**TOMB OF THUNDER for Quake - SECRETS**

This lists the secrets in the Tomb of Thunder campaign for Quake. The following levels will be listed in order, with the secret level being put at last.

START - THE SHAPE OF THINGS TO COME

Secrets : 2

Nightmare Secret - At the first ruins room, go up the stairs and go towards the top of the pillars, where you will find 2 buttons sticking out on top of two of them. Push them to activate the lion face plate, revealing the room choosing Nightmare difficulty.

Super Monsters Secret - Activating access to the Super Monster switch requires shooting 4 buttons:

1-Behind the waterfall bhefore the first ruins room.

2-On top of the ark behind the Easy portal.

3-Behind the support beam below the Normal portal.

4-Behind the pillar on the left of the Hard portal.

Once you've hit all 4 of them, go back to the start of the first ruins room, and go through the water gaps, where you'll fall through a gore cave. There you'll find a switch which will activate/deactivate Super Monsters. Take the teleporter to choose a difficulty (Super Monsters can work on any skill) and start the game proper.

TOT1 - THE SHORES OF NON-EXISTENCE

Secrets : 6 (7 if you count the super secret)

Secret #1 - There is an underwater tunnel in front of the boat you start in. Once you're in, a fork to the right brings you to two openings giving you a backpack each. Go back and swim below to what seems to be a dead end. Hit the vent to open it and continue swimming through the tunnel and swim back up. After emerging out of the water, continue through the corridor to find the Mega Health secret. Continue onwards to an elevator to go back to the main route.

Secret #2 - In the room with the silver key door, look back towards the blinking light above the stairs. Jump on the ledge and look to the right, where you'll see misaligned bricks. Hit those to open them up, revealing a Big Backpack.

Secret #3 - Next room at the plaza with the big hanging screen, look for a door with a crack on hit. Hit it multiple times to reveal a room containing a Hourglass of Kronos.

Secret #4 - In the computer room containing the Nailgun, you will find a broken computer with an interactable keyboard. Push it to activate the door of the cargo bay below, at the room with the boat you spawned in. Go back down there to find a supply cache containing the Grenade Launcher. Onwards is a way to go back to the bottom of the vertical computer room.

Secret #5 - On the left of the big red button at the top of the vertical computer room is a door. Go through it to find a desk at the bottom of the next room. On the other side of said desk is a red target you have to shoot, which will activate a trapdoor nearby. Go through it to find the Quad Damage. Continuing onwards will bring you back to the computer room, but with extra enemies spawning in.

Secret #6 - After the Shotcycler room you will find yourself in a tight room with a bridge in the center, where you will be broken bars to the right. Look towards it to find a hole with a blue light. Shoot at it until you hear something moving to your opposite side, revealing a room containg a Red Armor.

Secret #7 (Super Secret) - Once you activate a train to exit the level, hop off the train at the room afterwards, and go to the top right corner of the room, where you'll find a fake wall. Go through it to find the John Carmack room, containing an early Railgun. Take the teleporter on the metal plate to go back to the train station and take the other train to exit the level.

TOT2 - SLEEPWALKING THROUGH MUD

Secrets : 6

Secret #1 - At the marsh section, before you ride a big pipe upwards, look to the right where you'll see a waterfall. Look closer to find a small rock sticking out of it. Jump to it to find a cave behind the waterfall containing the Yellow/Combat Armor secret.

Secret #2 - Still at the marsh section, at the ruined building, you'll see a big pipe that goes upwards. Go on it where you'll find a cracked ventilation grill. Damage it until it opens to reveal a Big Backpack.

Secret #3 - In the ruined factory room in the East section from the golden button gate, there is a misaligned texture you can get to either from the bottom (thanks to debris) or the top. Hit it to open it, which will lead you to the Quad Damage secret. If you got it from the top of the room, taking it will open a portal that will take you back to the top part of the previous room.

Secret #4 - At the same section, at the plaza with the fountain, go up via the hill on the side & towards the 2nd floor balcony, where you'll see the fountain from above. Jump to the windows on the left to find a Mega Health.

Secret #5 - At the West section, at the balcony part before the 1st computer room, look for a brick wall lacking a baseboard. Hit it it to make it open and reveal a Hourglass of Kronos.

Secret #6 - At the last room after opening the gold key gates, after ascending the first stairs there is a broken computer with lights on on your left. Shoot at it until the center pillar mechanism activates, revealing a Hourglass of Kronos inside.

TOT3 - NO ROT IN THE COLD

Secrets : 8

Secret #1 - Right at the starting room there is a crate hanging from a claw with a crack on it. Shoot at it until it breaks, dropping a Yellow/Combat Armor.

