu.

Glyphs invoke powerful elemental energies that damage multiple enemies. Glyphs have varying ranges. To cast the different glyphs, Raziel must find and expend glyph energy. Glyph energy is scattered throughout Nosgoth. Glyphs cost differing amounts of glyph energy to cast.

## TO USE A GLYPH:

- Press the  button to access the menu.
- Press the  or  directional buttons (or use the left stick if you are using the Analog Controller (DUAL SHOCK)) to choose a glyph.
- Press the  button to activate the glyph.

## Shift Glyph



Allows Raziel to shift from the Material to the Spectral Realm at any time.

To shift from Spectral to Material, Raziel must be at full health and use the Shift Glyph while standing on a portal.

## Force Glyph



Waves of telekinetic force rush out from Raziel, throwing enemies.

Telekinetically flung enemies may end up damaged or destroyed, depending on what they hit.

## Stone Glyph



Raziel slams his fist into the floor, causing a localized earthquake. All enemies in the affected area are stunned by the violence of the spell's effect. This glyph has a large area of effect.



## Sound Glyph



Deadly waves of sound emanate from this glyph's epicenter.

Vampires that are struck by the expanding waves of sound are badly damaged and then killed.

## Water Glyph



This glyph's magic explodes into a room, creating a watery downpour that burns vampires within its range. The water glyph does not kill. It reduces all water-vulnerable vampires within the spell's radius to a damaged state.

As with any other damaged state, the enemies will recover to full health after a prescribed amount of time - until then, they are vulnerable to fatal attacks.

## Fire Glyph



This glyph's power expands outward in rings of fire, igniting all enemies in its wake, instantly killing both vampires and humans.

## Sunlight Glyph



When Raziel casts this glyph, the room is filled with a flash of blinding sunlight.

All enemies in the area are reduced to cinders.





# ESSENTIAL ITEMS

## Souls



Souls provide the energy that Raziel needs to survive and progress through the game. Human and vampire souls can be acquired by destroying the creatures' physical bodies. In addition, Raziel can suck soul energy out of non-combative humans without killing them. Lost souls can be found wandering the Spectral Realm, and are easy pickings for Raziel. Spectral enemies can be reduced to a vulnerable state through combat and then devoured.

## Glyph Energy



These glowing balls of energy can be found throughout Nosgoth, in both the Material and Spectral Realms. This is the energy that Raziel must expend when a glyph is cast.

## Vampires

The Vampires who inhabit Nosgoth evolved over the centuries before the Elder God rescued Raziel:

### PUPATING

All vampires evolve by retreating into quiescent states from which they emerge transformed. Each of Nosgoth's vampire clans pupates in a different fashion - some burrow underground, others cocoon themselves. Raziel must keep his eyes open and tread carefully in the vampires' pupating grounds, to avoid being ambushed.

## FLEDGLINGS

Over the course of time, vampires evolved further and further from their human origins. Younger vampires are referred to as 'fledglings' - not as developed as their adult counterparts, they are easier opponents. They can't bear as many blows before being reduced to a stunned/impaired state, they cause less damage with their attacks and they are less crafty in their offensive and defensive manoeuvres. All fledglings are vulnerable to the harmful rays of sunlight, whereas their older counterparts have largely evolved beyond this vulnerability.

## ADULTS

The older the vampire, the more evolved it becomes. 'Adult' vampires - distinguishable from fledglings by their larger size, and red glowing eyes - are faster, cagier, more resilient, and inflict deadlier blows.

## REVIVED VAMPIRES

Even vampires that have been killed are not released from their immortal prison. Relegated to the spirit world, they are forced to haunt their bodies eternally, waiting for an opportunity to re-enter and reanimate the flesh. In their long years in the Spectral Realm, they accrete form, becoming Vampire Wraiths - dangerous spectres who have brought their vampiric nature into the spirit world, becoming soul vampires.

If the fatal element that destroyed it is removed from a Vampire Wraith's corpse, it reinhabits and reanimates its body - but in a new and more powerful form. It brings back to the Material Realm its ability to draw off Raziel's spirit energy, reviving its strength while draining Raziel's.

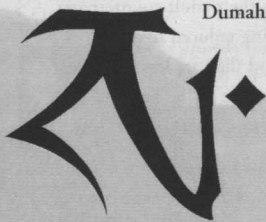
# The Clans

## DUMAHIM

Dumahim are the most common vampires in Nosgoth.

These creatures wander the land in search of humans to feed on.

Dumah is rumoured to have been slain by the vampire hunters.



## MELCHAHIM

Melchahim are the lowest form of vampire, the clan of the vampire lieutenant Melchiah. They barely skirt the boundary between the living and the dead. These foul creatures must not only steal the blood of their victims, but must also steal their skin to constantly replace their rotting flesh.



## ZEPHONIM

The Zephonim vampires descend upon their victims from the dark recesses of the walls. These spider-like monsters use their stealth to ensnare their prey to satiate the hunger. Zephon is said to rule his empire from the spire of an incredible cathedral.



