

GLOSSARY FOR TOBY HEXEN MANUAL

[SECTION 1: Player Classes & Weapons](#)

[SECTION 2: Items & Powerups](#)

[SECTION 3: Keys & Puzzle Items](#)

[SECTION 4: Monsters](#)

[SECTION 5: Other Shootable Stuff](#)

[SECTION 6: Additional Notes](#)

[SECTION 7: Key Controls](#)

SECTION 1 – PLAYER CLASSES & WEAPONS

In Hexen, depending on what player class you choose, you will have access to a certain weapon set. If you want to defeat Korax's forces, knowing what weapons to use, how to use them, and where to use them is key. This section will break down all you need to know about the player classes and what weapons they use.

Baratus, The Fighter

Baratus is a powerful barbarian capable of withstanding plenty of punishment, able to stay in the fight longer than his 2 other buddies. Even though this man-and-a-half warrior is quite capable in combat, his weapon set mostly forces you to get up close and personal with enemies. Fear not, though, Baratus' weapons deal a lot of damage to enemies and won't take much effort to down them.

Fists

Slot = 1

Ammo Type = None

Description: This is your starter weapon and is effective against low-tier enemies, however, your bare hands will not help you much against bigger and badder foes.

Timon's Axe

Slot = 2

Ammo Type = Blue Mana

Description: Once you grab the Axe, now you have something more substantial than your fists. The Axe will be your most versatile weapon in your arsenal. Not only will you have more range with your attacks, you can still use it even if you run out of Blue Mana. Even though your attacks won't be as strong, it's still very useful.

Hammer of Retribution

Slot = 3

Ammo Type = Green Mana

Description: It's Hammer Time! With a name like Hammer of Retribution, you know you've got a weapon that means business. Even though your attacks will be a bit slower, however, the Hammer is able to throw a magical projectile at your enemies, dealing significant damage. Despite being used for ranged attacks, the Hammer, too, can be used in close quarters combat. If an enemy is close to you, you are able to bash their face in. However you want to use this weapon, it's up to you...

Quietus

Slot = 4

Ammo Type = Blue & Green Mana

Description: No, this did not belong to Heman nor Conan the Barbarian but you will have the power, nevertheless! Quietus is a magical sword capable of throwing a barrage of magical projectiles at your enemies and can obliterate them with little issue. Essentially, this is Hexen's version of DOOM's BFG 9000. This sword requires both Blue and Green Mana to operate. If you're out of one of those, you will not be able to use this weapon. Make sure you keep tabs on how much mana you have in your reserves!

Note: In the classic Hexen levels, this weapon comes in 3 pieces and will be required to complete the weapon and be usable. In the Toby Hexen levels, however, it's already assembled for you.

Parias, the Cleric

Parias is the Cleric class and has a mixture of close quarters and magical weapons. His strength and agility are pretty good but not as capable as Baratus. Fear not, though, Parias has a few good magic tricks up his sleeves that can leave enemies in a pool of their own blood. When playing as this class, take more of a strategic approach to some encounters, especially if you're dealing with Centaurs and Slaughtaurs.

Mace

Slot = 1

Ammo Type = None

Description: This is your starting weapon and is only effective against low-tier enemies. This will prove to be useless in any heavy combat situation so find something better than this as soon as possible.

Serpent Staff

Slot = 2

Ammo Type = Blue Mana

Description: The Serpent Staff will prove to be pretty effective against most low-tier enemies. It fires 2 projectiles and can eat away at an enemy's health fairly well. If an enemy gets too close to you, the Serpent Staff can perform melee damage and suck the life out of your foe, giving you a small boost to your health. Be careful when facing Centaurs and Slaughtaurs, though. Their shields can deflect your projectiles and render your attacks useless.

