



# THE INQUISITOR



GREETINGS!

THE FOLLOWING  
DOCUMENT CONTAINS THE  
LATEST INFORMATION ON  
THE MAP

“THE INQUISITOR”  
AT THE TIME OF ITS  
RELEASE.

FOR MORE INFORMATION  
AND FOR ALL  
QUESTIONS PLEASE READ  
THROUGH THE ENTIRE  
DOCUMENT.



# BACKBURN.

Rhorus...

For my entire life I've never suffered a heart for my home world like now.

No one thought that it would happen that way.

I am writing these lines and thinking, if we could change this all. Could we have made our future always remain clear on the horizon, and never get vague?

I'm afraid fate has its own plan and its own order of things which for us, mere mortals, will always remain out-of-bonds. Besides, who am I with my tiny knowledge of the Universe and all that is in it, to talk about fate?

And yet fate might have decided differently than it turned.

...nevertheless, I understand that rather than listening to old magician's worthless nagging, you would like to know where you are, why you're here and how to get out of here. Please, let me tell you of what happened on Rhorus, so as to tell you all what I know about those events in general.

One day I had a vision. A vision of a distant world that was very far from here - a world with a pleasantly sounding name Parthoris. A world, in which the Sidhe elves acted as peacekeepers, who didn't let even the lesser of evil show itself in those lands. Peace, harmony and joy... and changes, chaos and suffering, that followed them when the three Serpent Riders came. The three monsters from Hell, who turned a thriving world into a war and unbearable nightmare. Having "played" enough with Parthoris, two of the Serpent Riders went away to other worlds, and the third one, whose name was d'Sparil, was left to prepare the world to its doom.

But he totally failed.

Because of a lone Sidhe, who stood on his path, who feared neither the terror-inspiring numerous army of wretched spawn of the Serpent Rider, or his wrath and... d'Sparil himself too.



The brave Sidhe slew the Serpent Rider, but for this courageous act he was cursed by vile monster, making it a long time he could not return home...

But I had one more vision. Of a world even more distant than Parthoris. It was Cronos, with all its achievements and magic. People, who divided themselves into three factions - Fighters, Clerics and Mages. Rigid order, iron discipline, strictly controlled magic...

...unfortunately, it all didn't work against the Second Serpent Rider, Korax, who came there and started doing the same as d'Sparil on Parthoris, but the scale of the disaster was much greater - Korax managed to subjugate the will of all the three faction leaders. These traitors had pushed their people to the brink of doom.

...but there still were heroes, who arose against him. Warrior Baratus, Marias, the Cleric, and mage Daedolon managed to get through the horde of monsters serving Korax, as well as eliminate the leaders, who had gone over to his side, defeating the Serpent Rider himself along their way. And peace came to the lands of Cronos...

...however it wasn't the end of my visions. I saw the third world, Thyrion, invaded by the Third Rider, Eidolon, who inflicted pestilence, famine, devastation and death in that world. And although I didn't have enough time to see the monster fall from the arms of the four brave ones, who set off in order to defeat the Serpent Rider, I am absolutely confident he shall fall too. Just like his brothers before him

Of course, you will ask me why I am telling you this all. Please, have some patience - and you will understand my point.

I'm telling you the story of the Three Worlds for you to realize the importance of events, which are taking place here, on Rhorus - one of the worlds onto which the leg... I mean, - ugly clawed paw of the Serpent Rider Eidolon, has stood.

Yes, you have read it right. Eidolon was here with his forces. But he didn't stay here for long. Because most of his army perished in the battle for the Capital City of Rhorus, Faire. Our world was a hard nut to crack for this monster from the hell knows what abyss of the Universe.



...it was partly because our world is neither like Parthoris, nor Cronos or Thyrion. We had a few things in store, of which Eidolon had not even known.

One such thing was the existence of firearms. As soon as the enemy horde arrived in our Lands, it was met with a volley of cannons and rifles. Being caught by surprise, those beasts rushed back, and our army ran after them and eventually drove them into the tar swamp. None of the enemies went back alive.

It is said that Eidolon was in rage that he had lost half the army within a few hours. The Serpent Rider was blind with anger at a mere thought of being powerless in that situation. Having decided that it would not be easy for him to conquer Khorus, the Rider was preparing to leave this world (being worried about safety of his skin, and not unreasonably). When suddenly he did get a chance, if not to enslave Khorus directly, but at least fractionally, to such extent that he would fully complete his intention later.