Secret #2 - As you go outside, before going through the bridge, there is a cracked lightbulb upwards. Shoot at it so it opens up the trap door below. Go through it to get to the trainyard and grab the Grenade Launcher and Big Backpack.

Secret #3 - At the bridge room, at the arches below you will see blinking lights from lights that are off. Shoot these to reveal a secret Mega Health inside the bridge's main pillar.

Secret #4 - At the room with the locked door leading to the second floor main plaza, go up to the balcony part and look for a broken monitor emitting light. Destroying it will make a metal door open. Go through it and follow the edge on the right (go to the left to go to Secret #5) to reach a hole with a faulty light. Inside is a secret Rocket Launcher.

Secret #5 - Still at the edge of the abandonned building, go to the other appartment's edge to find a similar hole containing a secret Red Armor.

Secret #6 - At the blue light/Silver Key region: At one moment you will see a Quad Damage behind glass. Go to the room before and find bricks sticking out on the top right corner of a wall. Press it to reveal a tunnel, leading to the Quad. Taking it opens a trap door leading back to the room on the other side.

Secret #7 - At the yellow light/Gold Key region: Before exiting the room with the crates, go to the side facing the left door, look upwards and look for a gap. In here is a shootable switch, where shooting it reveals a room containing a secret Hourglass of Kronos.

Secret #8 - Still at the yellow light/Gold Key region, at the first computer room there is a wall texture that is stretched horizontally (either from the first entrance or the second one on your left), that is a fake wall. Go through it to find a secret Pentagram of Protection.

Secret Entrances towards TOT4 - After the final battle, at the pillar at the opposite side of the exit a trap door opens, reveal a shootable switch. Shooting it opens a metal door in this room. Go through it and down a flight of stairs to emerge below the big bridge. From there you can take two extra entrances to the next level: the one on top leads to an early grenade launcher, the one at the bottom leads to an early railgun and green armor.

TOT4 - DISSECTION OF A CONCRETE BODY

Secrets : 13 (14 if you count the secret exit, which is a super secret)

Secret #1 - After reactivating the Reactor Core, at the floor where you can leave to the rest of the level, look below at the cement beams where you can spot a red hue. Fall on these beams and towards the red hue (no need to jump, just walk towards the last beam) and go through the illusionary wall the hue comes from to grab a Yellow/Combat Armor.

Secret #2 - At the main stair shaft connecting all the levels, at the very top hop onto the cement beams before the door leading to the Yellow/Combat Armor. Continue jumping on the other beams forward until you see a wall with wires. Jump onto this fake wall to grab a Mega Health.

Secret #3 - Still on the main stair shaft: in front of the downward stairs leading to Level 2, look back on a wall with wires, this is another fake wall you can pass through, this time to get a Big Backpack.

Secret #4 - At Level 1, at the two-level doormat room where enemies emerges from gory doors, look for a bloody door not covered in gore on the first floor. Shoot it until it opens, revealing a Hourglass of Kronos.

Secret #5 - At Level 1, there is a secret door holding a Quad Damage at the warehouse section. There is two ways to get in:

a/ At the vertical room holding a Nailgun, look for a dark one-way corridor: you will find red lights on the cieling. This is a hole holding a shootable switch. Hit it to open a previously locked door, making you gain access to the Quad Damage.  
 b/ In the warehouse itself, jump on top of the bigger and highest pile of crates on the opposite side of the switch unlocking the elevator. On the corner you will find a hole you can fall through. Go through the vent to get to the locked room and grab the Quad.

Secret #6 - At Level 2, in the room with the test tubes, before you go through the coolant-flooded tunnel, go back and look to the lower level until you see red lights. There you will find a tunnel you can go through. Go in there and proceed until you find another similar tunnel where you will go through a wind tunnel that takes you to a Red/Tank Armor. Taking it will also unlock the air vents on its side, gaining you easy access to each side of the big vertical room.

Secret #7 - At Level 2, at the room before going into the Giant Vertical Shaft room on the Gold Key side, there is a vent plate emitting gross meat sounds. Shoot it at to make it open, revealing a Big Backpack.

Secret #8 - At Level 2, at the security laser corridor, the last corner to the right has a wall that is different to the others. Shoot it to slide it open, revealing a Hourglass of Kronos.

Secret #9 - At Level 3, after you emerge in a small room from the coolant swim from the start of the section, continue onwards until you find a small computer room, where you will find a screen with an inverted display. Shooting it will reveal a small cache holding a Mega Health.

Secret #10 - At Level 3, before you go to the large vertical room with the coolant river with a suspended bridge on top, grab the biosuit from the station at the previous room below the platforms (make sure you unlock the shortcut to the small room you first emerge from the coolant swim first) and now go back to said vertical room. On the right wall before the next door you will see a white concrete wall texture go upwards: that's a hint to swim down there and go through a small gap, where you will emerge upwards to a secret Pentagram of Protection.