Firestorm

Slot = 3

Ammo Type = Green Mana

Description: Ever wanted to be a Pyro Maniac and throw fire at your enemies? Well, now you can. The Firestorm spell is very effective against many enemy types. In fact, getting your *hands* on this ability will give you the upper *hand* in any battle. It's pretty effective when dealing with low-tier enemies in tight groups and is effective towards mid-tier enemies, too. Flame On!

Wraithverge

Slot = 4

Ammo Type = Blue & Green Mana

Description: Unleash the Creeping Death! Just like Quietus, this weapon requires both Blue and Green Mana to operate. When firing the Wraithverge, it shoots out a group of evil spirits that seek out your enemies and tear them apart. Pretty effective when dealing with a large group of low to mid-tier enemies and can deal a fair amount of damage to the big, bad, bosses.

Note: In the classic Hexen levels, this weapon comes in 3 pieces and will be required to complete the weapon and be usable. In the Toby Hexen levels, however, it's already assembled for you.

Daedolon, the Mage

Daedolon doesn't have much strength and agility, however, his magic tricks make up for it. Being able to wield powerful spells gives him the advantage in ranged combat. Even though he is more vulnerable to attacks and is not fast, when playing as this class, you may want to take a more strategic approach to enemy encounters.

Sapphire Wand

Slot = 1

Ammo Type = None

Description: This is your starter weapon and, despite seeming insignificant, the Sapphire Wand is quite capable. It has a reasonable rate of fire and can shoot through multiple targets like a railgun. Even though its damage output is somewhat low, it's still very effective against low-tier enemies and can be very useful when dealing with groups of foes who are *lined up* to see your magic show.

Ice Shards Spell

Slot = 2

Ammo Type = Blue Mana

Description: While Parias wants to turn up the heat with his Firestorm spell, Daedolon prefers to cool things down and chill out with his ice spell. This spell launches a barrage of icy projectiles towards your enemies, and after a few good hits, you can turn your foes into popsicles. Fairly effective against low-tier enemies, this attack works best in close quarters. Beware when using this spell against Centaurs and Slaughtaurs – Their shields can throw your icy projectiles back in your face, freezing you to death.

Arc of Death

Slot = 3

Ammo Type = Green Mana

Description: It's time to Ride the Lightning with The Arc of Death! This powerful tome allows you to cast electrifying lightning spells towards your enemies, zapping them into oblivion. This spell is Daedolon's most effective weapon in his arsenal. This can briefly stun-lock low to mid-tier enemies and can do a number on some of the big, bad, bosses as well. The downside, however, is that can use up a good chunk of your Green Mana reserves. Also, I knew Daedolon had to be related to Emperor Palpatine somehow...

Bloodscourge

Slot = 4

Ammo Type = Blue & Green Mana

Description: As you'd expect, this weapon, just like the Quietus and Wraithverge, requires both Blue and Green Mana to use. The Bloodscourge fires 3 homing projectiles seeking out enemies

to shred into a pile of blood and guts. Even though the projectiles can rip through low to mid-tier enemies, they cannot rip through boss enemies like Heresiarch and Korax. This weapon is most effective in large open spaces where there is little cover or few obstructions – a fairly flat and plain battlefield in other words. Also, this weapon can eat up a lot of your Mana reserves so use it when you need to.

Note: In the classic Hexen levels, this weapon comes in 3 pieces and will be required to complete the weapon and be usable. In the Toby Hexen levels, however, it's already assembled for you.

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 Hexen. 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:

Note: The armor system in Hexen is much different than the armor system in Doom and Heretic. Depending on your player class, you'll receive a different amount of armor points per armor type.

Platinum Helm:

Fighter = 3

Cleric = 1

Mage = 2

Amulet of Warding:

Fighter = 1

Cleric = 4

Mage = 5

Falcon Shield:

Fighter = 4

Cleric = 5

Mage = 3

Mesh Armor:

Fighter = 5

Cleric = 2

Mage = 1

Max Armor for Fighter = 16 – Can be boosted to 20.