Such opportunity was given to Serpent Rider by a court mage of my King Ternis, Blacknore. This ambitious and arrogant man always thought that only the most powerful mage could have a right to be in the King's court, and others did not belong there. Blacknore hated all his colleagues in the Mages Guild, but most of all he hated the magician named Ruald. Me.

I faithfully served my King Ternis all the years of his reign. During his rule, Khorus flourished. Warehouses and granaries were full of goods; the land had been giving us unheard double and triple fruit yields, and more gold, silver and other metals than ever were mined from the depths of earth, which always made Ternis happy.

But Blacknore's dark heart was dissatisfied by many things - he thought that he should have had more than he had then, that is why he decided to take a desperate act - to split the Mage Guild from the inside. However, he failed - we immediately realized who was guilty of what had happened, and we banished Blacknore from the Guild. And, before he left the Guild, Blacknore uttered: "All of you shall pay for my humiliation". We decided then, that those were only the pathetic words that sublime man was capable of.

But we were so wrong ...



We could have never imagined that he would ask for Eidolon's help. The sorcerer convinced the Serpent Rider that he will be able to ruin the prosperity of Khorus in return for unimaginable power and authority. What the Rider had heard attracted his attention, and the betrayer got all what he wanted. However, Eidolon decided not to stay on Khorus and go to Thyrion that he had long been looking out for himself. Nevertheless, the Rider had promised to come back and see how the things were going.

After Eidolon's departure nothing could set Blacknore back from fulfilling his insidious deeds. First of all, he accomplished his previously devised plan - to get rid of the Mage Guild. Moreover, some of the people were treacherously killed, and he managed to subdue the others to his will. Not many of them had escaped and survived, but they lost their powers and could not do anything about the course of events in the kingdom. After that, Blacknore took away all the firearms of the soldiers of Ternis's army under the veil of "safety of our Kingdom" and forbade using it. Finally, this damned fool decided to dispose of the King himself. But, despite the power of his then main advisor, Ternis did not succumb to him. Then Blacknore decided to resort to deception - as if accidentally, he had whispered to the King that the neighboring kingdom of Grunhelm was stealing our metals from the northern border and insulting our faith. I should say that Ternis was a very religious man and he could not stand the abuse of his faith, so unsheathing the sword against neighboring kingdom was out of the blue.

As a result, Grunhelm was devastated, and its ruler, as well as his family, killed.

After seeing how easily he got away with his trickery, Blacknore decided to continue his tactics, and in a few years only our kingdom under Ternis's reign stood intact on Khorus. But this did not satisfy Blacknore and he started to rule the kingdom on behalf of the King, as Ternis was struck by some disease. Of course, many people did not trust Blacknore, but this scoundrel quickly suppressed the discontent using the so-called "inquisition", which in fact was Blacknore's personal band and wreaked reprisals with people whom the sorcerer disliked. They spared no one - neither women, nor children or the elderly. The people were in despair and fear, but they could do nothing about it. At the same time Ternis was on the verge of death, as no doctor could cure our king, and the disease progressed more and more. Then one day the King could not suffer any longer and he asked Blacknore for the quickest death possible, as his



torments and pains were unbearable. The sorcerer, however, immediately realized that after the king's death he would lose power, so Blacknore made something unimaginable: he turned our King into the most terrible creature, the lich. Half-undead, half-human. Beyond that he tore out the King's heart, transforming it into a blood-red crystal, which he is rumored to be using somewhere in his alchemic laboratory for creating various magic items. The King himself was imprisoned by the sorcerer in the underground crypt, where Ternis wanes in the form of a terrible lich to this day.

...you may ask, why I did nothing to oppose him and let him get what he wanted? And how could I let my King to be turned into undead?

I would have lost if I challenged Blacknore and his new abilities directly. I know that for sure. I have already tried to stop him at least somehow, but I couldn't. But one day a thought came to me: I should call for help. Of those, who have already been in a similar situation. And I found such people. Two men - Baratus, the warrior, and Menelkir, the mage. But Blacknore managed to expose them and he imprisoned them in a dungeon somewhere beneath the castle.

I could no longer stay in my castle, so I escaped into an underground vault which Blacknore so far could not reveal with all his power. For now ...

...dismal times had come. I tried to find at least some way to kill Blacknore and return the kingdom back to normal life. Months and years passed, but I still could not find a solution which would have gave us back peaceful life without disastrous effects to people.