Secret #11 - At Level 3, in the vertical corridor with a pipe you have to use to cross to the other side, go to the ledge holding a rocket ammo pickup. Turn to your right to see a shootable switch, which reveals a hidden biosuit station. Take one to swim in the room's coolant downwards until you find a big tunnel to go through. Emerge to the other side in a room holding a Quad Damage. The room on the left will be crucial for getting the Secret Exit.

Secret #12 - At the upmost level of the room you unveiled that hidden biosuit station, you will find a sloped surface with two tubes on it. Get onto the top one and turn around to find a damaged grade. Destroy it and go through its passage to find a Mega Health.

Secret #13 - At the corner computer room that has a 90°panoramic view to a big room, there is a gap near a keyboard holding a shootable switch, which will rise a Quad Damage.

SECRET EXIT - After activating the countdown sequence, go back to Level 2's room holding its Silver Key: you will find the forcefield there de-activated, revealing a switch. Hit it and then go to Level 3's Quad Damage secret room (secret #11) and go towards the corridor leading to a big door: its switch has now been activated from the previous switch. Push it to activate the doors, leading to the Secret Exit to TOT7.

TOT5 - HIS STILL-BREATHING CORPSE

Secrets : 19

Secret #1 - In the Light World, At the start, go behind the crates to find an elevator. Take it and jump across the metal beams until you find a ledge holding a Big Backpack.

Secret #2 - In the Light World, in the vertical temple room hosting two buttons on two sides, the waterfall on the left hides a cache holding a secret Yellow/Combat Armor.

Secret #3- In the Light World, in the Tomb room, go into the pool and swim to the other side of the tomb where you'll find a Mega Health.

Secret #4 - In the Dark World, after emerging from the first Portal near the Tomb in the Light World, swim in the blood pool to find a Hourglass of Kronos.

Secret #5 - In the Dark World, in the transition room to the Dark World equivalent to the temple entrance room which has a basic armor and two ogres, do a ramp-jump from the stairs' edges to the opposite ledge to find on the corner the ogres were a hidden Big Backpack.

Secret #6 - In the Light World, once you find the Railgun underwater, look to the opposite side where dangling vines come from a dark corner, swim in there and to the left/right (depending on which side you took) you will find a cache of Cells pickups.

Secret #7 - In the Light World, in the Flooded Tower room with multiple bridges, go inside of the tower at the top (still in the flooded area) and look up to see a button. Shoot it to open up the grates below, which leads access to a Red/Tank Armor at the bottom.

Secret #8 - In the Dark World equivalent to the Light World's Flooded Tower room, at the top of second stairs you take to rise up the room, look down to the ledge on the side, where you'll see a gap in a wall. Go towards it to teleport inside the base of the tower which will give you the Quad Damage.

Secret #9 - In the Dark World's equivalent of the light world's main temple entrance room, You will see a demonic face with a pulsing light. Shooting it will open bars on the section to the left. Jump there and go through the passage to earn a hidden Red/Tank Armor.

Secret #10 - From the previous secret, go to the portal room and look for a stone wall emitting screams. Hit it until it opens up, and go through the dark tunnel to find a Mega Health.

Secret #11 - In the Light World, after unlocking the Skull Door and getting attacked by Gladiators, jump from the right corner of the rising stairs to the second gap from the left to grab a secret Backpack.

Secret #12 - From the previous secret, go to the leftmost gap, this time from the left corner of the stairs. In the dark corner on the left you will find a button. Press it, then go back out and go to the rightmost gap: a step has been raised there, where you can jump into the gap and find a Yellow/Combat Armor.

Secret #13 & #14 - From the previous two secrets, go to the right corner of the stairs once again, then jump towards the second gap from the right: you will find inside the darkened corner a fissured wall. Damage it until it opens, revealing a hidden portal. Take it to the Dark World version of this room, then continue inside the dark halls to find a Big Backpack on the left and a Red/Tank Armor on the right.  
  
Secret #15 - In the Dark World, after going through the Skull Door, before going through the passage with the lava river and columns, go to the adjacent room containing a Yellow/Combat Armor. In there one of the demon face has a slight offset. Shoot it to open a portal. Take it, which will lead you to a Pentagram of Protection.

Secret #16 - From the previous secret, do not take the teleporter facing you. Instead go back and take another teleporter, which will send you to the top part of the Dark Tomb Gates, giving you a Quad Damage.

Secret #17 - In the Dark World, in the passage with the lava river and columns, before exiting go to the gap below the demon face. On the right corner in the dark, you will see a misplaced vertical metal texture. Damage it to open it, revealing a secret Hourglass of Kronos.

