



Overlord 2 Guide

In heroic action fantasy, there are the peons and there are Overlords. Here's an example of a peon:

You're a typical Dragoon being manipulated by some dude in charge while having trouble asking out a "purty" White Wizard who's dating your Dark Paladin best friend. As a peon, you just stand around like a moron and let everyone push you around until you depart on a quest of personal discovery.

Here's the same scenario if you're an Overlord:

First off, you don't take smush from no one. You bash the head in of the guy who thinks he can control you. You then set-up your Paladin buddy to take the fall. You claim the White Wizard as a mistress, and just because, you also claim the pretty Summoner as your second mistress. You then imprison your enemies in a dungeon so you can use their heads like trampolines.

So, sharpen that Golden Axe and join IGN in a quest to dominate a land so you can destroy it later. Don't forget that evil always triumphs because good is dumb.

- [BASICS](#) // of minion micro-management (like an Overlord)
- [OBJECTS](#) // that give you absolute power (like an Overlord)
- [WALKTHROUGH](#) // to get by the tough spots (like an Overlord)
- [1-STOP Q&A](#) // to answer all your questions (like an Overlord)
- [TROPHIES & ACHIEVEMENTS](#) // so you don't suck at the game and die (like an Overlord)

Overlord 2 Guide

Trophies and Achievements	
Rescuer of Kelda	Defeat Borius and rescue Witch Boy's childhood crush.
Juno's Champion	Liberate Juno from the Governess of Everlight.
Corruptor of the Queen	Allow Dark Fay to install herself as your final mistress (this is a Lawful choice).
Ghost Bringer	Destroy Dark Fay before she teleports to your tower (this is an Evil choice).
Tyrant of Nordberg	Liberate Nordberg from the Empire's reign of terror, so you can begin your reign of terror.
Tyrant of Everlight	Liberate Everlight from the Empire's reign of terror, so you can begin your reign of terror.
Kelda's Special Friend	Purchase all of Kelda's knick knacks when customizing the look of the Dark Tower to sleep with her. Note that any purchases for other mistresses will need to be repurchased if you want them back.
Dark Emperor	Slay Emperor Solarious (finishes the game).
Perfect Horde	Fully upgrade all 50 minions (this refers to their damage percentage, not their level). You may want to do this when dominating both towns, since the enthralled villagers will produce weapons for minions.
Industrious Magic	Slay 50 enemies or villagers with the Evil Presence spells' targeting aspect.
Big Chopper	Your Overlord personally slays 50 enemies. This should be easy, with the right tools.
Red Rescuer	Unlock the red hive.
Green Grabber	Unlock the green hive.
Blue Bringer	Unlock the blue hive.
Master Builder	Upgrade 50% of your minion barracks.

Tyrant of the Tower	Upgrade all your minion barracks to level 4 (requires 16 dark crystals).
The Dominator	Complete all nine quests by dominating the opposition (this gives you 100% domination).
The Destructor	Complete all nine quests by destroying the opposition (this gives you 100% destruction).
Treasure Hunter	Find all the tower objects (life, mana, command, spell catalysts, etc.) in the game.
Crystal Hunter	Find 15 dark crystals.
Ultimate Collector	Find all 30 dark crystals.
Gnome Grinder	Commit genocide against the Gnomish people by slaying 1000 of them.
Scrooge	Amass 50,000 gold pieces. If someone from Lincolnshire Merchants' Guild, Savings, and Loan asks you for gold, don't succumb to greed!
Juno's Special Friend	Purchase all of Juno's knick knacks when customizing the look of the Dark Tower to sleep with her. Note that any purchases for other mistresses will need to be repurchased if you want them back.
Rock On	Crush 15 or more enemies with a single catapult shot.
Dark Fay's Special Friend	Purchase all of Dark Fay's knick knacks when customizing the look of the Dark Tower to sleep with her. Note that any purchases for other mistresses will need to be repurchased if you want them back.
Ghost Fay's Special Friend	Purchase all of Ghost Fay's knick knacks when customizing the look of the Dark Tower to sleep with her. Note that any purchases for other mistresses will need to be repurchased if you want them back.
Snatcher	Place first (and win) on a pillage map on multiplayer.
Pillager	Win ten pillager maps on multiplayer.
Conqueror	Win one dominator map on multiplayer.
The Big D	Win ten dominator maps on multiplayer.

Adversary	Defeat an opposing Overlord 20 times in a ranked match.
Blue Steel Look	Forge the Elemental Armor and the Evil Eye helmet. Your Overlord will not have the magnum look until the Infernal items are created.
Minion Captain	Rescue all the missing minions from the wrecked ship. You can mark the quest easily on your quest book and find them all in Everlight Jungle.
Weapons Nut	Forge three weapons.
Kitted Out	Create the Infernal Armor and Infernal Helmet.
Mayhem Maker	Cause mayhem at the Midwinter Festival as the Witch Boy (in the tutorial).
Minion Harvester	Gather 100 life force.
Minion Gatherer	Gather 250 life force.
Minion Hoarder	Gather 1000 life force.
Minion Lover	Gather 5000 life force.
Mount Master	Unlock all three minion mounts (story based).
Town Razer	Slay all 100 villagers of Everlight or Nordberg (either one).
Walking Apocalypse	Slay all 200 villagers from Everlight and Nordberg.
Slaver	Enslave all 100 villagers of Everlight or Nordberg (either one).
New World Order	Enslave all 200 villagers from Everlight and Nordberg.
Ladies' Man	Sleep with all three mistresses (Dark Fay or Ghost Fay counts as one mistress) by buying all their knick-knacks on the same save file.
Seal Slayer	Kill 100 baby seals.

There are nine quests that will determine your overlord's alignment. Use the Evil Presence spell to dominate enemies (note: one catalyst speeds it up just enough -- overdo the spell and you'll kill faster than you realize) and overload the spell only when called for on the quest list below. To destroy things, simply use minions, your weapons, or overcharge the Evil Presence spell (which is really a waste of mana).

100% Domination vs. 100% Destruction

Borius' Fate	Use the Evil Presence spell to enslave Borius or use a weapon to kill him. No matter which method you use, the roof will break up and give you the life force needed to take over the town.
Nordberg	Enslaving everyone will take some time because you will need blue and green minions to access the whole town. Killing everyone requires the same amount of work. Slavery will let you collect more treasure and goods when you visit the town on subsequent trips (more tribute).
Nordhaven Port	Enthrall ten villagers to free the ship from the ice, or simply ignite the final tar pit (in the back of the village) with red minions and destroy the whole place.
Nordberg Commune	Enslave 2/3's of the elves here instead of outright destruction will let you dominate the area. Otherwise, you will have to kill everyone and the fat Elf who's their boss. Leave your minions near the commune entrance, or the minions will auto-kill the inhabitants for you.
The Governess	Use the Evil Presence spell to enslave the Governess of Everlight or use a weapon to kill her. You will still need to destroy the temple afterwards for the life force.
Everlight	<p>You can dominate approximately 70 to 80 villagers before you need to deal with the rebelling elves. If you are destroying the town, then go through and kill them all. Otherwise, you should be very careful deploying minions and keep a back-up save handy.</p> <p>If you accidentally kill a rebel, he or she counts against the town's population and you will mess up the quest. For the final few elves at the treehouse your Overlord cannot get to, have spiders stand guard on the wall to lure away the bombs. When an elf is at the edge of the tree house, your Evil Presence spell should just be able to target the villager from the walkway (just barely).</p>
Senator Drearius	This quest cannot be completed until the blue hive is unlocked. The senator's villa will reset to its original state (so you can enter the sewer) until after the arena event. Simply dominate or slay Drearius and his wife (do the same thing) to settle this quest.
	Use the Netherworld Gate in the arena to fully charge your

The Yeti	mana bar (you'll need it). Shrink the yeti to normal size and let go once you see the purple domination fuzz to enslave it. Otherwise, keep up the music and fry the guy into nothingness and be very, very evil.
Queen Fay	Fay will automatically register as domination quest if you let her stroll back to the warp pad once she becomes Dark Fay. To get Ghost Fay (who incidentally looks less evil) simply fry her squishy elf brains with targeted Evil Presence (she dies pretty fast) before she can warp away.

Overlord 2 Guide

Magic is cast differently from before. You tap the Evil Presence button to ignite inflammables. Hold the button alone or with one of two modifier keys and charge the spell halfway for one version of the spell, or fully for the second version.

Magic Spells		
Hold spell button	Domination (½ charge)	Destruction (full charge)
Spell + Order Minion (R2 or RT)	Fortify Minion (½ charge)	Sacrifice Minion (full charge)
Spell + Camera Center (L1 or LB)	Fortify Horde (½ charge)	Shockwave (full charge)

Enemies drop a random amount of life force, depending on the hives you've unlocked (and sometimes by enemy type). You do not have to seek out a specific enemy now for a specific life force type, as all types of life force are now very fairly common. When selecting a minion color, select the color again (quickly) to discriminate against mounted minions and dismounted minions.

Minions	
Brown	The default minion is also the strongest infantry fighter. They are vulnerable to all elemental damage, water, and explosives. All minions are capable of rapid regeneration if they are allowed to rest and recover.
Red	This minion is invulnerable to fire (explosions do half damage) but have half the amount of life the brown minion possesses. Additionally, red minions hurl fireballs to attack enemies and do not do a lot of melee damage. A possessed red minion cannot throw fireballs.
Green	Immune to poison (a very rare effect in this game), the green minions has about as much life as a red minion, but possesses a strong backstab ability that is activated only by standing at a guard marker for a short while. A possessed green minion can turn invisible by remaining still, but cannot backstab.

Blue	The magical minion, able to pass through (blink) enemies when being manually guided with the joystick (not during auto- roam). Also capable of swimming and reviving recently slain minions. However, they do no damage to physical enemies. For Overlord 2, their skin also wards the blue magic goop found in the Wasteland.
-------------	--

Guard banners can be moved by targeting them and moving them with the right stick. You can target banners or objects being held by minions and move them around with the right joystick or mouse. Check the manual for the basic basics -- that's what a manual is for.

Minion Mounts	
Wolves	<p>The wolf mount is designed to turn brown minions into cavalry (much like the Orc Rider in Kingdom Under Fire). When minion wolves are manually directed to attack with the right joystick, they will have more knockback power when first attacking enemies.</p> <p>Wolves can also hop small gaps to reach island platforms. Wolves cannot swim and can be slain.</p>
Spiders	<p>Spiders are designed to cling onto webbing in Everlight. When guarding on a wall, spiders are nearly invulnerable to attack. However greens still need to be in range to pounce enemies. Use spiders to grab the hard to get items then don't worry about them. They do not come into good use after you are in control of Everlight.</p>
Salamanders	<p>Salamanders allow red minions to move and attack with fireballs. However, you need to be in control of them to do so. If you need to fire on enemies while moving, choose salamanders. Otherwise, the traditional mixed minion horde on a banner will be far stronger (like in Overlord 1).</p>

Overlord 2 Guide

Every item in Giblet's Forge requires an investment of gold and life force of minions to create. Additionally, there are optional resources that are required for uber-rare or powerful items like the Infernal Armor or Infernal Helmet. You can get regular treasure (pink gems) by slaying Elves, Gnomes, Unicorns, and other magic creatures. Additionally, the pink crystals in the magic sanctuaries occasionally spawn the pink gems.

The unique dark crystals are used to upgrade your minion barracks and to create the most powerful items in the game. There are only 30 dark crystals, and their locations are all listed on this page (somewhere below).

