

THIEF

DEADLY SHADOWS™



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THIEF

DEADLY SHADOWS

PRIMA OFFICIAL GAME GUIDE

DAN IRISH

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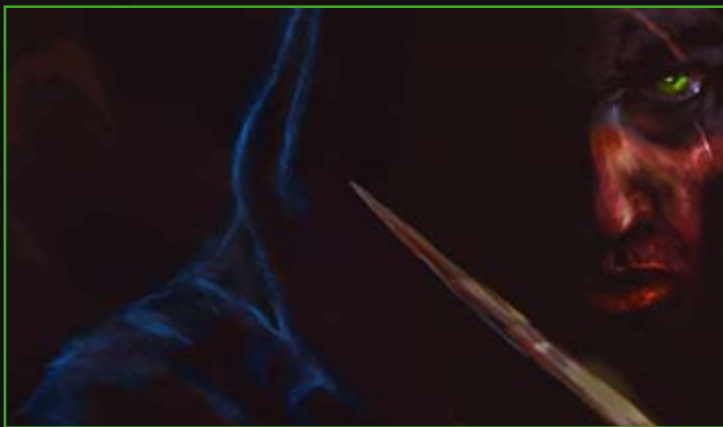
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Getting Started

BACKGROUND

Garrett may be a master thief in his own right, but you need lots of practice using his abilities if you want to avoid spending some quiet time in the deep, dank pits of the prison. The Dark Age is coming, and you're stuck in the middle of three powerful factions vying for control when the darkness falls.



Because you're the best thief ever, you're held to a high standard of achievement. Luckily, all factions recognize your abilities and the overall value of an excellent thief, as well as how you can help them toward their goals. They are all determined to "retain" your services by whatever means necessary. The Keepers have the best (albeit still vague) idea of the grand role you ultimately play in the prophecies.

DIFFICULTY LEVELS

You can choose to play on Easy, Normal, Hard, or Expert levels of difficulty. The mission-specific objectives stay the same, but the mission-completion criteria become more numerous and challenging as the difficulty level rises.



For example, playing at a normal difficulty level may require you to steal only 40 percent of the available treasure and find one of the rare or special loot items hidden

throughout the level. At the Expert difficulty level, you may have to steal 90 percent of the available loot and all three special loot items while not killing any non-combatants. At the more difficult levels, you face more enemies and get less help from items such as healing potions.



You learn quickly that the expert difficulty level takes more patience and skill to work through, but the quiet rush you get at the end is much more rewarding.

HOW TO USE THIS BOOK

The walkthrough is at an expert difficulty level so that it includes all relevant objectives and takes the most restrictive route through the game. Players on easier settings find fewer enemies and more items, and usually find easier paths through the missions. Players on easier settings may not have to complete all the objectives listed here.

The walkthrough gives the best route through each mission. These are not the only routes, however. Diligent thieves may discover other dark corners of the city. Leave no stone unturned or pocket unpicked when roaming the city.



In the next section, "Tools of the Trade," we review all the tools that you have at your disposal to help lighten the load of passers-by and other unfortunates. It covers weaponry, equipment, and miscellaneous magic items that you find along the way. So get going! There's loot to steal.



Tools of the Trade

Tools of the Trade

This section reviews the many tools you have at your disposal for your thieving ways. Familiarize yourself with the tools of the trade.

WEAPONRY



Common thief attributes are speed, stealth, and skill. A thief's weapons should complement, not hinder, his line of work. The tools of a serious professional are silent, light, and deadly. Learn to use them as if they were extensions of your own body and mind; they are essential to your success.

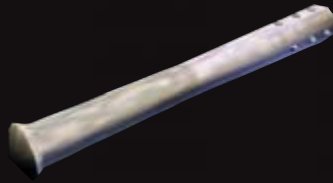
BLACKJACK

The blackjack is a small leather-covered club, a weighted span with a flexible handle. When swung, the handle bends to add more force to the blow. This is a non-lethal weapon. Its leather padding makes it a tool for incapacitation, not death by blunt-force trauma. There really is honor among thieves. If we don't need to kill, we don't—but there is nothing wrong with leaving a few hindrances behind with nothing more than a serious headache.

The blackjack is your primary weapon. If you must take someone out, reach for this first, because it has several advantages over your other weapons. First, and most important, it keeps your victim silent. A stunned opponent has no time to let out a desperate cry for help, although they sometimes utter some sleepy, delirious words before they crumple into a heap for a nice long nap. Second, it offers clean technical execution—in other words, no messy evidence like bloodstains to clean up.

NOTE

Victims of your stealthy blackjack attacks will not wake up during the course of your mission.

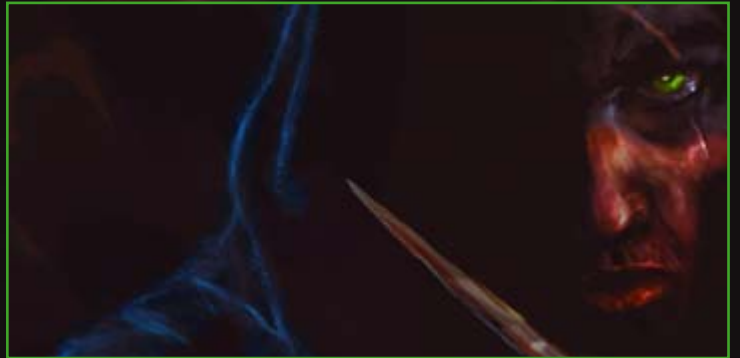


DAGGER

In the event you must do more than knock your opponent senseless, the dagger is your next tool of preference. A thief always attacks from behind—we are thieves, after all, not fighters. The idea is to dispatch your enemies as quickly as possible. This can hardly be done in face-to-face confrontation with an armed guard, which serves only to draw more attention to you.

Use the dagger stealthily, from behind (your victims should never see your face; they shouldn't even know you're in the room), to realize the full advantage of the small blade. A stab in the back with a dagger is enough to kill a man, as opposed to lashing out with three or more frantic strikes in a frontal attack against an armored guard brandishing a three-foot sword.

In the worst case scenario of melee combat, the dagger will serve you well as your best toe-to-toe weapon when facing off against a foe.



One disadvantage of using the dagger is that it allows your victim a second to scream in pain before he expires, potentially drawing more guards and consequently more trouble. Second, it leaves a telltale pool of blood on the floor. Sloppy thieves who leave a trail of blood won't be around long.

THE BOW

Bows are always popular weapons in our profession. The appeal is the ability to

strike from a distance, while your victim goes about his business unaware of an impending attack. By the time your target notices a curious whistling noise in the still night air, it's already too late. But choose optimal circumstances to use your bow. Only amateurs allow stray arrows to shoot off through the city streets. Choose your targets well and make every shot count.



Don't fire an arrow into a crowd. It creates a chaotic mess that you should avoid at all costs. Focus on removing the unsuspecting lonely guard, ideally in areas where you can reach your victim quickly and dispose of the evidence.



When possible, attack from a distance without revealing your location. If your victim doesn't fall in one shot to the head or torso, however, it could be trouble. Undoubtedly someone will start looking for the archer, and more guards will probably come along.

The bow is undeniably the most versatile weapon, considering the many choices of arrow types—especially the arrowheads constructed from elemental crystals that have various offensive and defensive properties. There really is an arrow for every occasion.

BROADHEAD ARROWS

This is the most basic type of arrow and also the most deadly. A single broadhead arrow, striking the head or torso, is enough to kill most men outright. But if the arrow hits the victim's arm or leg, it will not deliver a critical strike or a fatal blow. Obviously, the victim is now alerted to your presence, so be ready for a quick escape. Also, it is important to note that the broadhead arrow is not a stealthy kill—the victim often lets out a dying moan before he falls. Nearby guards definitely come to investigate, and they will find the body before you can get there to clean up the evidence.