Secret #18 - In the Dark World, in the Lava Aqueduc room, just after the lava flow, on your left are unfitting metal textures. Damage them to open them, giving access to a hidden Quad Damage.

Secret #19 - In the Dark World, inside the Tomb room, go behind the Sarcophagus to find a hidden Yellow/Combat Armor.

TOT6 - HER THRONE, NOW MINE

Secrets : 2

Secret #1 - At the room with the pools of blood, make sure to land on top of the pillars. To your left is a gap you can get into where you'll find a Red/Tank Armor on Easy & Normal skill or a Yellow/Combat Armor on Hard & Nightmare.

Secret #2 - From the previous scret, damage the gap with gore inside, prompting a message to confirm the activation of its mechanism. In the arena while fighting the final boss, when you take the teleporter to go to the first floor, turn around to see a room holding a hidden Hourglass of Kronos.

TOT7 - EVEN OLYMPUS MAY DIE

Secrets : 16

Secret #1 - Once you go through your first door, you will find waterfalls on the westside and eastside, falling into the void. If you look into the gaps, you will see an opening with a ledge you can fall into. Go to either of them to find a switch. Push it to activate bars inside the pool on the east balcony. Once you get there, you will find a Mega Health and a Big Backpack.

Secret #2 - At the top of the stairs is an empty altar. On each of its left and rigth side stand a temple with the same height. Go at the top balcony of each to push a button on the side in the dark (yet emitting a blinking ed light), making a Silver Key appear on top of said altar.

Secret #3 - From the West temple's second floor where you pushed a button for Secret #2, Go to the edge and walk along to the left to see what appears to be floating stones in the white void. Jump on it and into the corridor to gain a Ring of Shadow. Exit by hitting the flesh wall.

Secret #4 - In the West Balcony mentioned in secret#1, go inside the flowing water and where the waterfall starts to go inside a gap, where at the bottom is a switch. Pressing it will make a secret Quad Damage appear in the air upwards (where the button-trigered platform will appear).

Secret #5 - In the room holding the Nailgun, look behind the altar holding it to find a shootable switch. Activate it to make the altar go down, taking you to a secret room below holding a Quad Damage. Taking it reveals a teleporter back to the room above.

Secret #6 - In the Square room with the stepping blocks to get to its higher floor (which is set on the side of the two-stories corridor with the white void underneath), get into the gaps between the highest blocks and the second floor itself where you'll find lion face plates. Activate each of them to open a door at the base of the second floor, revealing a Yellow/Combat Armor inside.

Secret #7 - From secret #6, go to the vertical corridor's second floor, and look down near the bridge plate where you can see a gap with a cell ammo pickup. Drop in there and continue down the dark corridor where in the end you'll find a Silver Key.

Secret #8 - From Secret#7, when you start to climb up in the next section towards the Giant Corridor, there is a faint gross meat sound coming out of thin bricks breaking out of the big brick patterns: this is a fake wall you can jump into, leading inside a meat cave holding a Hourglass of Kronos. Exiting onwards leads you to the top floor of the Main Tower, holding the Gold Key Gate.

Secret #9 - In the Giant Corridor's first floor, in the East Wing just before the center part, look below in the void and to the left to notice an edge holding a Yellow/Combat Armor. Jump in there to grab it, and go back up with a teleporter on the right side.

Secret #10 - In the Giant Corridor's first floor in the center part, look below the floor where you'll see a floating platform udnerneath. Jump down there to find a Silver Key. Taking it will open a wall leading to a teleporter which will bring you back up.

Secret #11 - From Secret #9, Once you step on the frame before getting into the teleporter, do not go into it. Instead wait for edges on the side to appear. Jump on them and the one behind the teleporter to make another set of edges, and so on, until a brick wall opens up, revealing a Red/Tank Armor. Taking it will lead to a teleporter which will bring you back up.

Secret #12 - In the pool from the plaza between the Main Tower and the Giant Corridor, go inside where the bubble come from to grab a Hourglass of Kronos through a fake wall. (Note: if you grabbed it from the floor above, there is a teleporter after the hourglass to bring you back upwards.)

Secret #13 - In the Giant Corridor's second floor in the center part, on the other side with just a Lion face Plate, below it is a thin brick wall at the lower center part: it is a fake wall. Inside is a hidden Quad Damage.

Secret #14 - Just before the Aqueduc Room holding a Gold Key, look in the room before and look for sounds of gross meat, which are coming out of a thin brick wall, which is fake. Going inside will give you a Silver Key.

Secret #15 - The Roof of the East Temple entrance at the start of the map holds a secret passage. Get on it and go into the gap at the top, leading you into stairs with a Pentagram of Protection at the top.

Secret #16 - From secret #15, in the next room with a big central pillar at the center is half of a Lion-face plate. Push it to activate a door, revealing inside the tower a Quad Damage.