Giblet's Forge <i>(Items highlighted in pink should be created first)</i>	
Item	Notes
Smooth Slicer	One of the cheaper weapons you can create early in the game. The treasure needed though, is better put to the Evil Eye. Once you have that helmet, you can create this weapon if you have extra gems.
Mad Batter	A very cheap but not cost-effective mace. Knocks enemies down, but not handy against larger enemies.
Executioner	Requires the Nordberg Forge Stone. One of the best items you can create early on. Essentially an axe that does more damage! The gold needed for this item is steep early in the game though.
Scorcher	Requires the Nordberg Forge Stone. A sword that sets enemies on fire with every power (third) blow. The fire damage is nice, but by the time an enemy is set on fire, they should be dead. This weapon is not as cool as you were lead to believe.
Elemental Armor	Requires the Nordberg Forge Stone. Armor in this game increases the Overlord's life bar. This armor also decreases damage taken from poison and fire.
Evil Eye	Requires the Nordberg Forge Stone. a.k.a., Raising Hell's Harvester Helm. This helmet doubles the amount of life force gathered. Hence you can lose a minion, but if it kills an enemy, the lifeforce counts as double. This lets you come out ahead in battles of attrition. It is also one of the few very effective items that does not require dark crystals to create!
Berserker	Requires the Everlight JUnge Forge Stone. An upgraded version of the Executioner. Build the other items first unless

	you're highly reliant on the Overlord to kill enemies. The cheaper Executioner generally handles most things.
Warlock	Requires the Everlight Jungle Forge Stone. A sword that steals mana when it kills. Effectively lets you keep casting spells, although the Tower Heart does the same thing in the required quests.
Beastmaster	Requires the Everlight Jungle Forge Stone. A mace with a poison sting. Handy against very tough enemies, but by the time you create it, you're well past the halfway point of the game, where better items are available.
Reaper	Requires the Empire Harbor Forge Stone. A handy axe that steals life instead of mana with each kill. It may come in handy at the arena when you need to kill enemies and stay alive. Or you can cowboy the hell up and play it like a true overlord and use your minion mastery to destroy the opposition.
Apoclypter	Requires the Empire Harbor Forge Stone. A mace that creates a small explosion with its power hit. Otherwise similar to the Berserker.
Infernal Armor	Requires the Empire Harbor Forge Stone. This armor increases the Overlord's life bar by several life segments and is the most potent armor in the game. All this of course, comes at a high price.
Infernal Helmet	Requires the Empire Harbor Forge Stone. A helmet that increases the maximum horde size by five minions. It is the lynch-pin in your effort to control the maximum horde of 50 minions.

There are five life upgrades in the game. Each one will increase the Overlord's life bar by a small amount. There is a matching mana upgrade for each life upgrade. Each mana upgrade increases the mana meter by a small amount.

Life Upgrades	
Life Up 1	Nordburg Town. Near the Netherworld Gate (gate 1). You find it when you locate the Netherworld Gate on that map. The item is behind a wood barricade.
Life Up 2	Everlight Reef. On an island on the north edge of the reef, near the initial gate (gate 1). You need to have your minions carry the object onto your boat so you can dock it to an island with a warp pad.
	Nordberg Town. Requires blue minions. Locate the lake to the

Life Up 3	town's north. Use blue minions to bring the item to the raft and ship it over to the nearest portal.
Life Up 4	Wasteland. Past the refugee camp on the east sector, there is a zombie village next to a large pool of magic goop. Normally, you have blue minions use the turnstile in the magic pool to open the next gate to get to the rotating rock. Instead, take some blue minions into the goop and follow the path to this item.
Life Up 5	Empire Hills. Past the second Netherworld Catapult there is a barricade on some stairs. Use bombs to destroy the barrier and take the item back to the warp pad.
Mana Upgrades	
Mana Up 1	Nordburg Sanctuary Cave This is at the statue of Queen Fay. Destroy the magic stone that falls from her statue and take the mana to gate 3.
Mana Up 2	Everlight Temple. Defeat the spider boss. This item is visible after riding the elevator back to the temple's ground level.
Mana Up 3	Nordberg Town. Requires green minions. Destroy the poisonous wall in the town's west sector. This is the mana upgrade you can see from the Netherworld Gate, but you can't get to initially.
Mana Up 4	Wasteland. In the initially area dotted with magic pools, use the red minions to navigate past the fire and around the magical acid to this object.
Mana Up 5	Wasteland Sanctuary. Enter the second gate with blue minions and take this item from the pool that lies north and west. You will find this item normally after destroying Fay's four shrines, but there are many enemies around, so you can come back later.
Other stuff you find on the street and should put in your mouth.	
Elven Harp	Nordberg Sanctuary. This item is a tower object, but just allows the minion jester to do bad poetry. It is near the second gate and is hard to miss.

There are a total of six command objects to increase your horde size from 15 to 45. To get to 50 minions, forge the Infernal helmet.

Command Upgrades	
Horde Item 1	Norderg Town. This item is south and west of gate 1 on this map. It will be near the overlook where Gnarl comments how you were cast out of this town 13 years ago.

Horde Item 2	Nordberg Town. After unlocking the red hive, you will be notified of the dig site. Near the mine cart track connecting the Netherworld Gate to the dig site, there is a pile of rock rubble that hides a tower object. To get it, stop the mine cart at the track curve and get the red minions to fire on it by putting them on a banner near the cart. If there are no enemies nearby, the red minions auto-target explosives.
Horde Item 3	Everlight Reef. The center island's inner dock. Take the Elven ship (the only ship with a ram) and ram the rocks blocking the path. You must take the item onto the ship to warp it out at a waypoint gate.
Horde Item 4	Everlight Town. North of the Netherworld Gate (gate 3) where the spider mount icon is on your map. You will be able to get this just prior to fighting the Governess and rescuing Juno.
Horde Item 5	Empire Harbor. Near the Netherworld Gate at the slave camp.
Horde Item 6	Wasteland. At the zombie village in the northwest sector, just past the rotating stone. A little past the gate, the item is along the side of the road and quite hard to miss.

There are three Forge Stones in the game. It's asymmetrical for a good reason. You'll see. Wink, wink, nudge, nudge.

Forge Stones	
Forge Stone 1	Norderg Town. Past the fire barricade on the side of town where the first ballista isn't.
Forge Stone 2	Everlight Jungle. Next to the silent goddess statue that's near area's Netherworld Gate (gate 1).
Forge Stone 3	Empire Harbor. On the ramparts of the catapult fortress.

Incredibly, you have to modify the same spell six different times to get the full repertoire of seven spells. The first spell stone is mandatory. The second and third are optional.

Spell Stones	
Target	Norderg Town. It will be found in the Sanctuary entrance, then your minions will warp it to the Nordberg Town map. Grubby the Minion will create a Netherworld Gate for this stone to be brought back into the Dark Tower.
Minion	Wasteland. Found pretty much in the open after picking up the first shard of the Tower Heart.
	Everlight Jungle. After getting some green minions, return to the

Non-Bungie Halo	Netherworld gate (going towards the Everlight Facility). One of the poisonous walls hides this spell stone.
------------------------	---

You can boost the three spells (spark doesn't count) to level 4 (which is pretty potent) by adding catalysts to them in the Dark Tower's private quarters. There are nine catalysts, so if you want one spell to be at level 5, one of your spell aspects will be restricted to either the most basic level or (at best) level 3.

Catalysts	
Catalyst 1	Norderg Commune. This item is in the commune map and shouldn't be too hard to find.
Catalyst 2	Everlight Temple Outskirts. Near the entrance to the blue key's shrine (and where Fay ambushes the Overlord with a troll).
Catalyst 3	Wasteland. Requires green minions. East of the area's gate 1 there are some abandoned Hafling Homes (they look like midget huts with round doors). The catalyst is past the poison.
Catalyst 4	Empire Heartland. At Senator Drearius' villa, before you wreck his palace and find the sedan chair.
Catalyst 5	Empire Sewers. Requires blue minions. South of the area's only gate.
Catalyst 6	Wasteland. Requires blue minions. At the big magical lake, head south and west to the ruined stairs (partially from the Ruborian Desert template).
Catalyst 7	Wasteland Sanctuary Depths. Near gate 1. You can get it after destroying the first shrine, or come back later.
Catalyst 8	Everlight Town. Requires blue minions. South of the town's beach, there's an island with this item on it.
Catalyst 9	Empire Hills. Past the first catapult, there is a soldiers' tent and a gargantuan. Destroy both and grab the catalyst nearby.

There are 30 dark crystals to upgrade your minions and to create all the items in the Forge. A big thanks goes to the Overlord community who are all hard at work supporting this great game!

Non-Jim Henson Dark Crystals	
1	Dark Tower. The main audience chamber, on a side balcony. Seriously? You can't find it?
	Dark Tower. The minion burrows (Foundation). At a rocky dead-end near the

2	blue hive.
3	Dark Tower. The minion burrows (Foundation). On a rope bridge near the red hive.
4	Dark Tower. The private quarters. The triangular balcony behind the Overlord's bedchamber.
5	Dark Tower. The Forge, near the giant blower.
6	Nordberg Sanctuary. Past the stream where you leave behind all but the blue minions, there is a human stuck in a gnome hole. Behind him are some tree roots masking the crystal. If you come here the first time, you can use the pre-set red minions to get this crystal, otherwise, you need blue minions.
7	Nordberg Town. After using explosives to blow open the front gate, send a second mine cart into the village and detonate it. The cart will get rid of some rubble with this dark crystal.
8	Nordberg Town. Locate the ballista in the northeast (near where you defeat Borius) and go north past the fence/gate. A path on the snowy mountains (the tutorial area) has this crystal.
9	Everlight Reef. Near the red keystone are some ruins your Overlord can't get to because of deep water. Use blue minions to swim to it later.
10	Everlight Reef. After placing the yellow keystone on its pedestal (the one taken from the elf ship), your Overlord needs to go down to a sandbar infested with mermaids to blow up a ship blocking the path back to your ship (since you can't use the elevator anymore). From the red and brown minion portals near the yellow keystone, go down the first flight of stairs towards the sandbar. Stop at the bottom of the stairs. Turn right and have the minions fetch the crystal from the narrow cliff path.
11	Everlight Jungle. Locate the preset greens. Locate a spur on the north edge of the map. The road spur is next to deep water pond and it has a crystal at its tip. This is near one of the trapped crewmen, and after defeating the two fat Elves.
12	Everlight Facility. At the north end of facility (ground floor) where the two pandas were. The area opens by placing five minions on the floor plate. This is the only facility crystal the Overlord can get without possessing a minion.
13	Everlight Facility. Requires a possessed minion. After entering the facility the first time, there is a five minion floor switch next to the green hive. Open it and grab the crystal from the secret room there.
14	Everlight Facility. Requires a possessed minion. Go to the east wing of the facility. One of the side halls has an opening that leads out of the building to a trash filled area with this crystal.

15	Everlight Temple. Slay the spider boss. Open the secret room at the top of the lift ride by putting your Overlord on it. The crystal is in that secret room.
16	Everlight Temple Outskirts. On the spiderwebs near the Netherworld Gate. Use a spider mount to grab it.
17	Everlight Town. Requires blue minions. South of the town's beach is an island with a catalyst. A minion only area has this dark crystal.
18	Empire Harbor. At the corner inside the catapult fortress (ground level). If you destroy everything you see, you'll find this easy.
19	Empire Heartland. Slay the Gargantuan after destroying the Sentinels. If you leave this area before you do, you may miss it (the Gargantuan may not respawn). Don't tempt fate. Kill it before leaving.
20	Empire Sewers. Requires blue minions. Near the area's Netherworld Gate, the raft used to let the Overlord cross over from the other side needs to be moved. Have blue minions move the boat to the other dock so they can reach under the sewer grating for the crystal. You can see the glow going in, but you won't be able to get it until after the blue hive is unlocked.
21	Empire Sewer. Requires blue minions. At the crane room where you had to pick up and drop four blue minions, there is a floor switch that requires 20 minions. Get 20 blue minions to open this side path and have your Overlord deal with the Eradicators. The dark crystal is at the end of the walkway.
22	Wasteland. The southward pointing spur just north of the Wasteland's gate 1.
23	Wasteland. The zombie village in the northwest sector (near the Wastelands Sanctuary entrance). This crystal is in a tent near the command upgrade.
24	Wasteland. The zombie village past the refugee camp in the east sector has this crystal. Level all the houses to see the crystal's glowing jar behind one of the houses.
25	Wasteland. At the big magic goop lake's northeastern loop. Sending your minions out will automatically pick this up.
26	Wasteland. During (or after) the escape from the Empire, you will climb an S-curve on a cliff where Imperial soldiers will fire a hailstorm of arrows (like in Frank Miller's 300) at you. At the top of the S-curve (pointing southwest) is a rise/side of the road only minions can get to. Get it before you slide down one-way slope to the sanctuary. If you get this after recharging the Tower Heart, the arrows will no longer harass you.
27	Wasteland Sanctuary. On your way out after destroying all four shrines, there is a red pit with fire arrow soldiers. Past them is a path leading back out of the sanctuary. The crystal is on that previously blocked path (in plain sight).