Max Armor for Cleric = 14 – Can be boosted to 18.

Max Armor for Mage = 12 – Can be boosted to 16.

Powerups & Special Items:

Icon of the Defender = 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)

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

Banishment Device = Teleports your enemy away from you and zaps them to some other section of the level. (Inventory Item)

Disc of Repulsion = Fus Ro Dah! An inventory item that pushes enemies away from you. Best used if you find yourself surrounded on all sides. (Inventory Item)

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

Flechette = Deploys an explosive bottle that will do 1 of 3 things depending on your player class. If you play as the Fighter, the flechette will behave like a hand grenade. If you play as the Cleric, once the flechette is deployed, it will detonate after a moment and spawn a poisonous gas cloud that hangs around for a bit (very effective against Centaurs and Slaughtaurs). And, if you play as the Mage, the flechette behaves like a time bomb, detonating after a few seconds. (Inventory Item)

Krater of Might = Restores and refills your Mana reserves to 200 ammo points. (Inventory Item)

Dragon Skin Bracers = Give you an armor boost. (Inventory Item)

Mystic Ambit Incant = Primarily seen in multiplayer campaigns, when used, you can heal yourself and your friends who are close by. (Inventory Item)

Boots of Speed = These are no Nikes or Adidas' – These boots will make you run faster for a brief period of time. Best used when playing as the Mage. (Inventory Item)

Dark Servant = Need a little help fighting Korax's army of darkness, the Dark Servant artifact summons a Minotaur to help stomp out some baddies for you. Unfortunately, this big guy can't stick around for long but he's more than happy to help you, nevertheless.

SECTION 3 – KEYS & PUZZLE ITEMS

As you'd probably expect, Hexen contains locked doors throughout its levels and acquiring keys will allow you access to them. However, Hexen introduces another system utilizing special puzzle items which, in a way, acts like keys as well. All the puzzle items will be listed below. None of these are used in the Toby Hexen Levels, however, they are seen in Hexen's original levels.

Puzzle Items

Ruby Gem
Sapphire Gems (2 Total)
Emerald Gems (2 Total)
Heart of D'Sparil (Large Ruby Gem)
Damon Codex (Book)
Libre Ascura (Book)
Flame Mask
Clock Gears (4 Total)
Glaive Seal
Holy Relic
Sigil of the Magus
Yorick's Skull (Piece to a statue)

SECTION 4 – 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.

Afrit - Flaming gargoyles that fire a volley of 3 fireballs at you. Fortunately, they are easy to kill.

Ettin - They say 2 heads are better than 1. Fortunately, for you, it doesn't benefit these guys one bit. Ettin's are slow moving grunts of Korax's army of darkness and are seen most often throughout your adventure. Despite being one of the easier enemies to face, when in large numbers, though, now you're in trouble. Don't let these guys get too close to you or they'll bash your face in with their spiked maces.

Centaur - Similar to the Ettin, however, any time they take damage, they hold up their shield briefly to protect themselves from any additional attacks from you. It's for a brief moment, however, if you try attacking them while their shield is up, any weapon of yours that fires a projectile will be thrown back in your face. Also, don't let these guys get too close to you or they'll slice and dice you like no tomorrow.

Slaughtaur - A tougher version of the basic centaur, this variant can fire a volley of 2 projectiles from its shield.

Dark Bishop - A cousin of the Disciples of D'Sparil, these are enigmatic spectres that float around and fire a stream of homing projectiles at you.

Wendigo - No, this isn't Frosty the Snowman. Wendigos are ice monsters that only want you to chill out... literally. They launch ice projectiles that can do a fair amount of damage and, once your health reaches 0, you will be nothing more than their frozen dinner.

Reaver - Undead ghouls that scour the Necropolis looking for souls to harvest. They fly around and launch fireballs at you, hoping you'll be their next victim.