## RAHABIM

# R

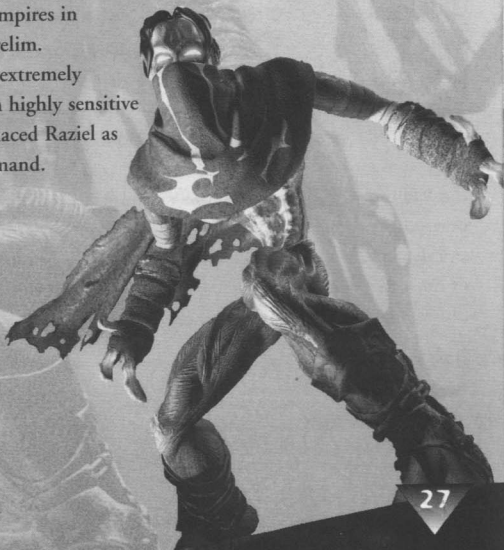
The Rahabim rule the waters of Nosgoth. These vampires have adapted to become immune to the destructive effects of water.

These beasts are equally as dangerous on land or sea. Rahab is the undisputed King of the Sea.

## TURELIM

# T

The most powerful vampires in Nosgoth are the Turelim. These huge beasts are extremely fast and strong, with highly sensitive hearing. Turel has replaced Raziel as Kain's second in command.



## Spectral Enemies

### SLUAGH



Scuttling, cowardly scavengers - the hyenas/jackals of the Spectral Realm. They prey on the lost souls of the spirit world. Brazen when in packs, they will try to flee to a safe distance if encountered alone.

### VAMPIRE WRAITHS



Vampire Wraiths are souls of long-dead vampires, consigned to the Spectral Realm until they can re-enter their corpses. Their long vigil in the spirit world makes them manifest as Vampire Wraiths and they have adapted their vampire natures to the Spectral Realm, feeding on the soul energies of the other creatures that inhabit the Spectral Realm.

If a Vampire Wraith (or a Revived Vampire) lands a blow on Raziel, it's like opening a vein - they are then able to continually draw out and drain Raziel's spirit energy, even at a distance. Raziel must either close the distance and strike the Wraith to break contact, or must flee, putting a large enough distance between Raziel and the Wraith, that it can no longer maintain the connection.

# Humans

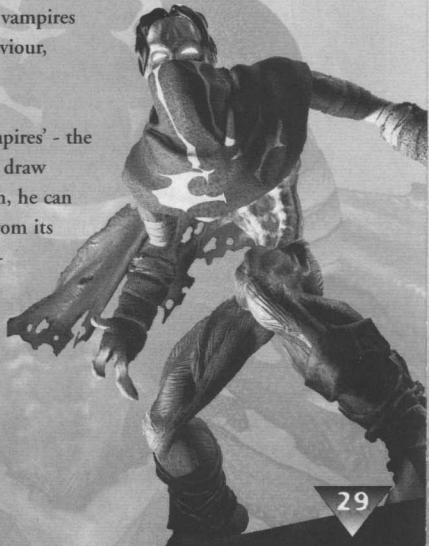
## VILLAGERS



The few humans that still exist have taken refuge in the fortified city to the north. They will occasionally venture out of the city, but only rarely. They are unarmed, and easy prey for either the vampires or Raziel.

They will modify their behaviour toward Raziel depending on how he behaves - if Raziel preys on them, they will see him as a demon, and flee in terror. If he spares them, attacking the vampires that plague them instead, they will see him as a saviour, an avenging angel, and worship him.

Humans' souls are not as deeply rooted as the vampires' - the humans do not have to be killed before Raziel can draw energy from their souls. If Raziel gets close enough, he can grasp a human and draw his soul energy directly from its body. If he chooses only to 'sip' at a human's soul - recovering his health slightly, but not draining the victim completely - the human will faint, but recover. As long as Raziel does not drain his victim completely, this will not count against his notoriety.



## VAMPIRE HUNTERS



The warrior class of Nosgoth's remaining humans have become Vampire Hunters. There are two types: hunters armed with crossbows (equipped with heavy, impaling bolts), and hunters armed with primitive flame-throwers. The hunters protect the city, and will venture outside its walls to engage in skirmishes against their vampire enemies.

## WORSHIPPERS



There is another sub-class of humans, who have adapted to the vampire menace by serving their tormentors, and worshipping them as gods. The worshippers fall into two classes - Novitiates, who wield decorative but deadly staves; and Adepts, who use their sacrificial knives as weapons.

The worshippers, in their blind allegiance to their vampire masters, will always view Raziel as an enemy, and cannot be swayed (like their fellow humans) by Raziel's behaviour. The worshippers are an insidious threat to the human population, since they kidnap victims for blood sacrifices - considering no sacrifice too great, they will also gladly give their own blood (and lives, if necessary) to sustain their vampire masters.

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All of our friends & family who missed us during the crunch

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