Discussion: The Fall of the House of Usher

- Boss 1

Boss 1

The Pontifex

The Pontifex attempts to establish a tether between the realm of the dead and the realm of the living. The players can choose how strong the connection between the two realms is, which sets the difficulty for the rest of the map. To truly banish the dead, and to achieve the best ending, the hardest difficulty has to be chosen. Defeating this boss grants access to the mansion on the tarn island, where the rest of the map plays out.