TIP

A well-placed broadhead arrow to the head or torso will kill human guards in one shot if they're unaware of your presence.

WATER ARROWS

This is a noncombat arrow used to extinguish any open flame—candle, torch, or fireplace. Use water arrows to help you move in darkness from one point to another. Use them sparingly; you can never put out all the lights on any level (nor is it necessary to attempt it).

You can also use the water arrow to wash away bloodstains on the floor from certain events that you don't want traced back to you.



TIP

Look for elemental water crystals in fountains, pipes, wells, pools, and other water sources.

FIRE ARROWS

This combat arrow is anything but stealthy; it streaks through the dark night and explodes upon contact into a ball of flame, igniting whatever is nearby—a victim, oil puddle, extinguished torch, or even more dramatically, a well-placed explosive barrel. Save these arrows for special occasions.



TIP

Look for elemental fire crystals in fireplaces, campfires, and other sources of flame.

MOSS ARROWS

Moss arrows are noncombat tools that are extremely useful as sound-dampening devices. When fired at the floor, they cover the area in soft, noise-muffling patches of moss. When you plan an attack that requires crossing a type of flooring that amplifies footfalls, carpet the area first with a couple of moss arrows. This tactic works great if you want to quickly approach a guard whose patrol pattern leaves you only a few seconds to get close while his back is turned.

Moss arrows can also be used to choke guards temporarily. When shot into the face, the weapon covers the target's head in moss. The guard is then unable to hear, see, or make noise as you run past them.



TIP

Look for elemental moss arrows in plant beds, trees, grass, and other organic sources of growth.

Tools of the Trade

GAS ARROWS

Upon impact, this arrow releases a gaseous sleeping agent. Maximize its use by sending one into the center of a group of enemies.

These valuable arrows are both rare and expensive. It is hard to even find someone who sells them. Save them for when they're really needed.



NOISEMAKER ARROWS

Misdirection is often the key to success, and these little dandies come in quite handy on many occasions. In some cases, guards do not patrol an area, and getting around a stationary guard can be difficult. These arrows are very useful to draw attention away from you or from your desired route of travel. If a guard blocks a doorway you must get through, send a noisemaker arrow away from the door. Then slip through it unnoticed as he runs to investigate the noise.



The sound of numerous little firecrackers going off is enough to draw considerable attention, sometimes bringing all the guards in the area. This creates an optimal situation for a follow-up group attack, if you have already prepared the ambush with, say, a mine, a bottle of oil, or an exploding barrel. Should a fire or gas arrow be loosed upon the unsuspecting guards, the ensuing chaos could be extremely amusing.

FLASH BOMBS

These devices are valuable backup tools, with both offensive and defensive applications. Offensively, they can be used to stun an enemy while you throw in a quick follow-up attack. Defensively, you can toss one down to blind and deafen a pursuing guard, generally buying yourself ample time to escape back to the safety of the shadows.



TIP

Flash bombs are very effective against the ravenous undead. Keep many of these in stock at all times.

CAUTION

Flash-bomb victims will "wake up" instantly if you attack them while blinded. Use their incapacitation to escape, unless you can kill them quickly.

EXPLOSIVE MINES

Explosive mines are a devastating exploding device used to booby-trap areas. The mine has a self-setting timer, so it can be strategically placed and give you enough time to move away. It remains armed until someone moves within several steps of it—including you, so remember where you've put them, or the City Watch will be scraping you off the cobblestones.



GAS BOMBS

The gas bomb is the more compelling version of the gas-related weapons. In this form, the bomb has a powerful area effect, releasing a great cloud of sleep upon impact. Toss it into an enclosed room full of enemies, and most will be fast asleep within moments.



EQUIPMENT & MISCELLANEOUS MAGIC



In the course of your adventures, you can make your efforts more effective by using various types of personal equipment and magical items. Often you can simply rely on your own skills, but sometimes even a master thief needs a little help. Here is a breakdown of resources available at various points in your thieving adventures.

NOTE

Some of the mission-specific maps must be found through diligent searching on both the Hard and Expert difficulty levels; keep your eye out for them or for clues as to where you can find them. On Easy and Normal levels, all mission-specific maps are acquired automatically at the beginning of each mission.

MECHANICAL EYE



This artificial eye operates like a telescope and is more effective than your normal vision in dark conditions. Use it to zoom into areas while planning your route or angle of attack. Zoom all the way out to return to your normal sight mode. Use the mechanical eye when searching a dark room to make sure you get all the valuables.

NOTE

Your mechanical sight turns off if you start moving away from your current position.

KEYS

Keys can be found anywhere—on shelves, desks, or hanging on someone’s belt. Finding keys is sometimes mere chance, because they are quite small and easily overlooked. If you happen to have the right key, however, picking a lock becomes unnecessary, saving you valuable time and the possible trouble of making noise. Saving time becomes extremely important as you progress through the game, because locks become more complex and harder to pick.



LOCK PICKS

If you can’t find the appropriate key for a lock, pick it. This is what the training is for, after all. You have a set of lock picks on hand from the beginning, so learn how to use them quickly and effectively.



LOCKS

Notice the practice lock in your apartment. It’s there for a reason; pick it often to hone your skills. As you move from shop to shop in the city, check to see if they have a different type of lock for sale. Buy every type of lock you find; master the pick technique on each of them. These skills are essential to your progress.



Pay close attention to the lock tumbler symbols while picking a lock to monitor your progress as you work through each tumbler. Here is some information on the types of locks available in the city.

LOCK TYPE

Locks come in four shapes—diamond, shield, square, and fancy. They have three, four, five, and six rings or stages of complexity, respectively.

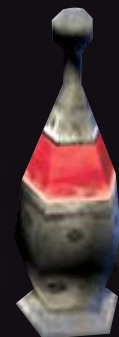
LOCK MATERIAL

The lock material indicates the intricacy of the design. There are metal, iron, silver, and gold locks. Metal locks are the simplest devices, with only a left or right pattern of hot spots for picking. Iron locks are slightly more complex, because they use all four compass points or directions in their pattern for hot spots.

Silver locks take a bit more work, because they use the eight major compass directions in their hot-spot patterns. Gold locks are best left for masters. If you can’t pick these locks, then look for the keys. Gold locks have a hot-spot pattern that includes up to six tumblers located anywhere around the rim of the lock rings. It takes finesse, skill, and a whole heap of luck to get through these locks in a timely manner.

HEALING POTIONS

Part of being a thief are the scrapes and bruises you may acquire from a City Watch guard’s sword or a misplaced step off the top of a building. Keep stocked with healing potions for those occasions. These potions are handy to get you back up to speed. They take a few seconds to work their magic, so don’t take them at the last minute or while frantically trying to evade sword slashes.



OIL FLASKS

Oil Flasks can be as comical as they are useful and dangerous. When an oil flask is broken, it releases a large puddle of oil. Anyone who walks into the puddle slips and falls. This is especially useful when a guard is pursuing you. Coupled with an ignition source, such as some fire arrows, the puddle quickly becomes a small fiery spill—doubly effective and potentially lethal.



TIP

If oil flasks are used on stairs, opponents crossing the oil slick often fall and knock themselves out as they bounce down to the bottom of the stairway.

Tools of the Trade

HOLY WATER FLASKS

Holy water flasks are used in a similar way as oil flasks, although the puddle they create is much different in composition and effect. Holy water is feared by the undead; coming into contact with it causes them great damage. A pool of holy water on the ground prevents undead from moving over or past that area.