Stalker - Lurking within the murky swamp water, lies a creature anxious to get up close and personal with you. Listen for sloshing water. You'll know when these creatures approach. Once they are close enough, they will pop up out of the water and slash you with their razor-sharp claws.

Stalker Leader - Just like their basic variant, only this time, these guys can spit acid at you from a distance. You can hear the sizzling of their projectile as it closes in on you.

Chaos Serpent - A large beast with a big mouth. What comes out of that mouth you ask? Fireballs. And, if it's real hungry, it won't hesitate to take a big bite out of you, too.

Brown Chaos Serpent - Very similar to its green counterpart, the only major difference is that it spits poisonous sludge at you. Eww!

Death Wyvern - Fantasy games wouldn't be complete without having a dragon. This beast flies around and is dying for good ol' fashioned BBQ. Don't let him put you on the menu.

Zedek - A possessed warrior who once trained Baratus, now under the influence of Korax. This guy wields Quietus and will have no problem hexing you back to the last century. Be very careful when engaging this foe! Getting too close will surely give Zedek the upper hand. Make sure you keep moving and use your environment to your advantage.

Traductus - A possessed Cleric who once trained Parias, now under the influence of Korax. Wielding the Wraithverge, Traductus will be quite a formidable foe. In fact, even more deadly than Zedek... Make sure you keep moving, though. The evil sprits spawned by the Wraithverge can pass through solid surfaces.

Menelkir - A possessed Mage who once trained Daedolon, now under the influence of Korax. Despite being the weaker of the masters, Menelkir's Bloodscourge can still be quite deadly. Make sure you keep moving and use your environment to your advantage.

Heresiarch - A dark and mysterious sorcerer who can cast various spells and likes to play dirty. Heresiarch can cast 1 of 4 spells he can use against you. When he begins casting a spell, you'll hear whoosh sounds prior to the attack. His first spell is the energy ball attack. Second is temporary invulnerability - there is an audio queue indicating that it is active. When Heresiarch is invulnerable, any attacks will be deflected and possibly thrown right back at you. Third, he's able to summon Dark Bishops to join the party. And

lastly, the fourth, he spawns 2 bouncing lava balls that home in on you. You'll hear these things bouncing towards you and you may want to get out of the way, or it will be a doozy. One final note, after you defeat Heresiarch, the magical mana cubes that float above him will fall and bounce around before they explode. Stay away from these bouncing cubes because, after a moment, they will explode violently. Out of all the enemies you'll face, Heresiarch will be one of the most difficult foes you'll be dealing with.

Korax - The main villain of the story, Korax will throw everything he has at you. Be ready for anything. Korax will play dirty and only wants to see you dead.

Other Shootable Stuff

Poison Mushroom – An environmental decoration that can be used to help you fight Korax's forces. When some enemies are near these, fire a well-placed shot at them and the mushroom will release a poisonous cloud of gas that will hang around for a bit. Poisonous Mushrooms give off an audible "squeek" sound every 3 seconds or so. Do be careful, though, because if you're near their toxic cloud, you, too, can face a quick demise.

Pottery – Sometimes you'll come across some clay pots sitting around in some places. Break them open and there may be a goody inside like health or ammo.

Random decorations – Suit of armor, some trees and plants, a large church bell, and some corpses.

ADDITIONAL NOTES:

In Toby Hexen, we have disabled any of your attacks from being deflected by the Centaur, Slaughtaur, and Heresiarch whenever they are in their protection state. This is to avoid frustrating situations where you may or may not hear the sound queues in the heat of the moment. However, if you play the original Hexen, then your attacks can be deflected by these enemy types.

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 = Starting Weapon
2 = Blue Mana Weapon
3 = Green Mana Weapon
4 = "BFG" Weapon

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 = Starting Weapon
2 = Blue Mana Weapon
3 = Green Mana Weapon
4 = "BFG" Weapon

Save/Load Game Hotkeys:

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