28	<p>Wasteland Sanctuary Town. Note you only get one chance at this crystal per game. As you go back towards Queen Fay after destroying all four shrines, there is a point in the sanctuary town where your minions push out two statues to shield the Overlord from fire archers. Shortly after this, you will encounter a lone centurion (leader in red cape and gold armor) at an intersection of many stairs and walkways. Take the stairs going up to this elven lounge. The dark crystal is hidden in the junk pile there. Note that if you recharge the Tower Heart (and take your final mistress) you cannot re-enter this area and dark crystal is lost to your game forever.</p>
29	<p>Empire Hills. Past the second netherworld catapult, destroy the bombers on the barbican (guard tower) by using wolf-riding brown minions to hop the gap. The crystal is on the other side of the destroyed gap, in plain sight, but impossible to retrieve unless you have wolfriders. If you need to change the mount type to wolves, go back to the tower and make Kelda your First Mistress.</p>
30	<p>Empire City. One of the city ramparts at the gate to Solarius' palace. If you accidentally enter the Emperor's palace, you can turn around and leave to get this crystal. You can come back to the city any time to get this last crystal.</p>

Overlord 2 Q&A

QUESTION | **How do I get this item or tower object?**

SOLUTION | Refer to the objects page (see navigation at the top).

QUESTION | **How do I beat this boss?**

SOLUTION | Refer to the area of the guide's walkthrough.

QUESTION | **How do I fully control or destroy Nordberg and Everlight towns?**

SOLUTION | Refer to the trophies and achievements section.

QUESTION | **My minions just dropped an item off at a Netherworld Gate but nothing happened.**

SOLUTION | This is a known bug. If you stack two or more tower objects or items on a warp pad, the second item will not register its effects because of on-going tutorials, dialogue or cut-scene. This is easy to remedy (unless you auto-saved the problem) by blocking minions or having them drop the second item so the game has time to register the effects of the first object retrieved in the queue.

QUESTION | **How can I max out my horde?**

SOLUTION | For that achievement or trophy, it is best to dominate a town so the villagers produce weapons your minions can equip. Don't forget to revive higher level minions (they start with more damage) when you are going after the maximum horde achievement.

QUESTION | **I don't have that many dark crystals right now; should I make more items or upgrade the minions?**

SOLUTION | Make the Evil Eye helmet first (it doesn't use dark crystals) then upgrade your minions with dark crystals. At level 4, the minions are

extremely tough to kill and each life force you pick up gives you two more to summon if one dies. It's called attrition. That's how superpowers win wars.

QUESTION | **What are the best mounts to have for the final battle?**

SOLUTION | If you don't like switching back and forth, pick Kelda's wolves and they will let you get all the items in one go. Juno's spiders are not used very well and Fay's salamanders are too weak to defeat the bombers (and require your constant attention).

QUESTION | **How can I break the formations made by Empire soldiers?**

SOLUTION | Kill their leader(s) or use catapults to smash them apart (cause panic). Short of this, you will need to use a combination of red minions to set enemies on fire and brown minions to attack. Blue minions will help reduce losses, but there is almost always a way to break Empire formations without using too many minions.

QUESTION | **Who is the best mistress?**

SOLUTION | It doesn't matter. The selection of the mistress only determines the mounts available in the Empire Hills map (and the opening line from the mistress).

QUESTION | **I can't find this dark crystal!**

SOLUTION | Dark crystals are normal items and vanish after being exposed or discovered. If you do not collect them, they will reappear in the same spot when you revisit the map.

QUESTION | **What's the best weapon in the game?**

SOLUTION | Anything that makes enemies die quickly. Generally, the minions when powered up and feeding on the domination version of Halo (Enrage). The Overlord can use the Berserker or Executioner.

QUESTION | **Is there a point to reviving fallen minions from the Reaper?**

SOLUTION | Not unless you are going for the Maximum Horde trophy or achievement. Just create a new minion when one is slain to save on life force.

QUESTION | **What happened to Mistress Velvet?**

SOLUTION | If you've been paying attention to the story, Velvet is not mentioned in Overlord II. You may make any number of assumptions, but for logistics purposes, it is easier to simply assign a single outcome in a cut-scene rather than scan your previous Overlord saved data and allow for several outcomes.

Overlord 2 Guide

Hunting Grounds	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Tutorial & Hunting Grounds

If you have trouble with the tutorial, you will likely encounter more difficulty as this guide will easily refer to terminology used in the tutorial. The child Overlord cannot die, hence you can wander around like an aimless idiot and never game over. The game earnestly starts when you control the adult Overlord and have a lifebar that can be depleted. We will start the walkthrough with that section -- at the Hunting Grounds.

As the *yautja* would say, "Time to hunt!"



Combat Training

Your adult Overlord needs to complete some training tasks to return to the Netherworld Tower (or just simply - the Tower). Begin by crossing the bridge to the ice block containing the yeti. Crack it open and bring your minions out of the minion gate. Sic them on the yeti's platform so it will flee the cave, and open the way to the ice floes.

Collect 30 Life Force

Do as Gnarl says and collect as much life force as possible. Note that the brown minions can drown in water, but the Overlord cannot. Use the overlord to pick up the life force dropped at the shore. If the yeti is a problem move the minions away or stand them on a guard banner to lure the yeti's shots.

You will learn minions are expendable, but the Overlord is not. Dead minions can be easily

replaced (even this early in the game) but a slain Overlord requires you to retry from the last auto-save.

Tame some Wolves

Minion wolf riders are almost essential to beating the game. As you did before as the Witch Boy, use wolf riders to hop small gaps on the ice and attack enemies or access turnstile switches. Grab enough wolves for the minions (you should have a maximum horde of 15 by now) and take them out to destroy the Eskimo huts (monster generators) and to follow the Yeti.

Eat Crack and Die Yeti

The Yeti is defeated by swarming the two pier supports on each side with minions. When the yeti is in the arena, fight it and weaken it. When it jumps away, attack the pier supports. The Yeti will escape to the next zone once it is about to die. Follow it and kill the Empire loggers in the area.

Sanctuary and Spellstone

You will find the fat lard Borius in the Sanctuary Cave. Since Florian will agitate the Dryad to bar you entry to the magic sanctuary, you will need to follow Borius to the town map. Do so and take the spell stone with you.

Ensozcell the Villagers

If your minions are carrying the horde maximum upgrade, stop them now before they teleport the item before the spell tutorial is over (or you lose the item forever). Use the new spell stone to kill three villagers and then to subdue three more (domination). Once that's done, you can poke around the gate for a life upgrade as well as finish warping the horde max item.

Return to the tower when you are ready to move on.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Sanctuary Cave



You might return to the town first (the first areas are very intermixed). After finding that Borius has defended himself with fire barricades, you will need to go back to the Sanctuary Cave to rescue the red hive.



Breach the Sanctuary

The red hive is in the magic sanctuary. To get around the dryad, use the Possession Stone (now that you're confirmed as the Overlord, the possessor stone will activate). Send in your full retinue of minions and tap the spell button to possess the lead minion. Take the minion to the side path indicated by the camera and attack the dryad.

The dryads are tough. Once she's injured enough, kill her by attacking her feeding bulb. Gnarl will assist you with voice-over as required. ONce the dryad is slain the root barrier will vanish and allow the Overlord to step through.

To return a possessed minion to the Overlord, hold the spell button for three seconds or make your way back to the possession stone and touch it.

Find the Reds

Put all your minions back into the minion gate before crossing the streamlet. You will get free red minions (well, ten of them anyway) after you find them in the western circular room. You will take them down to the elf residences up top, destroy a bunch of stuff, and then get to the second gate pretty easily.

Just remember you will always have ten red minions (even if some are killed) so make sure you fill only the difference between the max horde size and ten minions with brown minions. You will need to use the possessor stone to slide down the slope to Fay's statue and ride the elevator back up for the Overlord to take it. Easy. The red hive should be following fairly closely (you really can't miss that).

Note that the Elven Harp is near the second gate. If you miss it, it will count against your tower object total.

Deadly Three at Fay's Feet

Like before, there are several dryads at the statue but three of them advance at once, and that can overwhelm your forces. Instead, put your red minions on a banner at the edge of the field. With luck, the concentrated fire they dish out will ignite a dryad quickly and immolate her. When all three are beaten down, kill their feeding bulb to whack all three. Whack a dryad - off a dryad

Destroy the statue and take the mana upgrade (and hive) to the final gate. As before, stop the mana item from warping (or whatever the second item in the queue is) to avoid having it erased. You can target an item being held by minions to stop it (and move it with the right stick). Let the first object warp out, let Gnarl shut up, then allow the next object to be claimed. This insures a smooth transition of data across all game systems (yes, this includes your fancy Crysis playing PC).

Get the hell out of Dodge once you're done. It's time to visit some revenge.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Nordberg Town



Armed with the ability to summon red minions, you can go back to the tower and forge the Smooth Slicer (a good weapon) or horde more pink gems and life force and gold to make an even better item in about 2 hours. For now, your objective is immediate. Find Borius and

smash the town that exiled the Witch Boy.

If high school reunions could only be this bloody and chaotic, most guide writers would be in Seventh Heaven.

Extinguish the Fire Barriers

There are two fire barricades near the Nordberg gate: one leading to the ballista and one leading to the side. Extinguish both and use the red minions to immolate the Imperial Army leaders to break the enemy formations. Take the Forge Stone (see the map) so you can access new items to build. Take the minions around the side, destroy the tents and enemies and sack the ballista.

Ballista Barrage

Use brown minions to man the ballista and banner any reds to guard the back. Blast the formations and the tents with the ballista bolts. You will need to come back here after you visit the dig site, so make sure you know your way around the map to the ballista.

Dig Site

Check out the dig site and use wolf riders and red minions to break formations (after taking out the leader first). Wolf riders can cause enemies to stagger when attacking them (sweeping with the stick not individually with the button). Red minions on a banner will group fire and ignite enemies. You will need to work with the A.I. to get by.

Activate all the turnstiles to release explosive mine carts. These carts can remove the rock barriers to the final switch. The final switch releases an infinite number of mine carts at the dig site. Use brown minions to push the mine cart to the village's front gate, then place your minions on the ballista and around a banner near the ballista. Take one or two red minions to ignite the mine cart and blow open the door.

While the fuse is burning, head for the ballista quickly.

Town Assault

Two groups of soldiers and many archers will appear to attack from the ramparts. Use the ballista and mow them all down. If you missed the ballista and find the way blocked, you will need to use brute force to smash the formations. Once both squads are broken, enter the village.

Locate Borius near the west area. The game will mark the spot for you if you track the quest on your log book. Once Borius slips your grasp, destroy his temple to open the way to the north half of the town.

Second Ballista

Go through the town square and when you face the second ballista, place a single minion on a guard banner. Lock onto the banner and move it towards the locked gate to lure the ballista into firing on the decoy.

When the second ballista is distracted, send your remaining minions (no banner) in a sweep up the stairs and have them sack the ballista crew. Exposing the Overlord to the ballista is a quick and easy death.

Choose Your Destiny: Mop Up Borius

Take the town hall by killing the remaining archers and then having the minions push the statue onto Borius' bald head. Refer to the trophies and achievements page to see how you finish off Borius (domination is better if you are aiming to complete the max horde trophy or achievement).

Regardless how you remove Borius from play, you will need to expend 50 life force to take over the town. Do that at the town hall and you will complete several other quests and make a new friend.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Nordhaven and Nordhaven Fjord

Take the audience and make a decision as if your alignment depended on it. No matter how you judge, the quest will be available, so focus on your alignment (accept all for domination, reject all for destruction) and don't mind the aftermath.