KEEPER-DOOR GLYPHS

These arcane symbols appear at access points into secret passages or teleportation doors used by the Keepers to enter various areas. It is very important to note where these symbols appear; only they can allow you access to certain missions and parts of the city.



WALL-CLIMBING GLOVES

When you make it into the docks part of the city, you can purchase these fantastic items, which allow you to easily access high areas on brick or stone walls, indoors and out. When you use them, climb as you would climb a ladder.



TREASURE

Treasure comes in four major groups: metal, gems, art, and special. Metal treasure may be in the form of bowls, bracelets, candlesticks, forks, goblets, knives, nuggets, plates, spoons, and more. Gems are found—in small piles, if you're lucky—as jade, rubies, diamonds, and jewelry. Art commonly is found as paintings, jewelry, mirrors, vases, wine, and statues.



Special loot is limited to three items in each mission and comes into play for the various levels of difficulty. The special items are rare and worth more on the market than general loot. As you play at increasing difficulty levels, you must collect more of these items to complete the level, and they are sometimes very well hidden. Be thorough in your searches, especially on expert level.

In the mission sections that follow, a treasure summary is included in the mission outline.

TIP

Some treasure respawns. This only occurs in the city sections, so look for new items you haven't noticed before—especially on peasants walking the streets. They are prime targets for pocket picking.

Now that we've covered the tools of the trade, let's go on to the Rogues Gallery, where we discuss the opposition that awaits you in the city and in the coming Dark Age.



Rogues Gallery

HUMAN OPPONENTS

PEASANTS

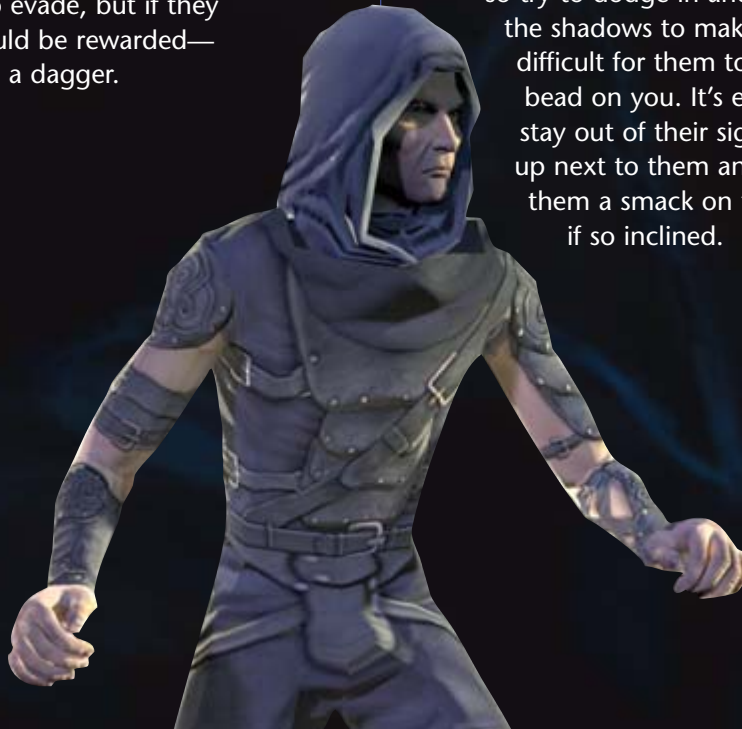
Townfolk have heard all about you, the master thief who steals from the rich and gives to, well, himself. Some of them know generally what you look like from wanted posters on the walls of the city, and they stay out of your way unless you threaten them or steal one of their baubles or trinkets.

In thieving missions, however, some peasants run to alert the nearest guard if they recognize you. They will bring a guard back to where they last saw you. If you attack a peasant and don't kill them outright, they panic and flee, alerting everyone in the vicinity and drawing quite a crowd. In both cases, remaining undiscovered is best.



THUGS

These common criminals are a small demographic of unruly townfolk and peasants. Some of them may be smart enough to let you pass without quarrel, but there are always some who just don't realize who they're messing with. They are easy enough to evade, but if they pursue you, perhaps they should be rewarded—with a good solid lashing with a dagger.



CITY WATCH GUARDS

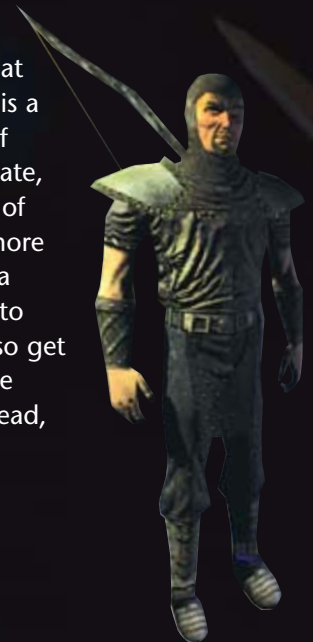
Slow, stupid, and easily evaded or misdirected, these guards are a mere inconvenience. But take them seriously when they have you backed into a corner; they do know how to use their swords. You can often catch them unaware as they grumble under their breath about the Captain or nap and drink on the job.

Guards are usually on patrol, and if they see you or notice something unusual, they immediately start searching for you. If they have no luck finding anything, they soon return to their duties and chalk up the experience to long nights at work, fatigue, and the mind-numbing dullness of their duties. But if they find you, they immediately attack. If you're in a safe area out of reach, they fetch a City Watch Bowman to put some arrows into you and bring you down to their level.



CITY WATCH BOWMEN

These guards behave almost identically to their sword-bearing counterparts. But some will shoot at you indiscriminately, even if there is a civilian between you and the tip of the arrow. Their aim is quite accurate, so try to dodge in and out of the shadows to make it more difficult for them to get a bead on you. It's easier to stay out of their sights, so get up next to them and give them a smack on the head, if so inclined.



Rogues Gallery

HAMMER GUARDS

Hammer guards are a little more dangerous than regular guards. As fanatical worshipers of the Builder, they zealously come after you, fast and furious, with their cruel war hammers. Don't try to take them on head to head; your light leather armor is no protection. Get them out of the picture quickly through a stealth attack. If they spot you coming out of the shadows, expect a harder time evading them than regular City Watch guards.



HAMMER PRIESTS

The powerful Hammer priests are just as fanatical as their hammer-swinging acolytes, but they come after you with some pitiless archaic magic, intent on making you crispy on the outside. Stay out of their way, because those magical blasts can kill you in seconds. Like other spellcasters, you can render them useless (aside from their voices) if you steal their staves or wands.



NOTE

Hammer priests can bless their allies, making them impervious to attacks for a short time. This can be a blessing in disguise because you can also intercept these spells before they hit their target and be blessed temporarily.



PAGAN WARRIORS

Pagan warriors are wild and chaotic in both thought and fighting style. They rush opponents with frenzied swings of their weapons that are difficult to dodge. Avoid confrontations with these savages if you can. They also seem to have better tracking abilities than other guard types, so escaping into the shadows after they're alerted to your presence can be more of a challenge. You may have to run for a while before they give up chasing you.

PAGAN SHAMAN

These wild spellcasters rule over most of the Pagans and have the ability to harness powerful nature magic, which they can use to attack intruders into their domain, namely you. As with all spellcasters, their power is channeled through their staves or wands; steal these before they know of your presence and all they can do is run and hide or call for help. They're harmless without their magic abilities.



NOTE

Pagan shamans also have the ability to bless their allies. This nature magic benefits the target with an increase in speed and health. You can also intercept these spells if your timing is right.

KEEPER ASSASSINS

Keeper assassins communicate telepathically and can sense your presence. These elite professional killers seem to have escaped right out of someone's terrifying nightmares. If you must face one of these shocking, faceless agents you'd better be well stocked, acrobatically inclined, and know the surroundings or you won't have even the slightest chance of keeping them off your back. If you lose track of them for a second, you're lying in a pool of your own blood. They move quickly and quietly, and they already know your tricks, so be swift in making up some new ones.