And then one day a new thought lit me up like a ray of light in the darkness of a dungeon. Maybe I should summon a warrior, who albeit stranger to our world, can wield both firearms and cold arms? It was a great idea, but I didn't know where exactly I could find such a warrior that will not only withstand the forces of Blacknore, but also put an end... to the Lich King. He is no longer Ternis. He stopped being him since he was turned into undead... in the name of what? Having become what he is now, the Lich King lost everything he had. Even his power. What had Blacknore made to him that he agreed to become undead?



It is hard to imagine. Although, considering the power of Blacknore and his capabilities, it is not surprising. After all, in addition to power from Eidolon, the sorcerer obtained skills in necromancy - to take at least the dead with axes, serving the warlock, or undead lords with bowed legs and faces which have almost no flesh on them! Necromancy was severely punished for by the King in his kingdom, but now...

... what an irony. The King became victim of what he hated and considered his duty to eradicate it...

...and one night, which I had spent searching in the universe for a warrior that Khorus needed, I found... you. It was you, jammed into a corner by some ugly beasts whose cruelty, perhaps, exceeds even what is happening here, in my world. But in your hands you had something which resembles our firearms in here, on Khorus. Therefore, wasting no time, I cast one of my most powerful spells that I would have never dared to waste. With its help I transported you here. But, unfortunately, you lost everything you had with you because of this, but I give my hopes and pray to the Numen so that they have kept you unhurt at least until you find a new weapon here, on Khorus.

And you might wonder, why I've chosen YOU?

I have seen your valor. I have seen your courage. I saw how you fought those beasts and, at that time, judging by the expression on your face, you had been doing your work as the Highest Duty. It was then that I realized that you are the one whom Khorus needs.

**Khorus needs an INQUISITOR!**

Courageous, relentless, the true inquisitor, who, unlike the so-called Blacknore's "inquisition", will not only restore order, but also bring back justice to our kingdom, will pay its enemies what they deserve and destroy all the undead that blight the lives of our people and, of course, he will get rid of Blacknore and put an end to the Lich King.



I know you can handle it. Not just because I have seen you and your abilities in combat.

But also because you embody a hero we and Rhorus needs in particular.

FARE THEE WELL, Inquisitor!

DESTINY OF THE WHOLE KINGDOM AND RHORUS LIES IN  
YOUR HANDS!

Archmage Ruald, Rhorus, Year 7512 from the Foundation of the World.



# ENEMIES.

As you have probably realized, in order to reach Blacknore and his creation, Ternis, you must break through hordes of the sorcerer's minions. I'll tell you at once that those who you shall encounter are not similar to enemies you have been slaying in your own world, thus don't be lazy - read this scroll and know the face of your enemy.



This monster is a result of Blacknore's use of necromantic magic. These abominable creatures think of nothing else than brains of living people. They are armed with axes, which can slice a man in a half with two or three hits. Be careful - although they are but corpses, they are fast and motile enough. It is said that there are as much as 3 kinds of these monsters: apart from the usual undead guard there are those who can come out from the ground, as well as pretend to be dead. Stay alert.

These women are both Blacknore's personal servants and killer guards. Before the warlock got his powers, these representatives of fair sex served alongside their men in the army of Ternis, not willing to leave their husbands. But now, being possessed by Blacknore, these fallen female warriors cannot be stopped until they fulfill the sorcerer's last task. They are fast and agile arbalesters, and they are inseparable with their weapons.



In a way, this living corpse is a kind of an "elder brother" to ordinary dead with axes, but Blacknore's necromancy made them much stronger and tougher than usual. They absorbed poisonous alchemical gases, clots of which they spit at their opponents. At close range they wield two mighty cleavers that turn their victims into minced meat in a matter of seconds. After being destroyed, these corpses sometime sleave stanching clouds after them, so that while they are bloated with straining gases, when inhaled, these gases cause them damage, that is Blacknore's flaw and is beneficial for us.





The poor souls of those murdered and tortured by minions of Blacknore...

Their fate, as well as further afterlife turned to be even worse than they could have ever imagined. When they died, Blacknore succeeded at tricking and making them serve him. It is rumored that they are in the crypt where the Lich King dwells. They are quite dangerous, considering that there may be many of them, and their fury in battle is unmatched. Seemingly harmless at first, they actually watch over particular halls and corridors, and they attack everyone who dares to open a hidden door or enter the guarded passage.