There are no items here to collect, but there is an alignment related decision.

Fire in the Hole

Melt the ice by using red minions to ignite the gnomes in the tar pits. They're pretty much kindling so use them as such. Stomp all the opposition in your way (and if you've been fighting a lot, you'll likely get your 50 enemy kills). Ignite the first three tar pits to get to the port of Nordhaven (they are marked on your map - track them).

Choose Your Destiny: Fireworks or Firestorm

Proceed to the dock and a villager will tell you about the whaler he was trying to escape with. At this point, you can dominate ten villagers to free the ship from the ice or you can destroy the port and free the ship by igniting the final tar pit (near the explosives). Do what you need to and get your ship out into the water.

Fjord and Minefield

Get ten minions on the ship and row it out to sea. Dock at the pier where the elven blockade is to avoid the sea mines. Chase the seals into the sea mines to get rid of them. Note that if your ship is boarded, you can un-man the helm and fight enemies on the ship (although this is not recommended).

The best medicine is always to put non-red minions in the ship and have red minions set fire to boarders. Any remaining minions should be placed on a guard banner on the middle of the ship to repel invaders.

Sail through the fjord to get to the next area (Everlight Reef).

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Die Commune Die (It's German for The Commune The ...)

You can get this sidequest after reaching Everlight Reef. It's recommended you complete it as early as possible, since you can put down another alignment quest and pick up a much needed spell catalyst.

Grab the wolves where indicated on the map and use wolf riders to operate the turnstile switch. This lowers the drawbridge so the slaughter can begin. The enemies are minor and should not pose much of a problem for you.

Choose Your Destiny: Enslave or Destroy the Hippies

The alignment quest here is to enslave all the elf villagers (they should exhibit the same behavior of running away in panic when injured) or kill everyone (pretty easy). If you decide to waste everyone, just track down everyone and the fat Elf and kill 'em all.

If you are looking to dominate the commune (and they will produce items later). Do what you like, but don't leave this area without taking the spell catalyst behind the barricade.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Everlight Reef



When sailing the Nordbergian whaling ship, beware of boarders. If you get too close to Empire soldiers or those damned Elf fighters (the guys in green tights who jump), they can destroy your ship by attacking its Hit-Points. If someone comes aboard, stop the ship, recall

the Overlord and minions and set the horde on a guard banner (auto-attack) or target and destroy the enemy.

Explore the Reef

If you take a look at the map (if you're on the PSP, it's recommended you pick up a 3G phone or iPhone and visit IGN directly to get the whole guide -- or download the PDF) you will find there are several items of considerable note. You will need the Elven ship (earned after fitting two of the four keystones) to claim all the items, so you can wait until then and take time exploring the reef.

Any illusion of time should be dispelled, as there are never any timed missions in Overlord and Overlord II (apart from timed switches, but they are exceedingly rare). Check with the Tower Objects page for a full list of collectibles in this area.

The Elven keystones

There are four keystones to put back in place once the Elves decide to fark with your Overlord. The red and blue keystones (on the center island) are the only ones you can reach for now. Find them and return each to their own respective pedestals (the game marks the keystone locations, and the minions carry them automatically to their slots, so this ain't hard).

You'll learn with the blue keystone that these mystic keys can operate elevators. Naturally, if you use an elevator to reach a keystone's pedestal, your Overlord will need find another way to get back to the ship (or leave the area). Have some red minions around so they can detonate the explosive barrels you see. These medieval det-charges will remove wrecks and ships blocking the Overlord.

The Elf Ship

The yellow keystone will be carried on an escaping Elven ship. To ready yourself for this, use the red minion gate near the area's second Netherworld Gate to fill out the horde. Place any non-red minions to crank the ship; all red minions (you should have 15) should be on deck ready to kill ass. Sail to the southwest island and engage the Elf ship.

Avoid its ram (kills in two hits) and set the enemy ship's sails on fire. Burn off all the fabric to put the ship to a dead stop. Once the enemy is stopped, dock with the ship and take it over. Note if you have the life upgrade on the whaling ship, put it on the center island first (or warp it back) as it cannot be transferred to the second ship (and you cannot get back on the whaler once you take the Elven ship).

The green keystone is easy. Simply use the elven ship's ram to pierce the rocks blocking the dock and kill all the slant-eyed forest killers (elves) who stand in your way. Note the treehouses are accessible from the sides (go around the stone stairs to reach them).

Once all four keystones are put back in their places, you can take the Elven ship and move to the next zone, the Everlight Jungle.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Everlight Jungle



The Overlord will crash land on the west side of the above map. The 15 free green minions you get on this map will be in the eastern sector (past the killer pandas). You will need them to breach the poison wall on the south edge of this map in order to progress.

The Ship Crew

Examine the quest book and track the quest. The ten blips on your map will now show where all ten minions are that are needed for this quest. Actually, it's a good idea to follow them as it will cut down on the copy needed for the guide in this section. This game practically plays itself.

To get by the fat Elf, place your minions on either a guard marker near where she'll land or have them attack her once she's down. To topple her from the rampart, target and attack her once with any physical Overlord weapon (you'll likely not be able to spare any minions for this). If you must, forge the Smooth Slicer to upgrade the Overlord's attack power; however, simply slaying the spiders near the kidnapped minion crew will give you the needed green life force for an important item.

Cool Tip: Evil Eye Detour

Simply killing the spiders near the kidnapped minion ship crew will likely give you enough green life force to create the Evil Eye. If not, locate the Netherworld Gate in the jungle, warp out, then warp back and cack the spiders once more for green life force. It's recommended you create and equip the Evil Eye helmet as soon as possible, so you will never have to worry about gathering life force again.

Gate and Green Minions

The second Forge stone in the core game is visible shortly after the tower gate appears. It has nothing of interest. However, it will be a good way to stuff your minions back into their portals to avoid getting them killed.

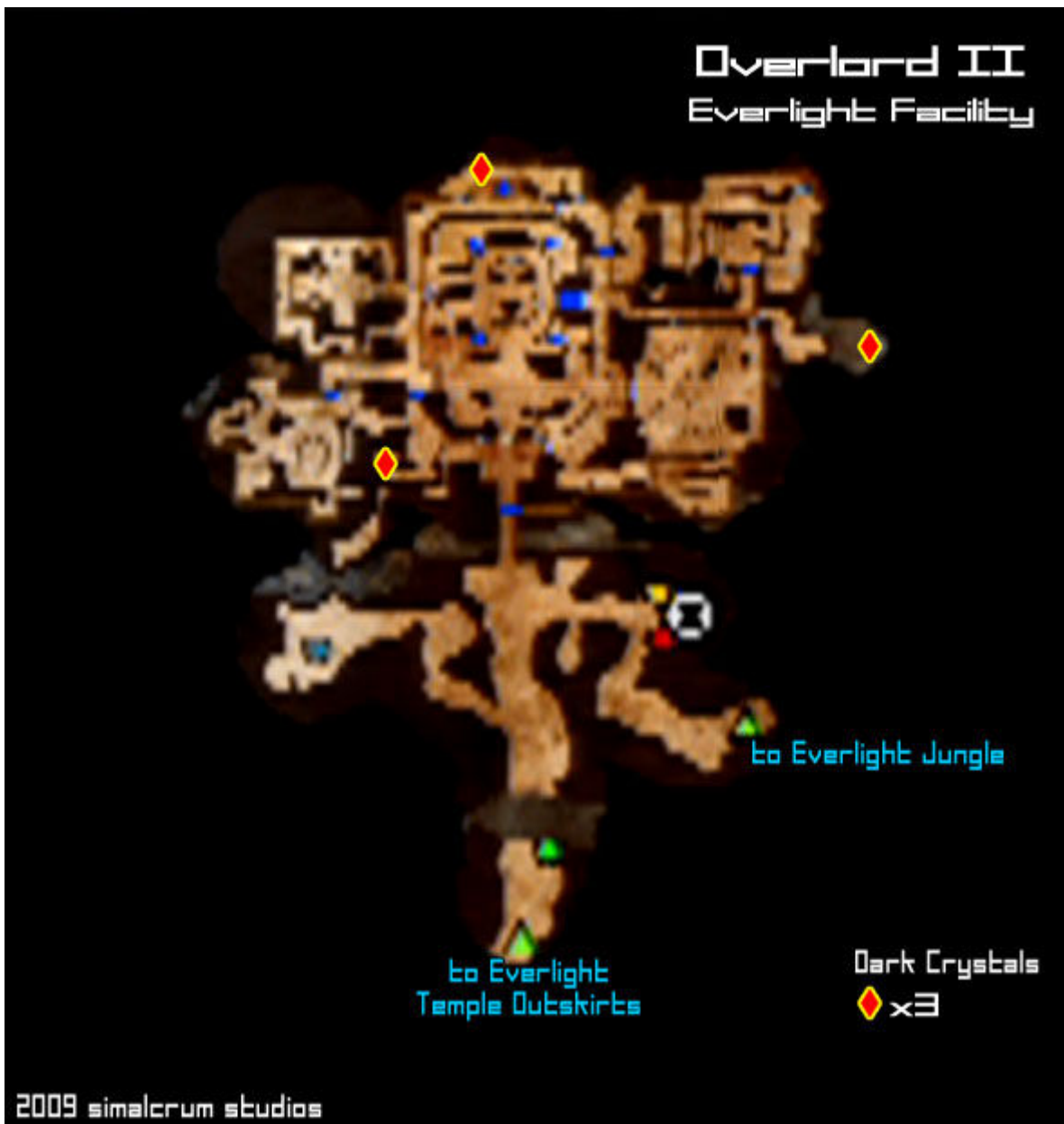
Cross the river to find the killer pandas. Avoid them and seek out the green minions marked on your in-game map. These fifteen minions are infinite on this map (as long as you go back to where you find them, you get more). Use the green's banner attack (stealth and backstab) to kill the pandas and run them back towards the portal by moving the goddess statue.

Put the green minions to work on the poisonous walls south of the gate for a new spell and then again on the exit to get to the next zone, Everlight Facility.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Everlight Imperial Facility that isn't on a moon of Endor



This map is made primarily for a possessed minion. The Overlord will not be involved until

the very end (leaving the map).

That said, you should know you will have infinite (13 at a time) green minions here. Everytime your horde is reduced under strength or your possessed minion is killed, hold the spell button (or wait, if you died) and new minions will spawn near the possessor stone for another try.

Note that unlike a retry (as in your Overlord dying and retrying), the game retains all the losses you incur on the enemy. So if you killed an Eradicator and died when a buddy of it killed your surviving horde, you can come back with thirteen *new* buddies, go back to that exact same spot, and kill his proton-pack wearing midget ass.

This is called a war of attrition. It's how superpowers win wars.

Facility West Wing

The first test will be mainly in the ground level garden. You can move the horde slightly behind a patrolling Eradicator and it won't be aware of your forces (detection works by line of short sight only). Place a banner and watch the fun fly.

To get rid of the second Eradicator, place your minions on a banner on the square overlook or around the corner so they are invisible to the enemy. Take four additional minions (your minion counts as one minion) and open the gnome gates with the five minion switches.

That should take care of the hardest problems. Reach the turnstile to open the gate and move the green hive to the north wing.

Facility North Wing

Fighting Eradicators in the tunnels is easy if you don't spook them. Approach behind and make a banner behind them. The green minions will auto-back-stab and kill them before they can really react. Move the green hive once you locate the Sentinel and murder it by destroying its tower.

Facility East Wing and Center Yard

Surprisingly, despite all the crap you hear about the Sentinels, you can easily locate them by tracking the quest and moving towards them. Clever use of the green minions (stand them on a banner and using yourself as the lure) will get enemies close for them to ambush and kill them. Once there are no enemies on the ground, you can easily evade the red death lights from the sentinels, approach their towers and topple them all.