UNDEAD

The undead are every thief's least favorite foe. They have no inherent interest in hoarding valuable loot, which surely is your first concern. But even more important than loot is your own self-preservation. They make surviving difficult because they can be quite tricky to kill and are extremely persistent. Undead, in many cases, are resilient or even immune to certain types of damage, so give yourself a fighting chance and learn about the types you may come across during your missions.

ZOMBIES

Zombies are your standard form of undead. Don't run into these pests without being properly armed, or you're in for a nasty surprise, because they have a very inconvenient habit of not dying. Don't bother trying to blackjack them. Their brains are not susceptible to blunt-force trauma. Instead, use any form of fire against them, or even better, holy water.



Explosives are also quite effective, so stock up on flash bombs, fire arrows, and explosive mines when venturing into zombie-infested neighborhoods.

HAMMER HAUNTS



These characters are the walking dead of fallen Hammerites. They are essentially zombies, but faster and stronger. If that isn't enough to concern you, they also have armor and weapons. Practice on as many zombies as possible before graduating to their bigger, meaner cousins. Haunts have the same vulnerabilities as zombies, so use the same tactics on them—if you get a chance, that is, before they smite you in their unwavering contempt for the living.

STAFF

The cradle Staff are the ghostly spirits of the asylum guards and are found only in the past. When you enter the past as Garrett, they can be killed just like ordinary undead with any normal weapons. You can also kill them with holy water and flash bombs. However, if you enter the past as a patient and do not have any weapons in your inventory, you must avoid them.



PUPPETS

Puppets are the dangerous reanimated patients of the asylum. They can "play dead" like zombies, and are vulnerable to all of the same weapons that permanently kill zombies, including fire, flash bombs, and holy water. These guys are quite tough, so make sure you have enough weaponry before taking one on in a fight.



MISCELLANEOUS

Several additional creatures inhabit locations in and around the city. Their abilities and weaknesses are as varied as their appearances; pay close attention to their individual characteristics lest you be caught off guard by one of them.

KURSHOKS

These reptilian humanoids are found with the Pagans in the deep underground areas. They are very fast and agile on land or in water. Kurshoks attack with the biggest swords in the game; stay out of their way if possible. Luckily, you really only encounter them during the Sunken Citadel mission.



CAUTION

On Hard and Expert difficulty levels, Kurshok guards cannot be killed or "sniped" by only one broadhead arrow.

RAT BEASTS



These beast men are also found with the Pagans, having somehow been transformed into a powerful combination of humanoid and rat. Rat Beasts wield swords and behave similarly to most other guard types and do not seem to have any race-specific advantages. Deal with them the same way you would any other humanoid opponents.

TREE BEASTS

Another type of beast men found with the Pagans, the Tree Beasts were created from the wild magic of the Pagan shamans. Tree Beasts are immune to many types of physical damage, but fire is their primary fear and weakness. Any type of flame does extra damage to them.



RUST MITES

Rust Mites are more of a thorn in your side than a real threat. They cause problems by degrading the marvelous structures created by the Hammerites. Search for them in the city, and destroy them with your broadhead arrows when this weapon is upgraded by the Hammerites. Each Rust Mite you kill improves your standing within the Hammer faction.



GARGOYLES

Sometimes even harmless-looking statues can provide a significant threat. Such is the case with Gargoyles. These stone creatures reside in churches, palaces, and graveyards. You never know which one is watching you until it's too late. They are immune to nearly all damage except explosives. Keep plenty of fire arrows and explosive mines in your inventory when you anticipate confrontations with these creatures.



In the next section, we discuss the basic strategies used in a long thieving career. No single solution works in all cases, so look for combinations of thieving skills to ensure your longevity.



The Thieving Mindset

INTRODUCTION

Let's begin with a word of caution. You are a thief, not a fighter. You're trained to maximize your advantages by using the cover of darkness and the still of the night—speed, silence, and shadow are your allies. Respect them and they will do you well.

You are not adequately prepared, in either skill or equipment, to have head-to-head confrontations with any of the various guards or wandering foul beasts. Above all, remember: You are a thief, not a fighter.



ADVANTAGES

Your training in the covert arts gives you certain advantages over the less tactful and refined individuals in the city. These advantages will undoubtedly save your skin.

STEALTH

A stealthy thief is a patient thief. If you are not in a rush to get somewhere, you have ample time to observe, plan, and proceed to your next objective.

Stealth is your most important tool; use it often to avoid combat. With a well-timed and quietly executed strategy, it is very likely that you can avoid confrontations with armed guards and the like altogether.

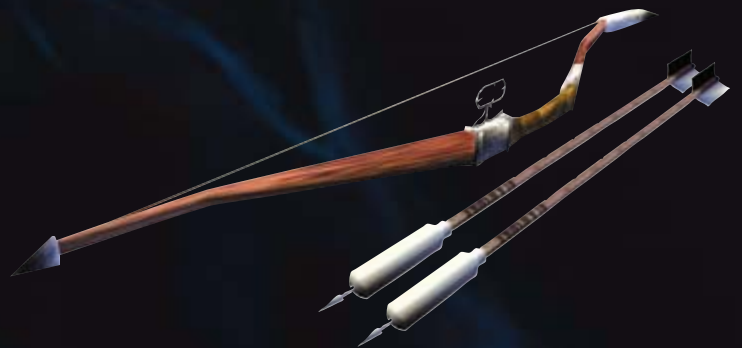
Be patient. Move slowly. And move quietly.



SURPRISE

The element of surprise is an immense advantage. When an opponent is completely unaware of your presence, you have succeeded in your objective, whether you intend to engage him or simply slip by unnoticed. Completely undetected, you are in the power position and may decide the next move—blackjack, dagger, or arrow in the back. You can dispatch your enemies in short order using this basic yet precious principle.

Use the features of the area to your advantage to set up a surprise or ambush. Survey your surroundings and hide yourself in the path of a patrolling guard. To maintain your power position, minimize the distance between your resting location and your striking position. If you have to run across an open courtyard, you could lose the element of surprise. But if you strike quickly from behind a crate adjacent to the path of an oncoming guard, the surprise is total and effective.



The Thieving Mindset



HEIGHT

Creating a difference in height between you and your opponents places you out of the reach of most physical attacks, and it also removes you from the eye-level gaze of the patrolling guard. Crouching is similar, but works in the opposite direction. Be on the lookout for structures that may give you a height advantage—windows, parapets, crates, walkways, awnings, and so on.

SHADOWS

Learn to read the dark and the light. The shadows are your corridors, stick to them. Every time you expose yourself in the light, you're open to attack. In earlier missions, you are mostly up against thugs and City Watch guards. Later, you face far more deadly opponents who are watching for you, sometimes even hunting you. If you can see yourself, they can assuredly see you as well. And if they can see you, you're in trouble—especially if you're dealing with Keeper assassins who pounce on you from the shadows. Don't make their quest easy.

All shadows are not created equal. Variations in relief or texture may decrease your chances of being seen. For example, crouching in the shadows next to a short bush lends more cover than just standing in front of a dark wall. Identify irregular outlines or profiles and attempt to blend in with them.



Read your light gem often. Make it a reflex every time you enter a new area, travel through it, or leave. Check every five seconds to be sure you're not visible to anyone around you. When the gem is half lit, you're half visible—a shape in the night to some, but to others, maybe enough of a recognizable shape to warrant investigation.

The less suspicion you arouse, the easier your mission is. Stick to the darkness, leaving no one the wiser to your passing.

SILENCE

Silence is golden, and that's more than a cliché in this case. There are two types of noise: yours and theirs.



