

Blood Omen 2 Boss FAQ

by KeeperBvK

Updated to v1.10 on Dec 17, 2007

This walkthrough was originally written for Blood Omen 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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#~~~~~#
# Boss-Guide #
# #
# for Legacy of Kain-Blood Omen 2 (GCN) #
# #
# written by KeeperBvK aka Burkhardt von Klitzing#
#~~~~~#
```

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0. Legal Stuff and contact:

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Version History:

First Version completed on 04.26.2004
-includes a complete guide for Faustus and Marcus (rejected by gamefaqs.com)

Second Version completed on 06.04.2004
-added the general hint, the closing comment and the guides for Sebastian and
Magnus

Third Version completed on 02.18.2005
-fixed some minor things, like misspelling (probably this word isn't spelled
right either ^^)

Fourth Version completed on 06.28.2005

-fixed some misspellings and the layout as the guide was the complete opposite to eye-candy and changed some formulations

Fifth Version completed on 07.23.2005

-changed my E-mail-address, allowed gamefaqs' affiliates to host this guide, altered the layout a bit and fixed some typos

Sixth Version completed on 08.09.2005

-added neoseeker as a site I permitted to host this guide

Seventh Version completed on 10.28.2005

-added ign.com

Eight Version completed on 01.06.2006

-added the Experimental section

Ninth Version completed on 02.23.2006

- Experimental got its own section.

- Changed the heading a bit.

Tenth Version completed on 05.13.2006

- Added www.gamerhelp.com

Eleventh Version completed on 03.12.2007

- Added www.honestgamers.com

Twelfth Version completed on 03.17.2007

- Added www.supercheats.com

Thirteenth Version completed on 12.17.2007

- Added www.gameslayers.co.uk

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When searching for anything specific press Ctrl + F and search for any chapter or any bosses name or whatever you are looking for

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1. General Hint

It's only a small hint but it can definitely come in handy:

One might think that you can only dodge (making a short jump to the side) when standing still. It is true that an attack cannot be ended to allow for a dodge but you can dodge when being in defensive position.

So if you're just blocking attacks of a combo and you realize that the enemy does not continue with a normal attack or with a strong attack (he glows yellow) but with an unblockable attack you can still dodge the attack. Therefore there's no need to wait for an enemy to prepare his attack before beginning to block.

2. Level 2-Boss: Faustus

difficulty: ** (out of four)

Faustus is a vampire who used to be part of Kain's army hundreds of years ago but now he works for the Sarafans. Since Kain's defeat he must have opened quite a lot of lore chests as his blood meter is quite impressive when compared to the one of our favourite vampire. In the beginning he seems to be a real pain in the *** but with the right tactics he actually is beatable in no time.

First phase: At first Faustus just tries to hit you either with a multiple hit-combo that is easy to block, a white flashing roundkick that can also be blocked or with a red flashing non-blockable kick-jump which you should dodge, though you can definitely afford getting hit a few times in this part of the fight. Simply block some of his attacks to fill your fury-meter and hit him three times with a fury-attack. Do not try to hit him with your normal attacks as he will most often either block them or jump behind you.

Second phase: Now Faustus will leave the room continuing the fight in a large hall containing four melting furnaces. He starts throwing some sort of Molotov cocktails at you which deal quite a high amount of damage to Kain. Right after entering the hall you should aim for the first melting furnace rightwards and use the switch. This will activate a flame right where Faustus stands. You need to repeat this two more times to end this part of the fight. You can either run towards Faustus's position changing direction to another melting furnace when being close enough to him, hoping that he will jump to the place you're closing in on, or you can use the fog to your advantage by turning on your invisibility-skill to flame-grill the traitor more safely.

Third phase: This phase of the fight is quite frustrating when you don't know what to do but it actually is just as easy as the rest of the battle. Faustus jumps on top of the beams moving around a bit before jumping down again. Simply have a look where he will come down and activate the targeting button (R on the Gamecube-pad) when he's on your level. He'll try to jump-kick (unblockable) at you, so you want to dodge his attack by moving the control stick to either the left or to the right side and pressing the jump button (A on the Gamecube pad). If done with the right timing Faustus will end up hitting the wall and lying on the ground for a few seconds leaving him open for some attacks. Just repeat this pattern about four times or so and Faustus will be nothing more but a source for you to obtain the Jump-Magic.

3. Level 4-Boss: Marcus

difficulty: * to **** (out of four)

Marcus hadn't been a real ally of Kain in the past, as Kain only used him for

his purposes, but now Marcus is longing for revenge. But, oh well, if every ally of the Sarafans was such a sissy as Marcus is, Vorador wouldn't need Kain.