How vile and terrible are the creatures Blacknore made...

This is a new subtype of undead, consisting of various parts of different corpses and named the "undead lord" by its maker, that is the top of the so-called hierarchy among the undead, such as the thin and thick dead. To make them more effective, Blacknore gave them both close - and long range attacks. At close range they spit poison and throw homing goutts of poisonous gas from distance, which is even more poignant than gas spit by zombies.



As if Blacknore had not enough of his "undead lords", so he decided to create a special breed of spiders, which bite the legs of their unsuspecting victims painfully. They prefer living in dark unlit places to make killing and eating their prey easier.

Golems... in former times they were used as labor force on Khorus. But Blacknore, having taken power, twisted these creatures too. Made of excellent granite, stone golems can be a serious threat, especially considering the strength of their blows. New squads of golems are being manufactured at the alchemical laboratories, the main one of which is located in the secret chambers of Blacknore.







Wishing to instill even more fear into his enemies, Blacknore created another kind of golems - iron golems. They are much stronger and tougher than stone golems, and also can shoot flying projectiles from their «third eye» - a drop of sizzling hot metal that deal great damage upon hit.

These little imps are afrites. I have never seen any of them on Khorus before, and do not recall any beings like these. All I know about them is that a small pack of these creatures was presented to Blacknore by Eidolon for further breeding. Frequently used by Blacknore as winged spies or guardians of magical artifacts, they are also capable of spitting fire, are fast and sometimes can swiftly dodge aside. But despite such abilities, they are far from being the toughest, so they can be eliminated with normal arrows. Provided, of course, that the attack hits the target...



The once noble magicians of the Mage Guild... now they are servants of Blacknore. Bound by his will and caring only about pleasing their master, these sorcerers have renounced the rules and laws of the Mage Guild and became dark followers of the Serpent Riders cult and Blacknores teachings in particular.

Be careful - they have quite potent offensive spells in their arsenal, additionally they can teleport themselves from one place to another, so stay alert.

...I have no words to describe what kind of evil spawn this sorcerer turned to be. How much evil he brought to Khorus, how much he corrupted Ternis, the Mage Guild and people of Khorus...

Absolutely right - this is Blacknore himself. Dressed in dark robes with golden symbols of the Serpent Riders, he is somewhere in the castle, either brooding his sinister plans, or composing another vicious spell or potion, or spending time bringing forth creatures to serve him. Therefore I ask you, I plead you, I beg you - if you find this sorcerer, do not show him any mercy. Destroy him and give him not a single chance to stay alive. He does not deserve to live after all what he





did. But be careful - he is more powerful than his disciples, and if you linger, it won't be difficult for him to kill you!

Unfortunately, I do not know how Ternis looks like now and where exactly he is. Yet, all I know is that he is somewhere in the crypt beneath the castle, locked in a coffin suspended on chains. I have no idea of what this place looks like, but I think you will recognize it. If you manage to get there alive, I beg you: defeat Ternis and give peace to his soul - something he deserves after all his suffering! Our King became ruthless only under Blacknore's influence, and now, being undead, he is very dangerous, but I am sure - if you can slay Blacknore, you will defeat the Lich King too!

It all depends on you.



# WEAPONS.

I have mentioned earlier that as a result of your transposition to our world, you will lose all your weapons. However, this does not mean that you will be completely unarmed, or that you will have to fight the enemy relying only on your physical strength. But you still have that device on your fist – apparently, with it you can cause severe physical damage to your enemies, though against some foes that thing may be useless.

In this world you can find weapons that will help you in battle against the forces of Blacknore and the sorcerer himself.



The black sword is one of the finest blades ever forged on Corus. Made of the most durable steel by blacksmiths of Ternis when he was a human, this sword can help you to easily overcome in close combat against the living dead. This blade shall not fail if used skillfully.

The light crossbow is remarkable in that it justifies its name. It is easy to carry even in one hand, and it shoots light bolts at a high speed and has a decent firing power. Warrioreesses serving Blacknore are armed with the same crossbows, so be careful in combat with them. Arrows for it can be found in small bundles of 5 darts, as well as in quivers with 15 bolts.