A noisy thief is a dead thief. If you are careful, you can proceed through nearly any mission without making a sound, aside from the occasional jingling of your lock picks. Use diligence when moving across new areas; always stop to note the substrate or flooring you are about to cross. For example, gravel and tile flooring are extremely noisy, while moss and grass are virtually silent.

Your opponents make some type of noise, whether they are patrolling, napping, drunk, or complaining about various grievances. Listen carefully and you can tell what your opponent is doing without seeing them. While stalking patrolling guards, listen to determine if their footsteps are getting louder or fainter, which tells you which direction they are going. Move only when they are walking away from your direction.

Environmental noise is variable, from the utter silence underground to the din of the city streets. Sometimes it may seem that there is enough noise to mask your actions, but in the end (in this case) it just comes down to luck.

THIEVING TACTICS

All your skills are necessary in certain circumstances. It's how you blend them together that determines your ultimate success. Here is a brief account of several tactics that will serve you well.

APPRAISAL

Make a mental checklist or inventory of your surroundings. Survey every new area for common features, including opposition, patrol patterns, sight lines from other areas, travel routes, emergency escape routes, potential ambush spots, height or vantage points, obstacles, objects that can be moved or toppled over, surface materials, and both permanently dark areas and those that can be made dark by putting out torches, fires, and so forth.



PATROL COUNTING

Supposing, during your appraisal of a scene, you spot a guard making rounds. Use the patrol-counting tactic to time your offensive strike or a defensive evasion, or simply to get by the guard without drawing attention to yourself. First, draw or make a mental note of the shape of the patrol pattern. Then count, in seconds, at each of his stops, noting especially the points where his back is turned to you. These are your windows of opportunity.

After watching the patrol pattern cycle several times, make your move. Count down the seconds in your window so you know when you either have to strike or be back in the shadows.

LOOT & JUNK

Watch for two types of items: loot and junk. Take the loot, leave the junk. Loot has inherent value, because you can sell it to a fence. Junk has only two uses: You can drop it or throw it. Throwing junk is sometimes quite handy. If you find a loaf of bread, for example, you can pick it up and toss it across a crowded room to create a distraction while you jump out the window.



SHOPPING

Don't spend all your hard-earned money in one place. The city has four fences, each buying only two of the available types of treasure that you find, so you must visit a few different fences to sell your entire haul. There are also four different shops in the city, each with a varied selection of goods. Don't spend all your money just before you have the opportunity to meet a new shop owner with some new toys.

HIDING EVIDENCE

Leaving behind evidence is counterproductive in your line of business. If you don't steal it, kill it, or knock it out, leave it where it is. The more things you disturb, the greater the chance someone will notice.



The Thieving Mindset

Sapped or lifeless bodies, for example, remain where they fall unless you move them. Hide bodies in areas people are not likely to be moving through—the long, dark alcove of a locked door, for example, or some other out-of-the-way place.

Pools of blood are also evidence. Wash them away using water arrows. On higher difficulty settings, guards may notice that things have gone missing, including other guards who should be on patrol. Clean up after yourself!

MISDIRECTION



Misdirection is a finesse skill and takes some improvisation. Anything you can get your hands on can create a decoy noise, as long as you can throw it across the area you're in—light junk works quite well. Use worthless items to save on costly flash bombs and noisemaker arrows. Note that a light candlestick works much better than a heavy barrel for obvious reasons. While the guards run toward the noise, you can safely head in the opposite direction.



EVASION

If you are surprised and have to fight or are backed into a corner, you may need to make a hasty exit. One tactic is to use your dagger to inflict some precise and deadly cuts, and make a break for the safety of the shadows. Even in a face-to-face encounter, you can evade some guards by running around corners and quickly hiding against a wall in the darkness. They may run right past you and wonder how you disappeared so easily.

Later in the game, use your wall-climbing gloves. Your pursuer probably won't notice you above them, even in a heightened state of awareness.

The best evasion tactic is to put a physical barrier between you and the pursuer, ideally by jumping out a window where a guard can't follow or by climbing over boxes or other obstacles.

If you are really on the ball, you can drop an area effect weapon as you run, such as a flash bomb, explosive mine, oil flask, holy water (in the case of pursuing undead), or gas bomb. Drop the weapon right in the path of your pursuer, leaving them with few options.

Always have an escape plan. Know where to find a safe location that you can reach at any moment, if necessary.



NOTE

The statistics generated in the post-mission briefing are strictly for keeping track of your key accomplishments. The stats do not affect gameplay.

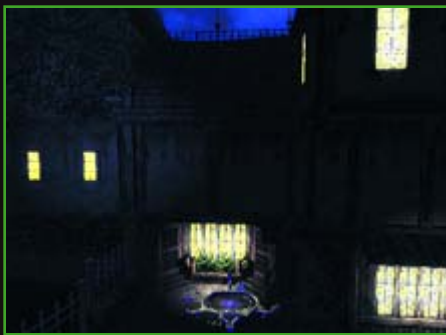
In the next section, you begin your mission at the Blue Heron Inn, where you find a few valuables waiting to be "repossessed."



The Blue Heron Inn

MISSION SUMMARY

Lord Julian is staying at the Blue Heron Inn. Work through the introductory training challenges and enter the inn to track him down. He has something quite valuable in his possession—an item that, unbeknownst to you, will open up more than a few opportunities.



Opposition: Guards

Supplies: Water arrows, noisemaker arrows, and lock picks are found at various locations in the inn.

OBJECTIVES

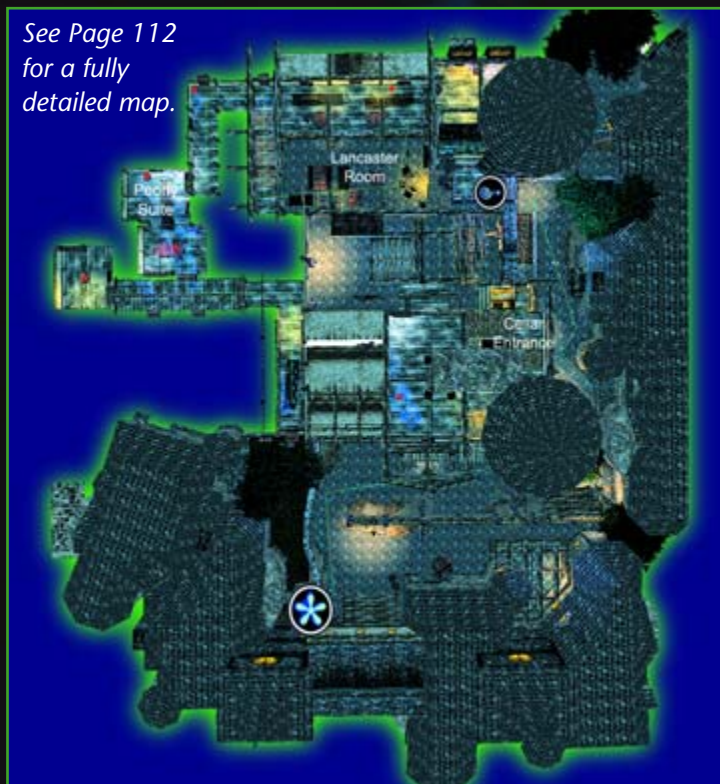


This training level can only be completed on Normal difficulty. In subsequent missions you can choose Easy, Normal, Hard, and Expert difficulty levels.

- ✦ Break into the inn.
- ✦ Locate Lord Julian.
- ✦ Steal velvet bag from outside Lord Julian's room.
- ✦ Steal velvet bag from the Lancaster Room.
- ✦ Leave the inn.



See Page 112 for a fully detailed map.