As a rule, there are no bad switches in the facility. You can activate them all and have enemies running around to kill gnomes, but before committing to such recklessness, be sure you need to do that. A moving enemy is something you cannot predict - a stationary enemy is something you can easily work around and kill without it noticing you.

All Done

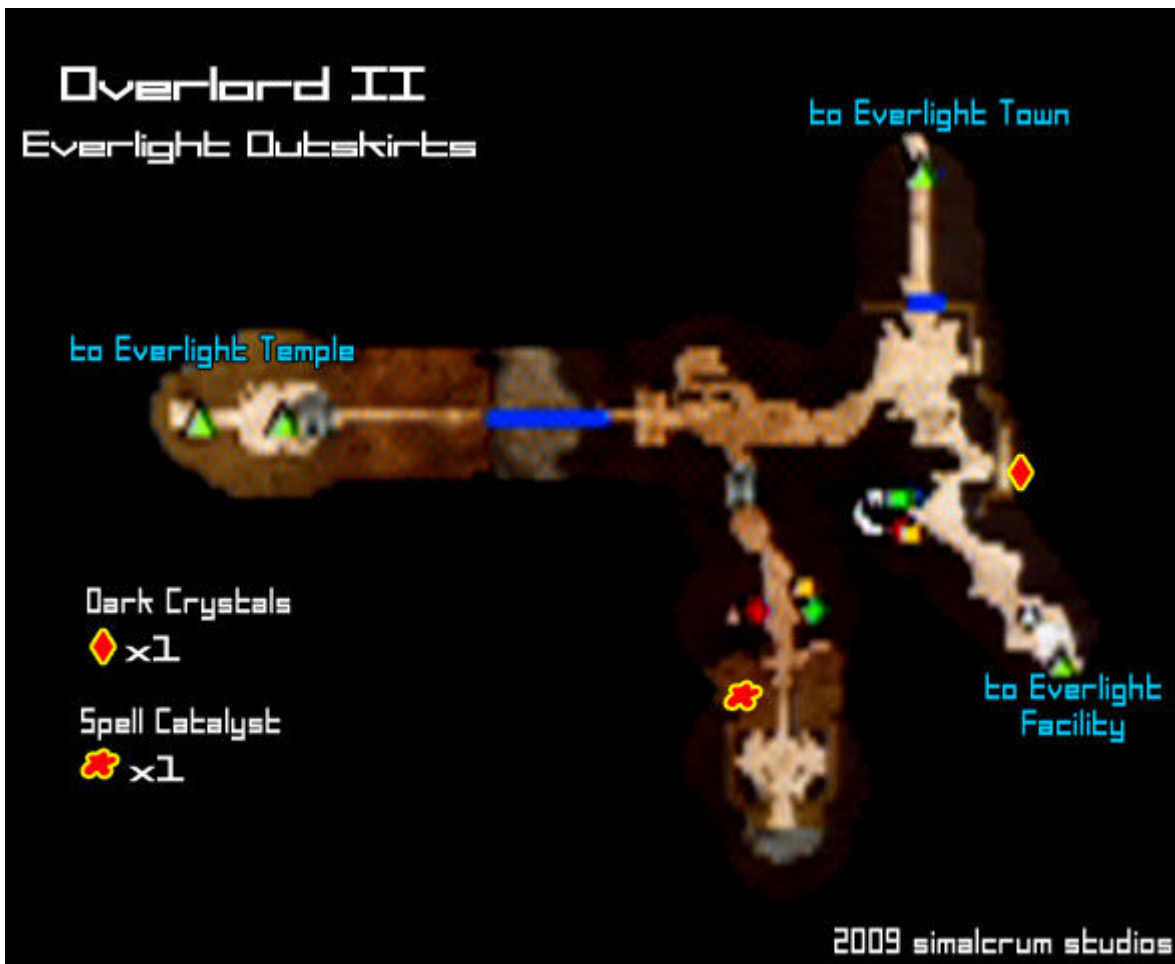
Once all the sentinels are slain, the green hive may be moved to the freight elevator and brought to the front gate. At this point, you can use the Overlord once more. Just note that the dark crystals in the west and east require you to be in possession of a minion body -- the Overlord is too big to fit into those spaces.

Take the green hive back to the tower and escape the map by putting away all minions. Cross the southern river and pull out a few green minions to destroy the poisonous wall. Leave and that objective will be complete.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Everlight Temple Outskirts



After unlocking the green hive, it might be a good time to go back to the tower once you find the gate here on this map.

Cool Tip: Wasted Detour

If you return to the Tower after finishing off the Nordberg Commune and completing the Everlight Reef but before reaching Everlight Jungle, you may get an audience with a mystery woman who unlocks the Wastelands map. Note that with the green minions, you

can unlock some more items at Nordberg Town.

While you can't grab everything yet, you can take your existing red and green minions to nab some handy items: a new spell stone, a spell catalyst, and a mana upgrade. Until you complete the arena and unlock the blue hive, there's not much more you can do here.

Crystal Meth - odology

Engage the Empire soldiers using guard banners and use the Halo Spell to boost your minions so they won't die as easily. Remember that while your minions are fighting the infantry formations, you should break your Overlord away as an independent element and hunt down the archers who snipe your main force. All this is basic war strategy and unless the U.S. Department of Defence creates the Red Easy button for Ending All Wars, this strategem won't change for the next 1000 years.

Head over to the drawbridge with the red keystone and take it to the southern branch. You will find a pedestal for it. Before entering the shrine for the (obvious) trap, make a long trip back to the gate to replenish minion losses and to refill the Overlord's life and mana.

Troll Crap at the Blue Shrine

Make sure your forces are arrayed for battle by maxxng things out. Head into the suspicious shrine with the blue keystone. As expected,



and you have to now deal with the troll Fay summons. The troll is much harder than the peon trolls you may have bowled over countless times in the first Overlord. Move your reds to the entrance and keep them on a separate banner so they won't be killed so easily. Get

your green and brown minions to either guard or attack the troll.

Recall the attacking minions when the troll is about to jump (you can see it) and send them back out once the troll has done its tummy flop. During this time, your Overlord should not be idle and should attack when possible. Don't take unnecessary risks, but some injury is expected. Simply do a slow and steady program of wearing down the troll and know that your minions will chip away the health of this enemy eventually.

Empire Ambush

Once the troll is dead, bring both keystones out of the shrine, but don't carry them further. You will now need your whole force (the survivors) to attack the Empire soldiers. There are minion gates past the first formation, but if you lost too many minions to the troll, you won't make it.

Summon the minions you require to kill the formations and remember for each formation, there is generally a leader you can find and kill to weaken it. Kill everything from the keystone shrine to the drawbridge and you'll have a clear path for the keystones. Bring both keystones to the drawbridge head and the road to the temple will be clear.

Do everyone a favor and refill your minion forces (green and red minions are best) before going across the drawbridge to the Spider Temple of Death.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Everlight Spider Temple ... of Death

The temple is a one-way boss fight. You will be able to revisit the exit later, but the interior is a once-per-game thing. Loot the treasures around the empty room first by staying near the edges. As in the old Dungeons and Dragons labyrinths, staying in the center will generally trigger something nasty, like Rock Fall, Poison Arrow, Alarm, Gas Cloud, or in this case Trap Door.

Spider Queen

The spider Queen is likely the first boss you'll face, and considering you just wasted a load of time chipping away the troll Fay sandbagged you with, you're not too thrilled. So here's the short version of this boss fight:

1	Since the spider is on a wall, you need to lure it down. Examine the walls and notice two of them have copper/brass water spouts.
2	Put your minions on a banner between the center switch and one of the walls with the water spouts (but touching the center switch). This puts them range of attacking the boss but far enough away to prevent them from being crushed by the falling spider.
3	Recall one minion to be your runner. Target one of the fragrant flowers in the arena and place it on the side of the arena so lure the spider on a wall with water spouts.
4	When the spider moves to inspect the flower and is hanging on a wall with water spouts, click the center switch with the Overlord (not a minion) and this will make the spider fall to the ground.
5	Attack the spider with your forces and weapons.
6	The spider will escape up the wall of the arena again and send its own minions down; if you still have minions on a banner, they will take care of this nuisance for you. Reset the water release switch by running a single minion over the four switches on the corners.

7	Repeat the above six steps until the spider is dead.
8	As the spider is near death, it will hang over one of the four corner switches to prevent your minion from resetting the water spout switch. Get around this by placing the flower lure after hitting the other three switches and move in once the spider moves away from the corner to inspect the aromatic smoke.

After the spider is slain, you will unlock the spider mounts for the green minions (because a giant wolf would be too far fetched unless this was Beowulf, and your minions were drunk Vikings and you were fighting at Ragnarok and had to kill Fenrir after it starts choking on Odin's fat corpse).

The Ride Up

Replace all your minions at the minion portals with green minions (the more the better). Saddle them all up on spiders and multi-select the green minions quickly to cycle to the non-riding minions. Banner them (or send them home) and select the Spider riders.

To get the heck out of Dodge, you need to manually sweep the spider riders up the spider webs and over the blue magic switches to get the elevator moving.

Should you miss a switch, the elevator will crash back down and you will need to retry the attempt. At each stop, you may want to check the floors for money and minion kit -- you can't come back to these temple floors but there are no items of consequence here.

At the end of the elevator ride, take the tower object and check the small secret room for plenty of treasure chests and dark crystal.

Cool Tip: Money Farming

This trick works even better when you are intent on dominating a town instead of destroying it. Warp quickly back between the Everlight Temple and the town gate you desire. The temple's secret room has about 1000 gold pieces each time you come back and raid the secret chamber.

Once you've dominated both towns, it's probably faster to warp between the two town gates (Nordberg Town and Everlight Town) to raid their tribute chests, but until you've done that and need some quick cash for making some chump change item or paying off a mistress' parking ticket, you can drop by the temple for some quick reliable cash.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Everlight Town (*Elf version of Macon, Georgia if it was run by Ned Flanders*)



You will need spider riders to access this zone. Use one to hit the two magic plates on the webs next to the town gate. That's about all you need the spider mounts for, but you might use them once more to get around the formations on the next map.

Fight to the Town Gate

Use a combination of red, green and brown minions to fight through the formations. If there are leaders, you should be able to get to them, but for the most part a large barrage of fireballs should take care of things.

Circumvent the final few formations by using spider riders to attack the leader, and then moving up to the stairs to the side gallery and killing the archers. You can stop reinforcements from appearing by destroying the tents behind formations.

Gates and Ladders

Open the gate of the town by using the possessor stone and then sneaking in. Don't stray far and focus on opening the gate with the small turnstile. Once the gate is open, snap back to the Overlord by returning to the possessor stone or by holding the spell button for a few seconds.

Bypass the gates by going around them where the paths are open to you. You should be able to activate a second tower gate in the middle of the town (by the horde size upgrade). Locate the Governess and Juno at the east side of the map to start the slaughter.

Advance to the Town Hall

Use your minions to smash through the right side to access the red minion gate. Banner your horde so they can fight off the trickle of enemy soldiers coming from the left. After you secure the zone by the red minion gate, take an explosive barrel (target and send a minion) across the pit and blow up the enemy tents.

Once the tents are taken down, you can replenish the ranks and then send the whole horde to chip away the formations block the way to the town hall. When all the formations are slain, there's really nothing to stop the Overlord from controlling Everlight.

Choose Your Destiny: Disciplined or Dead

Dominate or destroy the Governess (the fat chick) of Everlight, then destroy the temple of Solarius. As before, invest 50 life force at the town hall to occupy the whole town. JUno will then be taken as the second mistress in the Tower.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Imperial Harbor



Juno will unlock the Empire Harbor, which will lead into other areas. This area starts you on the path to grab the blue hive, and it pretty much won't stop until you do.

Lord of the Phail-ring: Catapult

Ignore the field outside the catapult fortress and move to the emplacement's right towards the cliffside path. Keep the minions behind hard cover or away from the catapult's line of sight.

Sucker the catapult into firing on the formation blocking your path. Once the cliff side path is cleared, move to the slave path. If you have problems you can use minions to hold up the whole formation and let the rock kill both sides.