This firearm is the only one of such weapons you can get on Khorus in these troubled times. The weapon can be used in two ways: the first one is to shoot from a single barrel, and then from the second, and the other is to shoot from both barrels at once. The first firing mode is good for middle-distance attacks, and the second – at a close range. The gun is charged by so-called "shells", which contain buckshot that in turn makes it the most powerful weapon in close combat. No wonder that Blacknore was so eager to grasp all the firearms of Khorus for himself. In your quest you may stumble upon a four-round pack, as well as a small box of shells (there are 20 of them inside). Nevertheless, there won't be too



much ammo for this weapon, so keep an eye on it and save the ammunition for a really serious situation.

...honestly, I would prefer not to talk about this weapon, considering that it had been forbidden during the reign of Ternis when he was a human.

This weapon is a magic staff with a skull of one of the renegade mages, who once was a member of our Mages Guild. This staff is notable for shooting fire at its target, as well as having an alternate magical attack, the effect of which is lies in a large fireball thrown from the staff, which aims at a target if it is in sight, and spawns smaller projectiles, one at a time (apparently, they are similar to normal attack projectiles), which, in turn, hit the target, and if it is destroyed, they attack next one, continuing to produce flame projectiles alternately, until energy, concentrated in the initial shot impulse, runs out. A tip: do not use the alternate attack in places where there are no enemies, because in this case you will only lose the staff's charges.



Rumors were, that for some time this staff belonged to Ternis - the Lich, but then, under some circumstances, he lost it. Perhaps, Blacknore himself was involved...

If you find this staff, you will get albeit forbidden, but none the less - powerful magic weapon that will help you in your venture.

This weapon uses magical energy, or "mana" for its attacks. Green mana is for the first type of attack, purple is for alternate attack (however, you should take into consideration that secondary attack uses 40 points of mana).



# AUXILIARY MEANS.

Now you know that you will not be unarmed on Khorus. But there is something else you should know. In the lands of Khorus you may find the following items that will help you battle the forces of Blacknore and the Lich King. And I have no doubt that you have never come across such things before, so I'll tell you something about them.



This tiny bottle contains some healing potion which will make you feel better than before. It will increase your health points by 1.

Contents of this small vial are almost identical to that of a small bottle, but a vial contains more healing potion. As a result, this will increase your health rate by 10 points, but unlike the latter, you cannot increase health more than your natural maximum allows.



This magic flask contains more healing potion than both the bottle and vial. Moreover - you can carry it with you and use at a time when your life is in danger. It restores your health by 25 points, and you can carry 10 of these flasks at a time. This item is valuable and useful - use it wisely.

The mysterious urn marked with one of the symbols of the Ancients... It is believed that its contents will restore your health back to normal, increasing it by 100 points. This is a very rare artifact, but also very useful, given that it can save your life at the time of the greatest danger. Just like the flasks, you can carry the urns with you, however, only 2 can be at your disposal.



What this flask is filled with, is not a healing potion at all - it contains a poisonous liquid which becomes a toxic gas cloud in contact with air for a time of approximately 20 seconds.

It comes



in handy when you need to catch the enemy off guard, or cover your retreat, if the enemy has caused you serious injury. These flasks can be carried in number of 10 pieces. But mind, that the potion may have no effect on certain enemies.

To tell the truth, I have no idea of what you are using to light the dark places in your world, but we on Khorus use these torches to dispel darkness and see what is concealed in it.

They are lightweight and durable, and they cannot be put out - they extinguish only when all the available combustible material depletes. Unfortunately, they do not last long - for about 30 seconds. But, on the other hand, you can carry 5 torches at a time.



The enchanted shield will help you increase your defense by casting an invisible magic barrier on you, which will reduce damage caused to you by the enemies. The shield will increase your armor by 100 points, and its energy will run out when the amount of damage exceeds these same 100.

Enchanted armor works exactly the same way as the enchanted shield, but the energy of the armor is stronger than the shield's - protective barrier of your defense equals 200 points.



The Icon of the Defender is an incredibly useful artifact - it makes you immune to any enemy attacks for 30 seconds.

An extremely useful item you can carry around and use in case of danger, but like the already mentioned artifacts, only two such articles can be taken.

Do not be frightened by the expression of a face on this sphere - in fact, the Sinister Mask makes you partially invisible to your enemies. Of course, they will be able to see you - that means that you cannot slip through the castle of Ternis unnoticed, but enemies will not be always able to strike you precisely due to the sphere's effect of semi-invisibility. That is why if you want to





confuse your enemy and prevent them from inflicting you a direct blow or precise hit, you should use the Sinister Mask. You can carry two of them.