First phase: The fight starts in the main room of a cathedral with Marcus running around while he's invisible. When he gets near you he'll roundkick you. Sounds like a real fight? It isn't. Simply go to either one of the switches located on the left and on the right side of the hall to ring one of the church's bells. When you do your enemy will stand still, become visible and mourn about the noise. Do one combo on him and go to the other switch, repeating the whole process until Marcus is down to about half his blood meter.

Second phase: Two priests controlled by Marcus rush in, cutting one rope of each bell bringing the fight to a new level. Walk up the stairs and hunt down Marcus. The only problem here might be caused by the priests attacking you fire arrows when being far-off and with their trademark-staffs when you come near them. The first time I fought this battle, infinite enemies spawned when I killed the priests making rendering it quite difficult. But the second time around I killed the two priests as I did before, not seeing any more priests for the rest of the fight making it absolutely easy. Anyway, you need to run to Marcus who stays visible for as long as you don't hit him. When you do he turns invisible for a few moments which should not hinder you from attacking him further. When you keep pressing the lock-on button and stand close to him you can end this phase of the battle within a minute or so...of course unless you are attacked by the priests. When there are priests around you should try to hit Marcus in a spot that cannot be reached by the flame arrows.

Third phase: Not many changes are made here except for that the boss turns invisible and remains it. He only becomes visible for a brief moment now and then helping you to orientate a bit. Get as close to him as possible and wait for him to become visible. Now it is possible to hit him when you are quick about it (Of course you can also hit him when he is invisible, but that naturally is quite hard to do). Attack him without pausing and he'll soon let you take his special power: Charm.

4. Level 6-Boss: Sebastian

difficulty: ** 1/2 (out of four)

Guess what. It's another vampire having committed treason on Kain. Although Sebastian is the most difficult boss in Blood Omen II calling him difficult to beat would mean an exaggeration. Once again the real task is not to really defeat him but to find out how to do so.

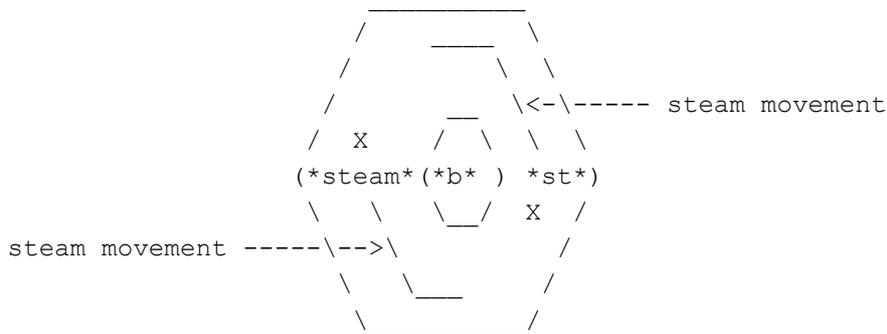
First phase: The whole battle takes place in a relatively small round hall. During the first phase water steam streams out of one segment of the wall. This steam moves regularly, counter clock-wise across the wall making it easy to predict where the steam will be at any time in the near future. Sebastian tries to hit you with a multiple-hit combo similar to Faustus's attacks. You just need to build up your rage meter

unleashing an unblockable attack every now and then until he's got enough for this phase. When you do, make sure to jump high in the air after Sebastian gets back onto his feet after you use a rage attack as he will attack you with an unblockable jump-kick.

The steam can hurt both of you so you just might want to use it to your advantage, but you definitely do not need to do so.

Second phase: Sebastian retreats from the open brawl. Instead he lets his human servant activate some sort of leaser beacon in the centre of the hall and he doubles the amount of steam valves open at the same time. The traitor runs along the walls high up out of your range stopping his movement after a few seconds. Until then walk counter clock-wise along the wall just behind one of the two steam streams to avoid taking damage by them and monitor the enemy vampire. Once he stands still all valves are closed giving you the opportunity to benefit from Sebastian's lack of intelligence. He will jump at you to bring in an unblockable attack. If you stand at the completely opposite side of the room (opposed to Sebastian), Sebastian leaps into the beam. Either way the traitor returns to running at the wall repeating the second phases' procedure. After his third leap into the laser Sebastian opens up the next phase of the battle.

Two diagrams showing how to position yourself in the second phase:

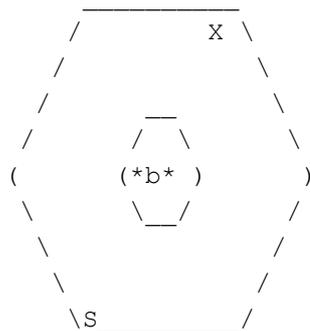


X= your position

your movement should follow the same path as the steam

b= beam

An Example for the positioning of Sebastian and Kain to damage Sebastian:



S= Sebastian's position

Third phase: The traitor makes his servant close all valves and bring back up

the centre platform. The vampire himself tries to destroy the construction holding the nexus stone which causes the death of you if you don't act relatively quickly: Just jump up to Sebastian's position and the coward retreats to the lower section giving you more than enough time to control the human operating the levers and switches. Make him use the only possible lever to open all valves causing Sebastian to return to the upper platform. Once again it's time to block, attack with Fury and dodge unblockable attacks like against Faustus. In addition when having dodged an unblockable attack you can try to grab the enemy by his neck and throw him into the steam causing a decent amount of damage. After defeating Sebastian you get to steal his soul, strength, energy or whatever (I guess Crystal Dynamics just wanted to put in some nice visual effect and even the guys responsible for it don't know what Kain actually steals) to acquire the skill berserk.