Map of Blue Heron Inn



The Blue Heron Inn.

OUTSIDE THE BLUE HERON INN

Begin the mission in the back alley behind the Blue Heron Inn. Follow the blue footsteps between each station to reach the inn. First, descend the stairs into the alley and note the circle of light around the guard standing against the wall. Get used to “seeing” the borders around illuminated objects. While hiding in the shadows, you can walk on that light border and not be noticed by the guard. Sneak by the guard on the left side, staying against the wall, and go into the adjoining back alley heading east. Follow the glowing footprints to the second alcove. There, watch for the patrolling guard who approaches from the alley.

Wait until his back is turned as he heads north again. Then, follow him until you're in the last dim alcove on the right. Wait there until he heads south again, then sneak past him to the next station, near the inn.

The Blue Heron Inn

Outside the inn, stay in the shadows.



INSIDE THE INN



Look for the opening in the iron fence behind the inn. There is an open window and a guard just inside. The guard can hear you sneak in unless you are very, very quiet. Carefully and quietly step along the iron-grated path leading toward the inn's cellar delivery hatch. Walking normally across this metal grating would make enough sound to alert the guard, and the mission fails if he's alerted.



Crouch down so he can't see you out the window and walk silently over the metal grate. Then head into the cellar.

Once inside the delivery hatch, jump off the stairs before you reach the barrels

to avoid sending them crashing down the stairs.

CAUTION

Objects such as barrels and boxes are movable. Manipulating them can give away your presence and bring the guards to investigate. Avoid them if you can, but if you must hide behind such objects, try not to touch them, lest you send stacked items tumbling over.

Once inside the cellar, open the first door and proceed down the hall to the first of the cellar supply rooms. Grab several of the water arrows on the box to the right.

The water arrows are on the box to the right.



THE FIRST VICTIM



Keep moving through the cellar to the next room. Climb up over the boxes, through the door, and follow the passageway to the south, where you reach a locked door. Practice your lock-

picking skills until the door opens. This lock is basic; others may have extra protection and may be harder to pick. After you pick it, head to the ladder in the next room and put out the torch with a water arrow.

Change weapons and select the black-jack. Then climb up the ladder. The innkeeper is standing close to the door, so be very quiet when reaching the top of the ladder.

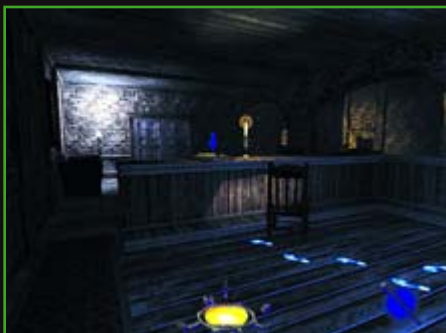
Sneak up behind him at the front desk and smack him on the back of the head to knock him out. Pick him up and lay him down in the room at the foot of the ladder where he won't be found until you're long gone.





Put the unconscious innkeeper here.

After you clear the room, blow out the candles and read the guest list. Note that Lord Julian is staying in the Peony Suite. Take a moment in the front of the inn to practice exploring the room.



Start developing your mechanical-eye search techniques, looking for items that may be valuable or useful.

TIP

Put out every candle you find. You occasionally find a candlestick made of precious metal, which you can sell later when you see your fence. Ordinary candlesticks are worthless.

Practice searching for a while, but there's nothing of real value in this room. Proceed up the stairs to the second level, where there are a few valuable items. Across the room from the top of the stairs is a small table holding a silver goblet. Grab it. It's worth good money and is big part of the total loot on this level.



NOTE

Keep track of your looted items. When you pick up an item, the dialogue shows the percentage of loot you have collected from the current level. Keep an eye on that figure so you know when you can safely leave the level, according to loot objectives (as per the difficulty settings). Don't leave behind too much treasure, or your thieving friends may tease you for your failure.

A SMALL DISTRACTION

Don't bother exploring the rest of room. If you have the silver goblet, you have the prize. The training mission does not include many extras, so focus on completing the objectives. In other missions, search everything and everywhere for items of value!

Head up the stairs and out into the hallway. As you reach the hallway, start practicing wall-flattening skills. Flatten your body against the walls when moving. This reduces your visible profile in the shadows. Sometimes you can use this technique effectively right out in the open, if you do it carefully and cautiously.



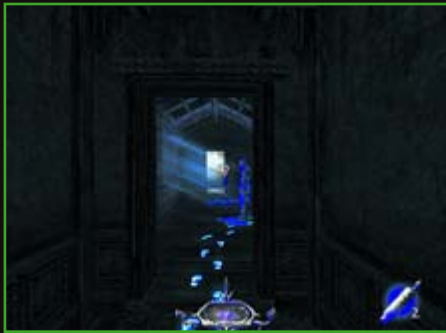
When flat against the walls, you're barely visible in the shadows.

Continue down the hallway to the north, putting out the torch along the way. When reaching the corner, there is a great opportunity to practice your misdirection strategy with your new special item. Sneak up in the shadows, then let the noisemaker arrow fly off down the hall into the far room. When the guard sets off to investigate, follow him. Hide on the right side outside the door. Put out the torch inside the room with a water arrow. Now wait.



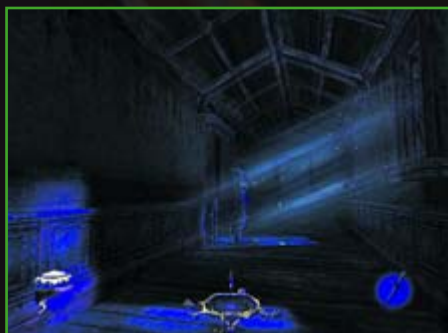
The Blue Heron Inn

The guard, frustrated at not finding anything, returns to his post. This gives you an opportunity to explore the room. Collect your noise-maker arrow; it's reusable. In the trunk is a copper candlestick. Collect it, then note how much loot you have collected as an overall percentage of the loot available in the level.



There's a bit more to find.

Exit the room, watching the shadows and being cautious of the moonlight coming in through the windows. When you have a flash bomb ready to go, walk slowly into the light until the guard at the door notices you. When he steps away from the light and approaches you, toss down the bomb, duck into the Peony Suite, and close the door. By the time his sight returns, you're safely away.



Hide in the shadows and your profile is barely visible.

THE SEARCH FOR THE VELVET BAG

In Lord Julian's room, you find a copper plate on the dining table and a copper candlestick on the bedside table with a note. Read the note to find out that Lord Julian is off meeting with Morris the Cook in the Lancaster Room.



Head out of the Peony Suite through the door opposite the bed and follow the hallway. Grab the copper goblet from the small table where the hallway takes a bend. Find the stairs, but do not go down them just yet. Keep going forward, and slip quietly onto the balcony overlooking the main floor of the Lancaster Room. Put out the torch on the far wall with a water arrow. Now, backtrack to the stairs and proceed down.



Just point and click to put out this torch.

At the bottom of the stairs, watch the guard's patrol pattern. When the guard is heading toward the fireplace, duck into the area by the bar and put out the second torch. This greatly increases the shadows in the room, but remember that moonlight is still coming in through the window. Creep quietly toward the bar and wait until the guard makes another pass toward Lord Julian and Morris at the fireplace. Listen to their conspiracy plan, because this plot directly involves you—they just don't realize it.



When the guard's back is turned, head across the main room to the dark alcove behind Lord Julian. Then sneak up and steal the velvet bag without anyone noticing.



The velvet bag is right there. Grab it!

MAKE YOUR ESCAPE

Once you've got it, head back to the alcove and wait for the guard to complete his pass. When the coast is clear, dart across the shadows into the area behind the bar. On the shelf is another copper goblet to grab. Follow this plan and you collect 100 percent of the loot available on this mission.