This ring is well-known on Khorus as the Ring of Fire Protection and when equipped, harm, caused by fire and fire-based attacks, deals only half the damage from their power. It may come in handy if you encounter enemies that use fire attacks, including Blacknore's mages. You can take two of these rings with you.

The Pipe of Confusion is the only artifact of its kind you will find on your way. When you blow it, you will hear a tune, which while being played by the Pipe will make your enemies of a lower class, such as the dead, refuse to attack you (though it is likely that they may snap at you), and start just mouching around, back and forth. This effect works only as long as the tune is heard, thereafter everything will go as usual. You can carry only one such artifact.



...this stone is in fact the heart of the Lich King. The heart of King Ternis, turned into stone, is capable of opening a passage to the crypt beneath the castle, which shelters a being that until recently bore the name of Ternis. It has no use, except for the fact that it is a kind of an admission to the Lich King...

As you can see, you will never be short of supply either. First and foremost, pick up everything you need and use these items only when you need to save your life or to change situation, if you get into trouble.

It all depends on you, and on the decisions you take. Believe in yourself; think over the powers of the items, and everything will be fine!



## THELPER S.



...the last thing I heard about Menelkir, the Mage, and Baratus, the Warrior, is that they are imprisoned in the dungeon of the castle. If you manage to free them from there, they will gladly aid you in your quest, but be careful: who knows what Blacknore did to them while they were in captivity? So do not be surprised if they will behave strangely. But if you decide that they are of little assistance, proceed with your quest without them.



# IN CONCLUSION...

Now, that you know everything you need - you know what to do. Free Khorus from Blacknore's grip, let the soul of the Lich King rest in peace, give back freedom to people of Khorus, give them faith in a better life than the one they had seen in the time of Blacknore's dark deeds... and prove by your own example that there still are those who are ready to fight for truth and bring order to this difficult matter.

Do not doubt yourself and your strength. I have seen how you fight.  
You can win.

And as soon as you are victorious, I promise that I will let you go  
back to your world.

FAREWELL!



# A FEW WORDS FROM THE AUTHOR OF "THE INQUISITOR", SHADOWMAN.

This is not the first time I'm trying to open a door to those, who are accustomed with the Doom universe. A door to another world, vaguely reminiscent of the Middle Ages, but more dark and violent than similar worlds of Heretic and Hexen. This is the third attempt in a row, and the idea to make such a level from an ordinary competition map arose spontaneously. Well, I have no regret for the time and effort spent, as for the third time, in my opinion, I was more successful in implementing this idea.


I would like to give a good advice to anyone who starts the map for the first time: don't blindly try the techniques, which are reliable for Doom. Here you need to reorganize yourself, feel the new weapons and enemies, and wisely use the inventory. Set up the alternate HUD mode and turn off the autoaim for more comfort. After you have practiced a little, you will enjoy the level, and all that at first seemed difficult and impassable will no longer be such for you...

And if you experience a "slowdown"- don't panic, the weather effects can be always turned off!

By default, the **L** key turns off light effects (torch flares become sprites), and the key **M** turns off the rain. If for some reason these keys do not work, you can enter the options menu and customize your own.

**GOOD LUCK!**





# THE INQUISITOR CREDITS



**LEVEL DESIGN - SHADOWMAN**

**LIGHT EFFECTS - GUEST**

**RAIN EFFECTS - CONRADRDW[BOS]**

**MUSIC:**

**HEXEN & HEXEN 2, BY KEVIN SCHILDER;**

**<DRACULA'S CASTLE>, FROM CASTLEVANIA:  
SYMPHONY OF THE NIGHT, BY MICHIRU YAMANE.**

**SPECIAL THANKS TO:**

**ID SOFTWARE - FOR DOOM**

**MONOLITH PRODUCTIONS - FOR BLOOD**

**RAVEN SOFTWARE - FOR HERETIC & HEXEN**

**ZDOOM COMMUNITY - FOR NEW WEAPONS &  
MONSTERS**

**[LED]JAKE CRUSHER - FOR THIS MANUAL  
(ORIGINAL RUSSIAN VERSION).**

**EVILHOG & C4TNT - FOR TRANSLATING THIS MANUAL  
INTO ENGLISH & CORRECTING MISTAKES.**

**THANK YOU VERY MUCH  
FOR PLAYING THIS WAD!**