At the slave camp, take the horde size upgrade and then order some minions (sixteen) into the tents to disguise them. With some disguised minions, use the possessor stone (you may want to get rid of any undisguised minions or this will trigger enemies).

Go to the fortress with the disguised minions and go up to the catapult. Use the machine to destroy the enemy formations and two other things:

- (1) The blockage to the catapult's left (the barricade to the slave camp)
- (2) The gateway to the catapult's right that leads to the Heartlands map

Smash the remaining enemy formations before moving on (you can do this as the Overlord or the possessed minion using the catapult).

Rape. Loot. Pillage. A.K.A., Vandalism

There are several items at the Harbor you can get the first time. The final Forge Stone is at the fortress, as well as the dark crystal. The horde size upgrade is quite visible and can't be missed.

Once you've cleaned the place out like Odoacer did with Rome, move on to the next zone.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Imperial Heartland



This map will have a warp to the next area (a stroy cut-scene) but will not lead anywhere after you clear it. However, there are some items here you will want to abscond with. Remember that in the archaic tongue of old Sparta, the word marry may be translated as, "to seize".

Clockwork Siege-Engine Solid

Since the main road is patrolled by sentinels, go off the beaten path (head west) and activate the tower gate. Grab a split load of red and brown minions (roughly 50-50) and use the

possession stone.

Cross the bridge and disguise your possessed minion and the rest of the horde as Imperial soldiers. Go to the training ground and sucker the Gargantuan into smashing the gate open so your minions can leave.

Outside, enemies will attack your minions - so kill them all. Pounce the sentinels on the towers (marked on your map). For the last pillar, lure the Gargantuan into charging it to destroy it. Once all the sentinels are dead, kill the gargantuan for a dark crystal.

Gargantuan Gibbing

Killing Gargantuans should be second nature, since you'll be facing two of them (at once) pretty soon. Since they always charge towards either minions or you, lure them into smashing into solid objects (like the pillar bases).

Because the pillars are not in the way of the red minion fireballs, they can set the big a-hole on fire, melt his skin off (and wear it) while the enemy stuns itself repeatedly on the immobile obstacle. A guard banner behind a piece of rubble is the best way to go, but pay attention to the battle, as you may need to adjust your forces' strategic position.

Choose Your Destiny: Dreary Slave or Doubtless Death

Smash into Senator Drearius' villa - sweep the archers and then place minions on the villa's front wall to bring down the defences. Your domination or destruction of Drearius and his wife will not count until after you unlock the blue hive. This is because you need the sedan chair to enter the Sewers zone if you didn't unlock the gate there.

For the time being, take the spell catalyst (you don't have to - IGN isn't pointing a gun at your face and forcing you to do so) and enter the sedan chair to infiltrate the city (and move to the next zone) when ready.

After you unlock the blue hive, come back to this map (Heartlands) and take care of Drearius for your coquettish second mistress, Juno.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Slums and Sewers



The minions will dump the Overlord into the sewer so the magic abilities you have will still be retained.

Frogs. FROGS. FROGS!!

There are a lot of giant frogs here that will devour minions whole. Unlike the maneating plants in the Sanctuary Cave, these things are infinite, so keep moving past the shacks and move towards the river. To cross over to the tower gate, raise the gate (stand on the switch) and make the next raft crash into it. This forms a bridge. Once you're at the gate, you can

replenish your forces.

Cool Tip: Infernal Farming

By now, you have all three Forge Stones in the original game. You should also have some dark crystals (three) to make some armor. Head to the Forge and check out what you need to create the Infernal Armor. Chances are, you will be short on the 50 blue life force you need to create it.

Visit the dungeon in the sewer and use your minions to attack and sack the various magic creatures captured in the jars. They readily drop blue life force for your upcoming blue hive puzzles. Gather as much as you can (at least the 50 needed for the armor) and head back to the tower forge.

Create the Infernal Armor and keep it around. You'll appreciate this level of preparation for the arena.

The Blue Dungeon

Open the way by entering the dungeon entrance and triggering some Empire elite guards to attack. Operate the turnstile and this opens the gate to the sewer. Put away all your minions. You will be using blue minions until you reach the arena.

Enter the sewers and kill the enemy guards there. Free the first blue minion from the jar by stepping on the switch. Take it to the gate near the start of the sewer and enter.

In the flooded room, kill the other creatures and free the other three blue minions here. Use them to open the next gate by operating the turnstile.

For the second room, step on the switch to drop the jars with the blue fuzz to free the minions (four of them). If you screw up, the jars will spawn again at no penalty to you. Get eight minions on the next switch to open the way onward.

The third room requires you to turn the turnstile with minions and step on the switch to lower the claw crane (like a crane game at a game center). Before you pick and drop a blue minion, set a blue minion on a guard banner near the wheel. This blue minion will auto- revive a slain minion. Get all four minions to bring your horde to 12.

For the fourth room, keep the blue minions moving so they phase through physical enemies and get to the 12 minion switch to let your Overlord through. Keep the blues moving to get back out to the entrance of the sewer. Place them on a guard banner if you have less than the 12 needed to open the shortcut back to the tower gate.

To get to the arena, simply take some blue minions to the raft in the sewer and have them use it. You can then move the raft like you did the ship and go through the sewer to the end.

The Overlord will be in a castle or something. Loot the place and then get captured. The next area will be in the arena.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

The Arena

The arena starts you off with no life and magic. You need to use domination against the other gladiators before they kill you. Use the blues to occupy enemies by putting them on guard (so they revive one another). Get your life and magic back by breaking open chests. Head out to the arena and get ready to fight.

Slave Round

Easy. Keep minions alive and use it to gather the minions from the center of the arena. Stay away from the jars with minions on the sides (you need them later). Dominating the enemies won't clear the round -- you need to kill them all.

Unicorn Round

Magic beasts! Kill them using massed minion fire and try not to get too many of your forces killed. While there is an auto-save after this, the injuries your Overlord takes will carry over (as well as the horde size and any items you break).

Gargantuan Round

Keep the minions away from the Gargantuan and use the obstacles in the arena to stop this juggernaut for your red minions to roast it. Again, try not to lose minions so you don't need to feed off the reinforcements you will need later. Band minions into one large group so the blues can revive the attackers and all the attackers can savage one target. Don't forget your magic if you need to boost minion toughness!

Free-For-All Round

This round will have both unicorns and a Gargantuan attacking, along with a dribble of slaves. Kill the slaves (or dominate them if you are quick enough) and keep your horde away from beast and behemoth. Kill the unicorns first (they die faster) so they don't bowl your minions over for the giant to clean up.

Although Marius (the announcer) states this is a free for all, the enemies still track and kill

you. Hence it's almost 3-to-1 odds. You need to pick apart the Gargantuan and two Unicorns by strategic positioning and ruthless use of minions.

If you are running short of minions, have some red minions (or your Overlord) ignite the explosive barrels on the sides of the arena. Most importantly though - *play defensively*. There is no time limit (except your system overheating) so chip away at the enemy until it dies. You will always come out ahead if you do this.

Yeti Round

This is the final round before a final (final) escape with tons of Empire elite guards. The yeti in the middle of the arena is invulnerable until you trigger the escape sequence, so put your minions on a banner right next to the yeti's square (the walls will protect them from the explosives).

If your horde is not full (say it's around 50%) it is a good idea to crack open the jars with minion smoke to recruit more minions. If your horde is nearly at maximum (if you are short a few minions, don't worry about it -- you mostly need about 20 to 30 for good measure) then get ready to do some dodging.

Trick the yeti into throwing one of the explosive barrels at the wooden doors with guards standing in front of them. There are two sets of such doors (one for each side of the arena). Blow open each set of doors, head upstairs with your horde and slaughter the audience.

Actually, you may want to ignore the audience (unless they attack you). Instead crack open the minion jars, get some more minions, and order them to attack the columns under the Emperor's private box.

When columns on both sides are destroyed, the Emperor will flee (instead of being thrown down a ventilation shaft that conveniently lead up to his throne room), triggering the escape event.

Flee The Arena

This is not a checkpoint. The checkpoint actually starts with the Yeti Round (meaning you have to slaughter all those people again). Hence, try not to die. First off, head to the tower gate. Even if your Overlord cannot enter the gate without the blue hive, it will still refill life and mana.

Set-up a defence position there and use spells liberally to kill the Imperial Elite guards (same guys from the prison).

Walk around the arena and soak in the sights (and the free minions) by breaking all the jars. Note that if you died and retried, the blue minion jars in the arena's holding area will respawn (but you cannot get there anymore). Get the jars you can get and then deal with the yeti when you are ready to make an alignment choice.

Choose Your Destiny: Yeti Chum or Yeti Chump

Enslave the Yeti by dominating it with the Evil Presence spell until it shrinks to normal size. Releasing the spell button once the yeti is normal size will enslave it. Destroy it by staying close by and overloading the bastard with the Evil Presence spell.

If you picked up four of the five mana upgrades (the most you can have before unlocking the blue hive), you will need half of the magic bar (at that maximum) to destroy the Yeti. Keep that in mind when you are aiming for 100% destruction.

Bug Reminder

Before leaving, don't forget about the blue minion hive. Remember to let it drop, wait for Gnarl to blow his charming wit, then teleport back to the tower when all you hear are screaming citizens and dying minions and soldiers - just make sure there's no other dialogue being spoken (you may also want to make sure the quest book updates as well before you step on that teleporter).

Otherwise, you may find that the blue hive won't be registered as picked up by the game and *auto-save* over the save slot you had your last checkpoint where you can correct this error. This is an easy work around. All you need to do is take things slow and nothing should go wrong.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

The Wastelands



While you could've explored the wastelands' southeastern sector before you unlocked the blue hive, you can only complete this zone and the last few missions with the magical blue minions.

Magic Goop ... or is this just poop?

Unlike Gwyneth Paltrow's [Goop](#), this stuff really burns. Magic goop, acid, or the magic pool -- whatever this stuff is, it eats through armor, skin, flesh, bone, muscles, etc. Do not linger in it or your Overlord dies faster than the one-eyed cyclops in Krull.

Don't let your minions die in this crap either. Minions that expire in this magic slag-waste will turn into minion-demons. These enemies will not be under your Overlord's control and will instead, kill him and any minion still stupid enough to follow you. Keep everyone together and don't let the magic goop touch minion corpses (the ones on the ground blue minions can revive) because that animates minion-demons as well.

Blue minions will scatter the goop as long as they are present. Hence they can form a series of bubbles to make a path across a large stretch of magic goop.

Twelve Tower Shards

The shards are highlighted when the quest is marked. Of course, you need to work your way through the goop (use blue minions when switches and crap are surrounded by it) up on the east side of the map. Remember if you need other minion types to do things (like reds to pass by fire, or greens to move through poison) and goop is in the way, put the blue minions on a banner in the goop then move your other minions (or your Overlord) through.

Track down the second to fourth shards (the first one is easy to spot if you picked up the items earlier). One of the shards will be on an island where the rotating stone is. Simply wait for the stone to line up with the floating island and walk over to get it. Get back on the rotating stone and activate the second tower gate in the area.

The fifth to eleventh shards (six shards) are dotted all around the big lake in the middle of the map. To get there, you need to speak with Fay and Florian at the sanctuary entrance.

Follow Florian to the Magic Lake

Florian should be followed until he opens the gate to the magic lake. At this point, you should have the horde size at 45 (unless you created and are wearing the Infernal Helmet). Stick 10 blue minions into your party and fill the rest with red and brown minions. Tackle each of the interest points at the magic lake, and take the items you see marked on the map as well (the guide map not the game map).

When the shards read 11/12, the last shard will trigger a boss fight, an ambush, and some more interesting sequences and events you can't stop.

Follow Florian to the final shard, but not before you replenish your ranks and make a group similar to the following: 10 blues, 25 reds, 10 browns (or greens).

Shard and the Snail

The last shard will be devoured by the giant goop snail. To defeat it, you will need to bring its life down to zero (duh), then once the snail is a puddle of goop, either put blues on a banner in the puddle or move them over it to erase it.