Finally, dart for the door in the kitchen. As the last step of training, drop a flash bomb at the guard's foot. While he is blinded, head for the door on the far right wall and escape from the inn to end the mission.



Remember the conspiracy plan that you overheard just before stealing that velvet bag? That's the next part of the adventure, so get on with it.



Rutherford Castle

Rutherford Castle

MISSION SUMMARY



At the Blue Heron Inn, you overheard a conversation about a nice thieving opportunity at Lord Ember's Rutherford Castle. Lord Julian and Morris the Cook have hatched a plan to infiltrate the castle grounds. Once you're inside, you must figure out how to open the vault, while helping yourself to any loot you find along the way. Your primary goal is to steal the Bloodline Opal from the Rutherford Vault.

Opposition: Castle guards

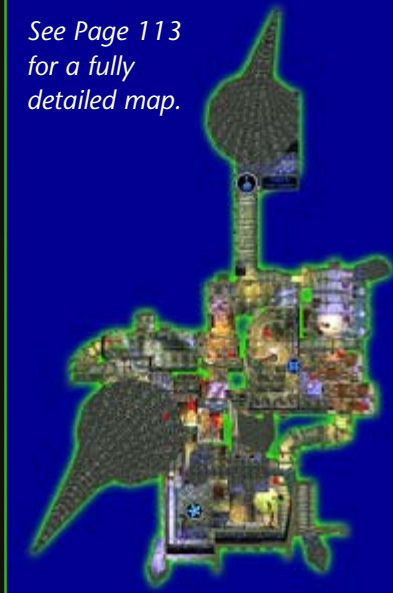
Supplies: A few powerups, including three health potions and several broadhead arrows.

Special loot: Gilded helm, *Mortimer the Mad* painting, Rutherford medallion.

OBJECTIVES

- ✧ Infiltrate Rutherford Castle.
- ✧ Find clues about how to open the vault, which is protected by a portcullis.
- ✧ Search Lord Ember's chambers for clues about how to open the portcullis.
- ✧ Find and activate the secret switch in Lord Ember's chambers, which opens the portcullis.
- ✧ Steal the Bloodline Opal from the castle vault.
- ✧ Escape the castle grounds via the front gate.

See Page 113 for a fully detailed map.



See Page 113 for a fully detailed map.



Map of the Rutherford Castle front Map of Inner Courtyard

WALKTHROUGH

The mission begins just inside the front gates of Rutherford Castle. Keep an eye out for the guard on the stairs and note his patrol path.





Front courtyard of Rutherford Castle. The lion's head torch is your first objective.



From behind the cart, put out the lion's head torch with a water arrow. Once this is done, Morris the Cook opens the door above the torch on the ramparts. Ignore that door for now—you come back to it.



Now look up behind you to see a ladder leading up onto the walkway of the castle rampart. Avoid the guard with the torch and head up the ladder. At the top, put out the candle on the barrel and

move toward the castle. At the far wall, jump across to the window and into the servants' study. Your first objective is completed, but this is a short diversion.



Put out the candle on the desk and read the note on the desk about Lord Ember; when you're done, grab all the loot. Turn into the servants' dining hall and watch the guard with his back turned. Creep up behind him and knock him out with your blackjack. Pick him up and haul him back into the dark study, then go back and take the loot from all around the room. Read the



note on the table about the family problems. Pick the lock on the door out of this room, because that is your escape route when you have the opal in your possession.

Now head back out to the window and get back onto the rampart walkway. Follow it all the way around to the door that Morris opened earlier. Just before you go inside, grab the loot from the top of the barrel.



Rutherford Castle



Morris opens this door (on the far right) above the front gate of the castle courtyard.

In the hall, ignore the first torch and put out the second as you approach the first guard room. Just outside the door, grab the loot and read the note from the Captain. Proceed into the guard room



and immediately close the door to the left to prevent the patrolling guard in the hallway from seeing you. Just to the right of the door is an alcove with a high shelf; put out the candle here and all others you come across. Head back to the other end of the room, but be silent, because you don't want to wake up the guard sleeping next door.



Grab the loot from the chest and sneak into the second guard room. Let this guard sleep, and he never knows there was anything going on in the castle. Creep across the room to put out the

candle and grab his valuables. Now head to the door and open it, but move out into the next hallway very slowly—immediately to the left is a guard, so head right instead. Follow the passage east to the guard supply room. On the way, you can jump up into the window to watch the guard's patrol pattern through the room. While he's heading away from you, get down into the room and move along the east wall to collect the arrows on the tables. He comes back into the room right away, so duck behind the last crate while he moves back to the end of the room where he started.



When his back is turned, head up the stairs (to the west) into the long hallway. At the intersection, go right and move to the portal to pass into the inner courtyard.

As soon as you get into the inner courtyard, find some shadows. A patrolling guard walks a long, oval pattern through the building entry and out into the open. Follow him along the south wall, putting out the torches along the way, then duck into the south tower doorway. Pick the lock when the guard is on the far side of his patrol. Slip into the tower, but hold fast, because two handmaidens are gossiping there. Wait until they're done to move.



Move across the hallway into the adjoining room and put out the lights. Grab some loot from the shelf as you move back to the locked door behind you. This is Morris the Cook's quarters.





Pick the lock, but if you hear any footsteps, don't open the door. If all is quiet, go inside and immediately put out the candle and torch. Learn the cook's patrol pattern as he makes his rounds through the

several rooms of the kitchen. These are very confined spaces, so maximize your shadows. Grab the loot from the room and read Morris' journal about his involvement in the feud between Lord Julian and Lord Ember. Grab the loot from the trunk.



From here, move into the adjoining hallway where the handmaidens were talking. One remains at the east end with her back turned; ignore her. Sneak past her into the dining hall and watch the other handmaiden making her rounds. Time it right to reach the candle along the wall on the left. Put it out and grab the loot.



The chamber of Morris the Cook, just outside the kitchen.



Slip into the next room, a good place to wait for Morris. When he shows up, slip behind him into the first kitchen room. Get to the oven door quickly and close it, eliminating much of the light in the room. Also put out the torch on the north wall. Grab the potion from the table and keep moving through the kitchen. In the last room, grab the goblet from the back of the table and head back into the room where you started, at the cook's door.

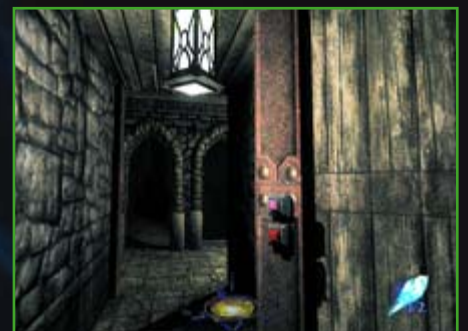


Dining Hall



From the shadows, put out the chandelier with a water arrow by aiming slightly above the candles where the chains meet. Put another arrow into the fireplace to sink the room into shadow. The maid makes a fuss, but make your rounds and scoop up all the loot around the room, quickly and quietly. When you're done, head back out the front door.

Once back in the courtyard, make your way across to the elevator. Hop on, hit the button, and go up. There's a torch in the elevator shaft, but don't waste an arrow on it. At the top, exit to the right. Head along the rampart walkway until you see a lonely guard having dinner by candlelight.



Rutherford Castle



The lonely guard

He's very focused and easy to get behind for a knock-out. Pick him up and put him in the dark room near the elevator. Move to the door and listen for a conversation between a handmaiden and a male servant. Open the door, but listen for footsteps. A patrolling guard is walking a long oval pattern here. When the coast is clear, move inside and put out the first torch in this room. Then move just inside the tower doorway and put out the torch at the base of the stairs. Allow the male servant to go upstairs, and follow the handmaiden to her candle; put it out before she turns around.



