

GLOSSARY FOR TOBY HERETIC MANUAL

SECTION 1: Weapons

SECTION 2: Items & Powerups

SECTION 3: Monsters

SECTION 4: Other Shootable Stuff

SECTION 5: Key Controls

SECTION 1 – WEAPONS

In Heretic, if you ever want to defeat D'Sparil's forces, you best make sure you have the right magical tools for the job. This section will give you an overview of Heretic's magical arsenal to hex your enemies with.

Staff

Slot = 1

Ammo Type: None

Description: This is your last resort weapon. If you run out of everything and you don't possess the Gauntlets of the Necromancer, this is all you have. However, if you have a Tome of Power, and activate it, your staff will become powered up and now your attacks will do way more damage!

Gauntlets of the Necromancer

Slot = 1

Ammo Type: None

Description: Zap the wicked with these and turn those monsters to ashes! This is a good last-resort weapon, or if you ever need to conserve ammo, this is the weapon to use. When powered up, the Gauntlets will have extended range, allowing you to zap enemies from a short distance away.

Elven Wand / Gold Wand

Slot = 2

Ammo Type: Wand Crystals

Description: This is your starting weapon. The Wand is a decent weapon that is fairly effective against low-tiered enemies. However, this won't be enough when you're dealing with the bigger and badder monsters of D'Sparil's army. Make sure to find something a little more powerful if you are to stand a chance against the denizens of Hell's Maw. However, when powered up, the wand will be able to fire a horizontal spread of several hit-scan shots and fire 2 projectiles, allowing you to do more damage and take on multiple enemies.

Ethereal Crossbow

Slot = 3

Ammo Type: Arrows

Description: The crossbow is the go-to in monster slaying. Most effective in close to medium range, this powerhouse of a weapon will hurt D'Sparil's minions plenty! When powered up, the crossbow will fire stronger bolts in a horizontal spread and can do more damage to enemies.

Dragon Claw

Slot = 4

Ammo Type: Energy Orbs

Description: When the armies of monsters become too numerous, time to whip out the Dragon Claw! A rapid firing weapon, this will turn those pesky gargoyles and golems into ashes and bones! When powered up, the Dragon Claw fires ripper projectiles great for area-of-effect damage to nearby foes. Keep in mind, though, this does use 5 ammo points every shot you fire and has a slower firing rate.

Hell Staff

Slot = 5

Ammo Type: Runes

Description: The bigger and badder the monster is, the bigger and badder your weapons need to be, too. The Hell Staff is a rapid-fire weapon capable of putting many hits on a target in a small amount of time. If you're ever in a jam, the Hell Staff is the best weapon to use. When powered up, the Hell Staff launches a homing projectile which, upon hitting an enemy, will create damaging rain, draining the health of nearby enemies.

Phoenix Rod

Slot = 6

Ammo Type: Flame Orbs

Description: Need something that goes boom? Well, the Phoenix Rod can satisfy that explosive itch for ultra-violence. Delivering a devastating body-blasting explosion, this is the weapon to get the job done! When powered up, the Phoenix Rod turns into a flamethrower!

Fire Mace

Slot = 7

Ammo Type: Mace Spheres

Description: The Fire Mace is a unique weapon. It can be considered a rapid-fire weapon since it lobbs out metal balls at a high rate, and when powered up, launches a massive metal ball the size of a wrecking ball, guaranteed to flatten most foes.

SECTION 2 – ITEMS & POWERUPS

If you want to keep yourself in the fight longer, you'll be needing health, armor, and some cool powerups. This section will go over the various pickups you'll come across in Heretic. Some of these items can be stored in your inventory to be used at a later time when you need them.

Health:

Crystal Vial = +10 Health Points

Quartz Flask = +25 Health Points (Inventory Item)

Mystic Urn = +100 Health Points (Inventory Item)

Armor:

Silver Shield = +100 Armor Points

Enchanted Shield = +200 Armor Points

Powerups & Special Items:

Bag of Holding = Gives you a little ammo boost for all weapons and allows you to hold twice as much ammo!

Tome of Power = Powers up your weapons for 40 seconds! (Inventory Item)

Shadow Sphere = Makes you partially invisible to enemies for about 1 minute. (Inventory Item)

Ring of Invincibility = Makes you immune to all damage for 30 seconds. (Inventory Item)

Wings of Wrath = Allows you to fly around for about 1 minute. (Inventory Item)

Torch = Brightens up dark areas. (Inventory Item)

Map Scroll = Gives you the map of the entire level.

Chaos Device = Teleports you back to the start of the level. (Inventory Item)

Morph Ovum = Casts a spell that turns your enemies into chickens, making them easier targets to dispatch. (Inventory Item)

Time Bomb of the Ancients = Deploys an explosive hourglass that will detonate in 3 seconds. (Inventory Item)

SECTION 3 – MONSTERS

As you navigate your way through the levels, you'll encounter some unfriendly faces. Creatures ranging from easy to hard all have one thing in mind – killing you. Here are some of the foes you'll be facing throughout your adventure.

Gargoyle – The least threatening foe in D'Sparil's army, gargoyles fly around, and when you're in their sights, they will charge at you. Once they're up close and personal, they'll claw at you like a scratching post.

Gargoyle Leader – Even though they look like their lesser counterparts, don't let that fool you. These guys have higher health and can throw fireballs at you from afar. Still, these guys are not too much of a threat.

Golem – Brutes bandaged head to toe who want nothing more than to beat you to a pulp. These guys will thump their way toward you and can take a few hits before going down.