If you leave the snail goop alone it will reform after a little while with its hit points completely regenerated and you have to fight it again. The big challenge though, is not defeating the snail - it's escaping alive with the shard.

Empire Escape

Before picking up the final shard (you can use blues on a banner to kill the snail but ignore the shard), put your minions on the ramp leading out of the snail combat area.

This will let them (and your Overlord) flee easily from the empire ambush. If you don't, you might find yourself short handed against the two Gargantuans until you can grab some replacements.

Take your leave after claiming the final shard and flee across the goop stream. Let the goop refill and the enemies cannot chase you. Unfortunately, you cannot avoid the Gargantuan that smashes through the wall - use the break to access the minion gates in the next plateau, then carefully kill both giants (easy).

Rotate the turnstile to open the gate to the S-curve cliff. Empire soldiers will now let loose an arrow storm on a periodic basis as you scale the cliff road.

Avoid the arrows by hiding behind the barricades and then moving (the barricades are one use only). There is a dark crystal you can get now or later. It will be marked on the guide map (compare it to where you are at).

Slide down the ramp to the final sanctuary. You need to speak to Fay about the Tower Heart. Onto the next section.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Wasteland Sanctuary Depths and Town

Note there are two maps on this page. The Sanctuary Town is shown in its later state, the area where you cannot return to. Note that you need to get the dark crystal in that area the first time, or you will never be able to get it again (in the same game).



Talk to Fay, then take the Tower Heart to the indicated elevator. It will descend to the Sanctuary Depths (a place you can go back to) as indicated on the guide map above.

First Shrine

Take the tower heart and charge it at the first shrine. This will break the shrine's platform and you can move on. Locate the tower gate and create a force of 10 blues, 15 reds, 10 browns and 10 greens. Have the minions take the spell catalyst and then banner them at the gnome holes.

Take five blue minions to the water and push the statue back to shore. Take five minions and move the tower heart out of the way of the explosive gnome hole and the statue will be enough to seal it shut.

Second Shrine

The second shrine will be atop a reddish room. Again, use the Evil Presence spell to drain the shrine of energy. When the floor breaks, banner the minions at the south entrance of the room to counter the exploding salamanders.

Third Shrine

Pick up and move the tower heart to the third shrine after the ring of fire extinguishes. The big salamander will eat the Tower Heart after the third shrine breaks. First off, you cannot kill the salamander until it cools off, so do the best thing and escape down the ramp after the cut-scene.

At the water's edge, leave your minions on a banner (they cannot swim and swimmers can't hurt the boss). Sooner or later, the boss will roll into the water and cool off its skin. This is the chance for your Overlord to attack it with weapons. Damage it enough and it will flee to the next area.

Cross the drawbridges when the Salamander is not in the way (dropping into the pit is instant death for the Overlord - hence the tower gate checkpoint).

Again for the salamander, wait for it to immerse itself into the water before you attack it. Reduce its lifebar again and you will force it to flee to a new section.

When you reach the third tower gate, consider pausing for a second and locating the mana upgrade (the final one) northwest of the gate. You can get it later, but there are more enemies around.

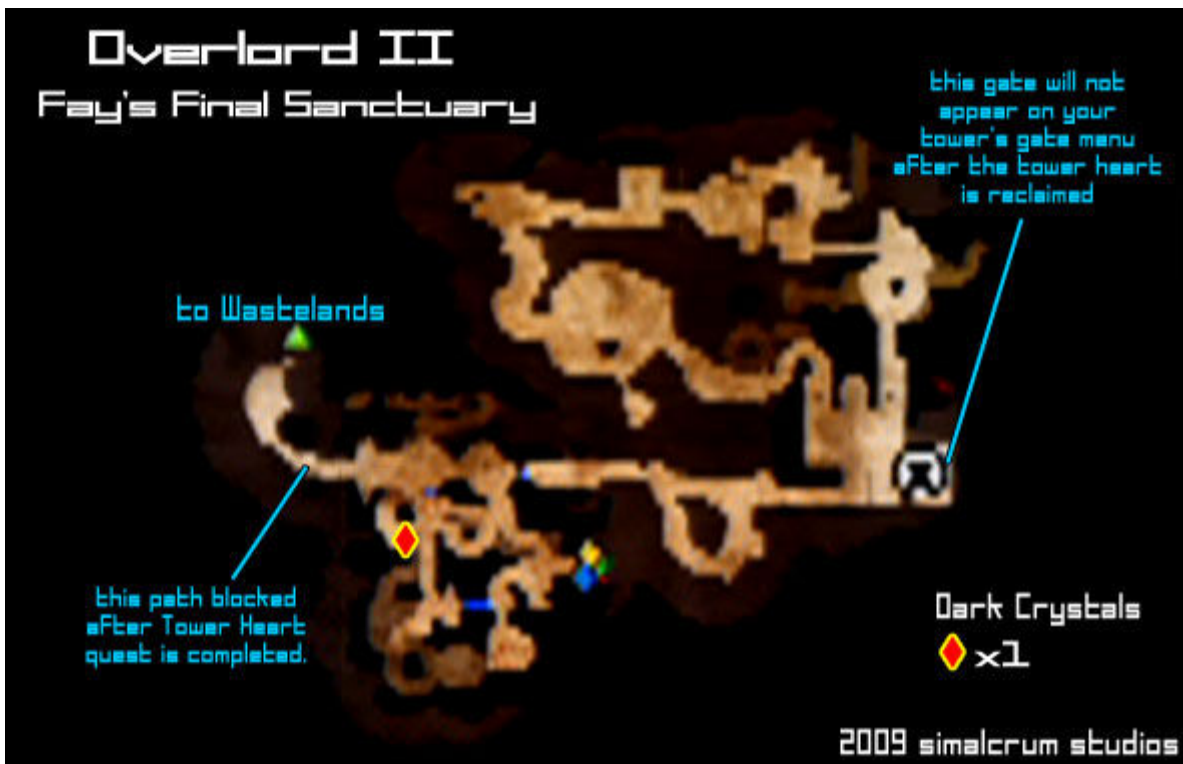
Fourth Shrine and King Salamander

To get rid of the salamander permanently, take your minions across the skateboard ramp and banner them to guard against the smaller salamanders. Take the Overlord down to the water and break the supports on the roller rink so the salamander boss dives into the water. This is the final phase - kill the salamander and take back the tower heart by destroying its head.

With the boss salamander dead, use red minions to ride the lizards. Take the tower heart to the final shrine and zap it. Use fire lizards to cross back over the gaps to the elevator (where you started this zone).

Fight Club

Fight back out by moving the lizard riders ahead so they can fire on the bomb throwers. Lizard riders also go up and around the ramps (like the spiders would the webbing) to activate switches and stuff. Replenish losses and lizards at each gate. When you hit the elevator to go back up, you will be in the area you cannot go back to later.



There is one dark crystal on this map and you must get it before you complete the Tower Heart quest. While you can return to this map while the quest is on-going, once the quest is completed, you cannot enter this map again.

Find Fay

Locate Fay by going through the town carefully. The enemies here are not particularly difficult, although you should try to avoid fighting unless it is necessary. After you use minions to push two statues to open a path, you should find some stairs near an Empire Centurion (leader). Go up those stairs to find the dark crystal. Apart from that, the path to Fay is fairly easy and clear. You have more than enough minions to slaughter everything in your path.

Drain Fay

Once you find Fay, you will need to start draining her of energy (she's a boss) while hordes of enemies attack you. It's recommended you arrange your hoard into 8 blues, 12 browns (or greens), 15 reds, 10 greens (or browns). Use the dark crystals you've found to upgrade the minion barracks as well (they get tougher) and come back. The fight won't start until you start draining Fay.

If you like, you can even leave the Tower Heart near the gate, and go around the other areas to kill the unicorns (recommended) before starting to attack Fay. Once you start draining Fay, enemies appear, so set your minions on a banner near the Tower Heart and they will defend your Overlord while you cast Evil Presence.

Take the Tower Heart to follow Fay to her next and subsequent positions; if you've slain the unicorns early, you won't even have any opposition at the third stop. Just drain Fay completely of her magic and she will defect to your side.

Choose Your Destiny: Dark Fay or Ghost Fay

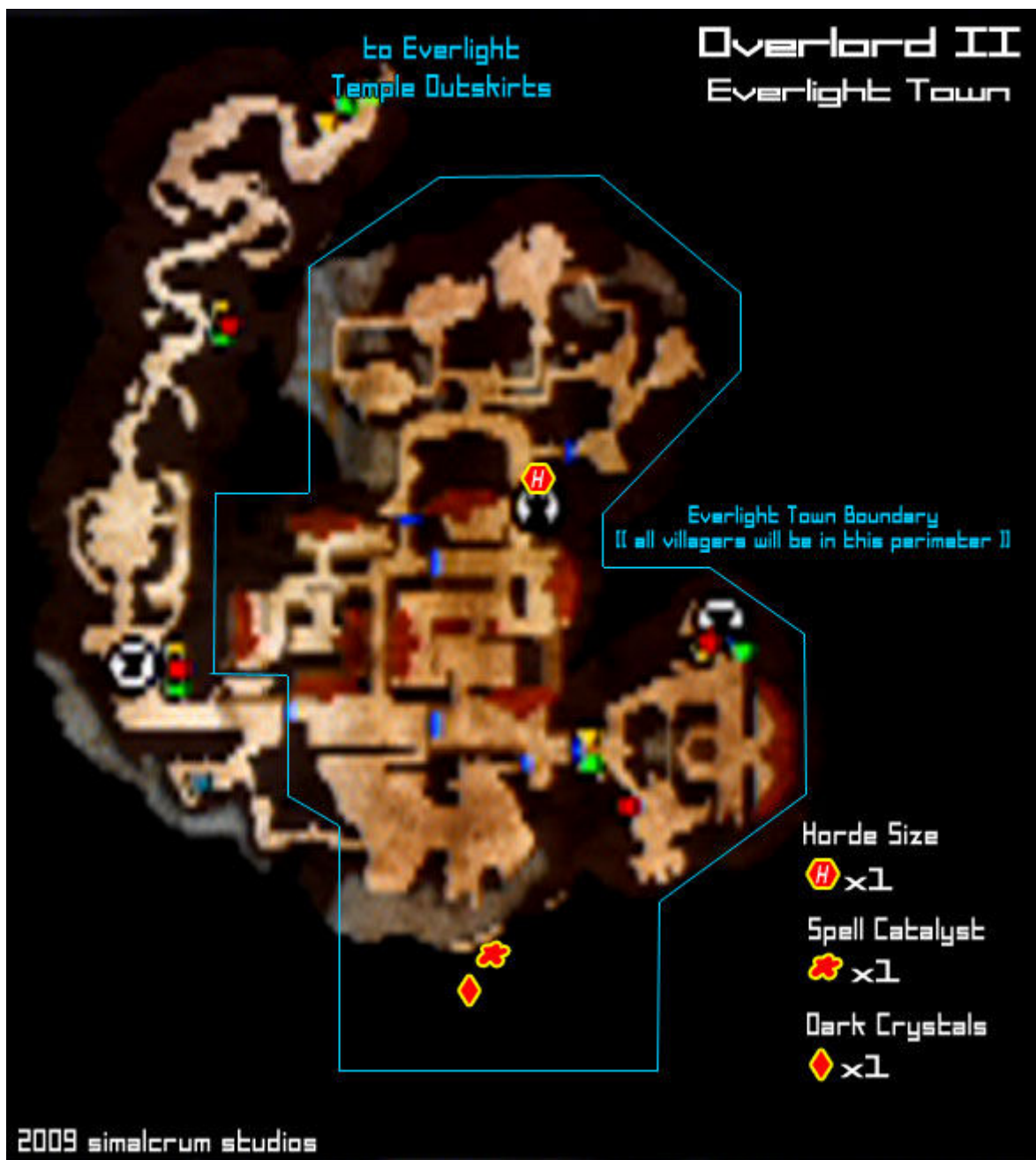
After draining Fay, you have about 15 seconds to decide if you want to destroy her (an evil act) or keep her stereotypically evil (strangely, a lawful act). Let Dark Fay stroll to the teleporter as her new self to achieve 100% domination (if you did the other tasks - see the Trophies and Achievements Page). Otherwise, fry her little brain with the Evil Presence spell. You should do that quickly, as if you let her touch the warp pad, the decision is made for you.