5. Level 8-Boss: Magnus

difficulty: * 1/2 (out of four)

Hmm, might it be that you're fighting a traitor again? You'll see after the battle.

Besides the background of Magnus the battle itself also differs from every previous boss fight in this game making the battle really enjoyable although it is way too easy.

First phase: First you fight Magnus on a large square with Magnus being in its centre. He stands on a small platform surrounded by water using his special vampire ability to kill you from a distance. If you don't take cover he'll spot you and burn you with one single attack. So get behind one of the large statues surrounding the well and wait for Magnus to destroy the statue instead of hitting you. When he did so, hit him with a telekinesis attack and take cover again repeating the procedure about four times. When you're standing too close to a statue or too far away of one Magnus hits you even right through the sculpture. The enemy retreats to an adjacent hall where the battle will end.

Second phase: The most important thing to know when dealing with the second phase is: Unlike any other boss fight in Blood Omen II the battle against Magnus never requires you to brawl with (or against? Please mail me what is correct) him. When I fought him I hit him for more than half an hour before his life meter finally fell to zero not ending the fight. Hence it is impossible to defeat Magnus this way. Furthermore a melee is absolutely not necessary.

Instead move in on the sickle of one of the four statues and hit Magnus with telekinesis when standing close to a sickle. Magnus will launch himself at you hopefully hitting the sickle causing it to break. If this happens a green switch will be revealed. Repeat this procedure for the remaining three sickles and afterwards operate the switches via telekinesis which can be done from the centre platform on which you are safe from the enemy's attacks. Now the time will be turned back rebuilding the large statue on the centre platform.

Third phase: Stand on the lower level right before the large statue and make Magnus launch at you like in the second phase. If done correctly twice this should cause the sculpture to fall onto Magnus, ending the fight.

Now you get to know that Magnus once was an ally of Kain, but he did not commit a treachery on Kain. Instead he got captured by the Sarafans and his mind was manipulated so that he has not remembered his old friend until now. After he dies you acquire his ability called immolate.

6. Level 11-Boss: the Sarafan Lord

difficulty: ** (out of four)

So this is it? The final boss who beat Kain ages ago is such a lame enemy all too similar to nearly all the other bosses? Oh well...

First phase: You start the battle on a construction consisting of four small platforms connected by four bridges. The final boss stands in the centre of one of those platforms shooting energy balls out of the Soul Reaver at you. The little wimp teleports away from you if you come to close so just stand on a bridge leading to the Sarafan Lord's position and dodge the three bolts he launches at you by simply jumping. Afterwards (when the enemy has to recharge) push him to the edge of the platform via one use of telekinesis and make him fall into the abyss via the jump-ability.

Second phase: The Sarafan Lord returns and after a short dialog Kain throws away the Nexus Stone infuriating his nemesis. All you have to do now is the standard work of nearly every battle in this game: Block the enemy's attacks to fill up your rage meter and dodge his unblockable attacks. A difference to other battles is that only immolate can be used to hit the boss. Sometimes you might be lucky enough to hit him with a single normal attack when he's getting up again on his feet but you should not hope to much for this to happen.

Third phase: After a few hits a cut-scene is displayed. The third phase takes place on a single platform with you having obtained the Soul Reaver and the Sarafan Lord being unarmed. Just continue the fight as in phase two and use fury a few times or grab your nemesis after dodging an unblockable attack and throw him off the platform.

7. Closing Comments

Congratulations, you have just beaten a nice, atmospheric game (that was definitely worth the 10 Euros I spent for it). So far it is the only Legacy of Kain game I've ever played and although so many people mourn about BO2, I enjoyed it and I hope you did, too.

I'd appreciate any comments, questions, critics or whatsoever, so please mail me at KeeperBvK@web.de if you have anything to tell me.

8. Experimental

In some other guides I've seen the author implement the following and I thought "Why not give it a try for your own guides?":

If you really like this guide and you think it helped you or entertained you a bit or whatsoever and you feel like rewarding me not only by writing a nice e-mail, feel free to send some money to my paypal account at:

LH_Zerberus@web.de

Of course I don't want to make somebody send me money who doesn't really want to (even if I could, I wouldn't ;)), but (also of course) I'd appreciate any contribution.

Thank you very much for reading this guide and hopefully some more of my stuff on gamefaqs.

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