Golem Ghost – An ethereal version of the Golem. Usually translucent and can only be affected by certain weapons. Cannot be harmed by the Phoenix Rod nor Fire Mace.

Nitro Golem – A Golem with an upgrade. These particular variants can fire a screaming homing skull projectile toward you. Fortunately, you can evade this attack.

Ghost Nitro Golem – An ethereal version of the Nitro Golem. Usually translucent and can only be affected by certain weapons. Cannot be harmed by the Phoenix Rod nor Fire Mace.

Undead Warrior – A tall skeletal undead knight armed with flaming ethereal axes which these guys can throw at you. Their axes make whoosh sounds so you'll know if one is coming toward you, giving you time to evade it. There are 2 types of axes Undead Warriors throw: A Basic Ethereal Axe (Green) & A Blood Axe (Red) which does more damage.

Ghost Warrior – An ethereal version of the Undead Warrior. Usually translucent and can only be affected by certain weapons. Cannot be harmed by the Phoenix Rod nor Fire Mace. Only throws Blood Axes.

Disciple of D'Sparil – Cloaked phantoms that float around, looking to hex you into oblivion. When they are about to attack, there is a brief charge up they perform before unleashing a barrage of 3 projectiles at you. The best weapons to use against these foes are the Dragon Claw, Hell Staff, and, if need be, the Gauntlets of the Necromancer.

Sabre Claw – A monster with axes for its appendages. Don't let them get too close or they'll turn you into chop suey.

Weredragon – Giant humanoid reptiles that can spit out fireballs. These guys can take a bit of a beating before going down and can move reasonably quickly considering how large they are. If you're not careful around them, you'll be their next meal.

Ophidian – Snake man with a magical staff ready to zap you into oblivion. Ophidians slither around looking to destroy you in every conceivable way possible. Fortunately, they don't move fast.

Iron Lich – A floating metallic head with a mind of its own, this enemy has 3 types of attacks. It can shoot a barrage of fireballs, spit out an ice projectile, or it can blow you away with its whirlwind attack. These entities, too, can take a beating before going down, so be careful.

Maulotaur – Essentially a Minotaur totting around a Warhammer and is a force to reckon with. The Minotaur has 4 means of attacking you. If you get too close, he'll smash you into the ground with his hammer. If you're somewhat close, he'll charge at you and ram you with his horns. From a distance, he can swing his hammer which fires a barrage of flaming projectiles, or he can slam his hammer into the ground, creating a devastating fire shockwave. All in all, this guy will be quite a formidable foe.

D'Sparil – When you first encounter the evil sorcerer himself, he'll be riding a large beast known as a Chaos Serpent. This beast can belch out fireballs like no tomorrow and can take quite a beating before going down. Once you have successfully downed this beast, now it's time to face the sorcerer by himself. D'Sparil will be relentless in your battle with him. He'll be able to cast devastating spells, summon his disciples, and be able to teleport place to place at will. Make sure you have the right weapons and inventory items if you want to stand a chance against this villain.

Other Shootable Stuff

Explosive Fungal Pod – An environmental decoration that can be used to help you fight D'Sparil's forces. When some enemies are near these, fire a well-placed shot at them and watch all those bad guys go boom. Pods give off an audible goop or gurgling sound and make a squish sound when shot. Do be careful, though, because if these explode while you're near them, you, too, can face a quick demise.

Note: Explosive pods can be pushed around.

Key Controls:

For Keyboard & Mouse:

Toggle Menu = Escape
Select = Enter
Move Forward = W
Move Backward = S
Strafe Left = A
Strafe Right = D
Jump = J
Toggle Crouch = C
Use Inventory Item = Middle Mouse Button
Scroll Inventory Left = Middle Mouse Scroll Up
Scroll Inventory Right = Middle Mouse Scroll Down
Fly Up = }
Fly Down = {
Stop Flying = \
Fire Weapon = Left Mouse Button
*Mouse is used to turn left or right
Switch to Next Weapon = F2
Switch to Previous Weapon = F1
Quick 180 Turn = X
Use or Activate Door or Switch = Space Bar

- 1 = Staff & Gauntlets of the Necromancer
- 2 = Gold Wand (Elven Wand)
- 3 = Ethereal Crossbow
- 4 = Dragon Claw
- 5 = Hell Staff
- 6 = Phoenix Rod
- 7 = Fire Mace

For Keyboard Only:

- Toggle Menu = Escape
- Select = Enter
- Move Forward = Up Arrow
- Move Backward = Down Arrow
- Turn Left = Left Arrow
- Turn Right = Right Arrow
- Jump = J
- Toggle Crouch = C
- Use Inventory Item = Enter
- Scroll Inventory Left = O
- Scroll Inventory Right = P
- Fly Up = }
- Fly Down = {
- Stop Flying = \
- Fire Weapon = Control
- Switch to Next Weapon = F2
- Switch to Previous Weapon = F1
- Quick 180 Turn = X
- Run = Shift
- Toggle Auto Run (no need to hold down the shift key) = Capslock
- Strafe while pressing left or right arrow keys = Alt
- Use or Activate Door or Switch = Space Bar
- 1 = Staff & Gauntlets of the Necromancer
- 2 = Gold Wand (Elven Wand)
- 3 = Ethereal Crossbow
- 4 = Dragon Claw
- 5 = Hell Staff
- 6 = Phoenix Rod
- 7 = Fire Mace

Save/Load Game Hotkeys:

- Open Save Game Menu = F5
- Open Load Game Menu = F6