Note, even in spectral form, Ghost Fay is still a mistress. Kinky.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Elf Rebellion (*Don't stand for it -- it's revolting*)



Around the time you're exploring the Wastelands, an Elven rebellion breaks out in Everlight. If you've dominated the 80 villagers already, the remaining 20 villagers can be potentially killed during this side mission. Make a back-up save before attempting this, or you'll want to commit ritual suicide if you screw up.

Bypass the Barriers

You will need to teleport to gate 3 of Everlight Town. This will be the closest gate to the area you need to unlock. Otherwise, you can go around the barricades by looking for alternate routes or by blowing up the explosive barrels nearby.

The entrance to the elf quarter of Everlight is north of the center gate where the horde size upgrade was. Blow the gate with fireballs and hit the village carefully. Keep minions back until you know who's throwing what.

The elf villagers can be killed by your minions and they throw the explosive bombs. The poison bomb throwers do not count against the villager count, so use green minions to kill them (they are immune to the gas bomb). When you hear the hiss and explosion of regular bombs, keep your minions back from the action (banner) and see if you can bring down the tower with one bomb.

Villagers should only die if they drop into the pit (off the walkway) but not from falls. Once the villagers are in range of your domination spell, enslave them quickly so you can count them to your quota.

Cool Tip: Spider Lure

The final few elf villagers in the treehouse may be the only ones you need for the 100 villager quota. If you are killing them, you can simply use red minions to kill them all. However, if you need to dominate them, you need to lure their bombs away.

Take one or two spider riders (more minions will make them a higher priority when the A.I. throws bombs) and have them guard the wall of webbing near the treehouses. Since the riders are on a vertical wall, the bombs should never harm them, and that allows your Overlord to close the gap.

When a villager panic runs to the edge of the treehouse, that's the bare minimum range for the Evil Presence spell to work. If you put one or two catalysts on the Target aspect, you should be able to enslave the villager bomber quickly.

No matter if you kill the rest of the bombers or enslave them, once they are all dead or mind-wiped, the rebellion is crushed.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Empire Hills



This stage will let your Overlord recharge magic simply by using Evil Presence near the Tower Heart (well, until it is destroyed). Hence, upgrade all your spells now. The nine catalysts are enough to put all your spells at a respectable level 4. If you want a spell at level 5 (almost not necessary), or even two spells at level 5, then the last spell will suffer in power.

The most handy spells are Halo (if you are a Domineering Overlord) since it enhances the minions' attacks and defences and Minion (healing or minion missile).

Target is hardly handy when fighting the formations, bombers, archers, and gargantuans of the Empire; however, it comes into play in the last fight against the boss (Solarius) hence the balanced approach.

Lastly, select Kelda if you don't want to go back and forth changing mounts. Spiders are useless and salamanders require too much micro-management. Kelda's wolves are practical and handy.

First Hill

Take the first hill by killing the formations blocking the path of the Tower Heart. Use a combination of red minions and brown wolf riders to sack their formations. Blue minions can help reduce losses, but don't put in more than 6 to 8 of them or they sap your fighting power. Boost the minions with the halo spell and waste everything.

The catapult will activate on the hill once the Tower Heart is there. Use the catapult to kill the formations before they reach your position, and use the rocks to smash the cottage to the left to kill the archer spawn point. Once the first line is done, go to the second hill.

Second Hill

Take the horde quickly to the clearing with the bombers and swarm them all. Go up the city steps and use a mix of minions to assassinate the leader, then take out the formation. The citizens can be dominated for more help, or killed to increase frame rate.

Roll quickly to the tents near the second hill and take them down. This will pretty much free up the second hill. Take the tower heart there. and use the catapult.

Use the catapult to smash the two barricades of archers. Panic them quickly because you need to smash three siege towers before they reach your walls. While your minions are able to deal with one siege tower, they will be hard pressed to kill two towers' worth of soldiers.

Connect three rocks to the siege towers (even if the rock rolls a little on the ground, if it smashes the side of the tower, it counts as a hit) and a tower will break. Deal with the three tower, then use the catapult to smash the guard towers with the fire archers north of the second catapult. You can even kill the three archers who assassinate your minions past the grassy field.

Get rid of the formation that blocks your way to the next area and move on.

Third Hill

Get by the aqueduct by having wolf riders come with you to the barricade (if you kill the leader with the catapult, the soldiers here are easier to slay). Break the barricade on the stairs and sweep your minions to clean up the mess. Take the last tower object in the game

and the second to the last dark crystal (needs wolves).

Take the tower heard to the side of the fortress on the hill and do it quickly, as the catapults from the city walls will fire on you. Once you get to the relative safety of the back door of the fort, use a minion to pick up a bomb plant and blow the door open. Raid the fortress and take the catapult.

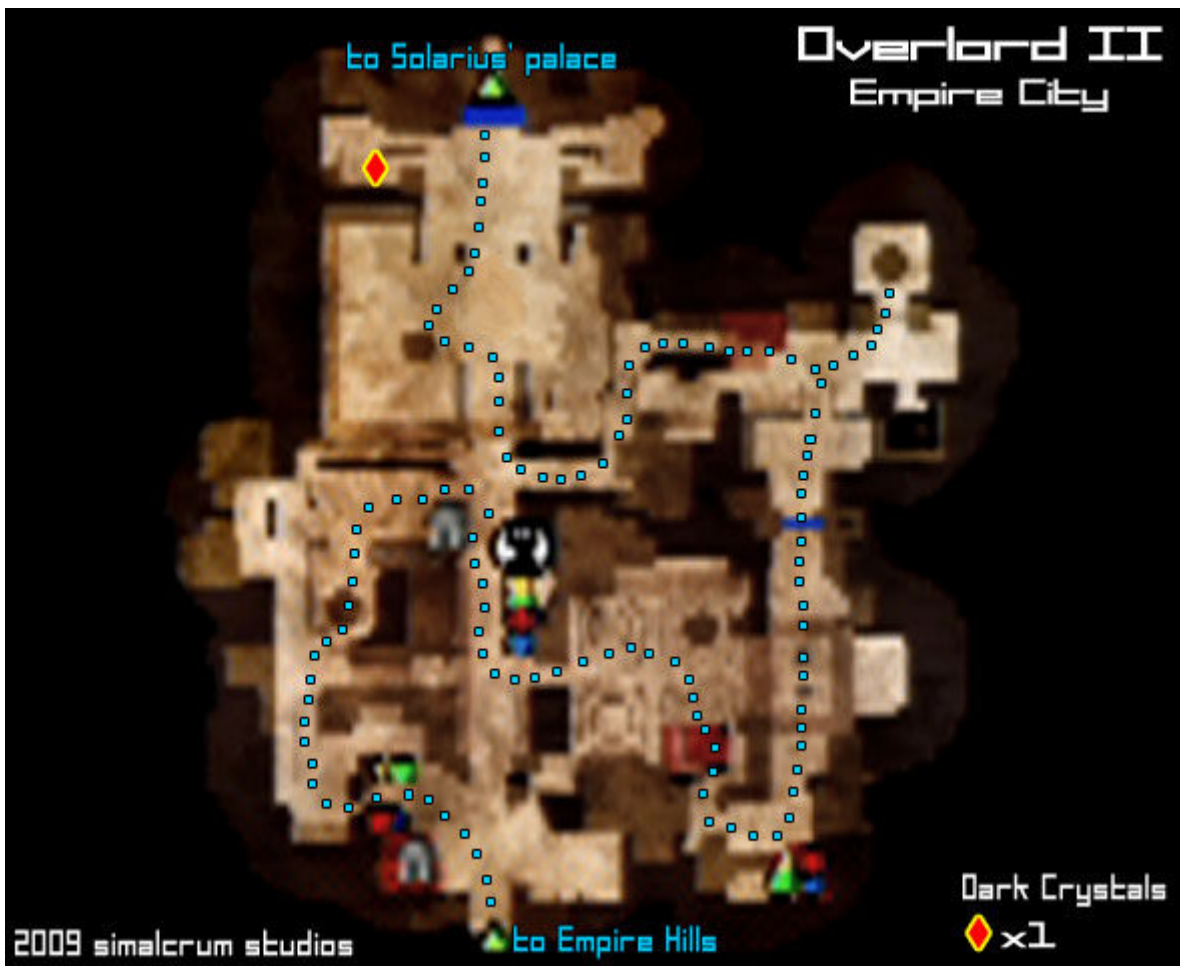
Once the tower heart smashes the shield, kill the formations you see coming out of the city. Consider placing your minions near the front gate to you can choke point the suicide bombers (last wave) and let your catapult work its magic.

When Marius appears with the two Gargantuans, don't attac. Go back to the fortress and use the catapult to make your job easier. Once both giants are dead, head into the city.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarius' Palace

Empire City



Only the last dark crystal is on this map. Just follow the blue dots to the temples.

First Temple

Since there is wreckage by the road, head west and track the nearest temple. Wreck and enjoy the carnage. It should let you back on the main road where there is a gate. Use the gate to replenish supplies and to take the bomb plant to clear the southern roadblock on the main avenue.

Second Temple

Meet the Empress on the way to the second temple, and destroy the temple, You can run from the enemies here, or slay them all the same. Wreck the house (marked in red on your game map) to go to the eastern zone of the city. Head north to the next temple.

Third Temple

The gate blocking the path to the third temple is occasionally screwed up. If the bombers don't throw a bomb on the middle of the stairs, you won't have enough time to carry the bomb to blow the door. Play with the enemies a little to get the right bomb in the right place otherwise, you might need to teleport to another area and then come back to do it again. The third temple is past the gate you blow up.

Fourth Temple

Ignore the citizens and make for the shrine quickly. The longer is stays around the more citizens can turn into zombies. After the last shrine is destroyed, head for the palace.

Overlord 2 Guide

Sanctuary Cave	Nordberg Town	Nordhaven	The Commune	Everlight Reef
Everlight Jungle	Everlight Facility	Temple Outskirts	Everlight Temple	Everlight Town
Imperial Harbor	The Heartland	Imperial Sewers	The Arena	Wastelands
Last Sanctuary	Elven Rebellion	Empire Hills	Empire Capital	Solarious' Palace

Solarious' Palace

This area has no items and you cannot come back to after the game is done. It's part of the palace you may have explored before, but it won't matter. Get a large horde (an Infernal helmet is good about now) and fight the elite soldiers in the palace. All of this is simply more tedious but not much different from before. These weasels know they cannot stand up to an Overlord!

The Devourer: First Encounter

With Solarious going on a rampage, take a mix of minions and have red or green minions attack the blisters on the boss' back and head. This should drive it off. Note the sludge it leaves will create minion-demons and zombies if citizens die in it.

The Devourer: Second Encounter

This room is harder than the previous one due to the bombers and fire archers just beyond your camera's vision. Take your minions to the edges of the arena to spot the archers.

If there are no enemies, then keep moving until you find some. The last few archers are almost always the ones on a ledge that only minions can get to. Move your horde up the bridge and sweep the ledge clean.

With the archers and bombers all dead, leave your minions on a banner and go back to the first room to get reinforcements. Bring them to the banner so they can fire or backstab the boss' blisters. This will cause it to move to the final area.

The Devourer: Third & Final Encounter

Time to separate some minions. Place the red minions so they can attack the head of the boss (the balcony is best). Keep some (not all) blue minions with you to prevent magic goop from splashing on the Overlord. Site the green minions to attack the sides and back of the boss (you will need to move the banner).

Use the Overlord to guard the green minions from minion demons and zombies. Some blues near the green's banner might help them avoid the magic goop.

The boss is defeated by using Evil Presence on Solarius when he is spat out by the Devourer. Target Solarius and drain his life with Evil Presence. When he dies, the game ends and you can visit previous areas (except certain ones) to finish exploring.