Keep moving straight ahead until you spot a crawlspace in the dark. Ignore the rats and head in to nab the goblet on the floor.

Move back out to the stairway, avoiding the handmaiden.



Start up the stairs, putting out the torches along the way. You need the shadows when the other servant comes back down. As he nears, flatten against the wall and let him pass. When the coast is clear, continue up to the landing at the top of the stairs, where you find a small room and a locked door. Pick the lock quickly before the servant comes back and duck in, shutting the door behind you.

Lady Elizabeth's chambers



Take either set of stairs up into Lady Elizabeth's chambers. At the foot of her bed is a locked chest. Pick it and get the gilded helm (Special Loot #1). Read the note on the bed from Lady Warwick and the note on the shelf about Lady Elizabeth's poisons, and grab all the loot on the shelves.



Now go back down to the second landing near the locked door. Wait until the guard comes back up. As soon as he turns his back, knock him out with your blackjack and stash his body in the landing room. Go down the stairs, bypassing the handmaiden, and into the room to the south, watching for the patrolling guard. As the guard passes you, follow him along the west wall. When you pass into the next room, extinguish the candle on the table.

In the darkness, keep following the guard toward a second guard at the locked door to Lord Ember's chambers, but stay along the wall. When you reach the window, climb through without alerting the guards.





Window to Lord Ember's chambers

At the far end of the ledge outside and above the inner courtyard is a small jade ring. Get it, then climb into a window in the tower storage area that leads down into Lord Ember's chambers.

Move down the stairs to the bottom of the passage; stop when you reach the trunk just outside Lord Ember's dining area. Wait and watch him make his rounds. When he's gone into his sleeping area, pick the lock on the trunk and grab the loot. Now turn to the dining area and put out the torches and the chandelier. Creep up to the table for the loot and read his journal while you're there. When Ember comes back to the bookshelf, pick the key from his belt and back away. If he stays there long enough, move into his sleeping quarters.



Lord Ember's desk

Take the coins from his desk and pull the candle sconce on the right wall to open the portcullis. Move to the fireplace and pocket the Rutherford medallion (Special Loot #2).



The Rutherford medallion

Don't forget to grab the other loot on the bookshelves before making your escape back up to the storage room and out the window.



While on the outer walkway where you found the ring, watch for the patrolling guard below. When it's clear, make a break for the elevator again. Summon it to come down if it's not already there, and

ride it back up to the rampart walkway. Go in the opposite direction from where you previously came. Return to the upper portal, which takes you back into the first map.

Now take a right from the portal and move into the next room. Look for the servant doing his chores. Put out the torches while you move in to read the note on the table. Wait for him to turn



his back, and then knock him out. Leave him where he falls and proceed through the room. Take the next right and move toward the grand staircase. Keep sneaking up the

Rutherford Castle

stairs. At the top, there's a guard, so disable him. Keep following the hallway east. Enter a study. At the opposite side of the study there are stairs leading up to a locked door. Grab loot as you go. Enter the storage room, take any loot you see, and move the box away from the wall, where you find a secret passage. Duck down and follow it through to a balcony high above the grand staircase. Follow the balcony around to the other side to find a painting of Mortimer the Mad (Special Loot #3).

*Painting of
Mortimer the Mad*

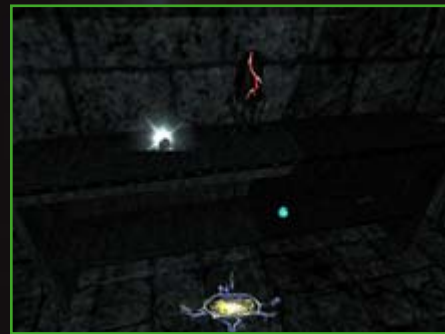


After you get the special loot, look down below to the second landing on the stairway. If you're feeling bold, send a noisemaker arrow into the area at the top of the stairs to draw the attention of

two or three guards in the area. While they run up the stairs to the top, jump off the balcony to the middle landing, grab the loot off the small table, and head back down to the main floor. Find some shadows to hide in while the guards cool down.



From the bottom of the stairs, go out the door in the west wall. In the next room, put out the candle right away. In the long room to the west, a fat guard patrols end to end. About halfway along, another guard is inside a watch station. Stick to the shadows on the north wall and move into the alcoves to avoid detection. You need to reach the stairs that lead down to the vault, at the far west end of the room. Once at the stairs, you're almost home free. Run down to the basement and find the vault. Open the vault to find the Bloodline Opal and the rest of the loot.



The Rutherford Vault

Now for your grand escape. Head back up the stairs and watch for the fat guard—if he's still awake, that is. Just past the guard station, turn right or south and head into the dark corridor. The door on the south



wall is the one you picked initially from the other side. If the guards are chasing you, so much the better. Open the door and get into the servants' study so you can jump out the window into the courtyard at the front of the castle. Then it's a quick sprint to the front gate to end the mission.



The Hammers

MISSION SUMMARY



Once Keeper Artemis has given you the tasks of stealing the Builder's Chalice and Jacknall's Paw from the Pagans, you can complete those missions in either order.

Opposition: Hammer guards, Hammer priests, zombies

Supplies: Broadhead arrows, health potions, flash bombs, oil flasks, gas bombs

Special Loot: St. Edgar's statue, Cat-o'-nine-tails, Codex of Admonitions

OBJECTIVES

- ✦ Find and steal the Builder's Chalice.
- ✦ Locate the high priest's holy symbol to operate the reliquary security system.
- ✦ Locate materials and machinery in the factory to create gear to operate the security system.
- ✦ Escape St. Edgar's Church grounds via the front gate.



See Page 114 for a fully detailed map.

Map of cathedral grounds

See Page 114 for a fully detailed map.



Map of Hammer factory

WALKTHROUGH



At the outset, you find yourself outside St. Edgar's Church in the front courtyard. Immediately in front of you is a patrolling Hammer guard. A second is on standing patrol near the door to the church.

The front courtyard of St. Edgar's Church



The Hammers

Move west, tight along the wall, to the far end. In the plants, you find a moss arrow. Go north to the statue. Wait in the shadows until the first guard returns; as he turns his back to you, pick the key on his belt, then knock him out.



Turn back to the statue and grab the coins from the collection plate. Get back to the main door, and come in from the east alcove for a knockout while this guard's back is turned. Grab the key from his belt,

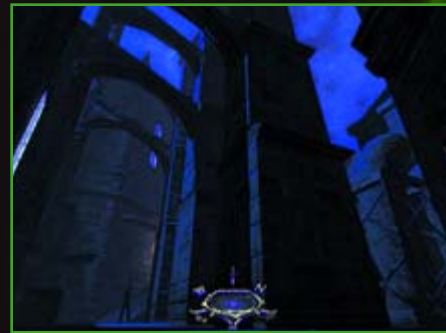
too, then stash the inert guard in the side alcove in the dark.

Equipped with the keys, you won't have to pick the noisy lock on the main door. Slip right inside quietly.



The entry hall

Once inside, turn right and head east into the next room, moving toward the east courtyard. This iron door is noisy, so wait until the guard's footsteps outside become faint before opening it and dodging inside to the shadows created by the well. Wait here for the guard to make another pass and then grab the water crystal from the well.



Reveling in the immense shadows of the east courtyard.



Move silently along the east wall, stopping as the patrolling guard moves around to this side. Make your way toward the barracks door. There's a lone guard just on the other side. He just changes his viewing

angle, so move when he's facing slightly to the north. Creep up to the pillar, keeping it between you and him, and move behind him as he turns his back. Pick his pocket for the key and knock him out, stashing his body somewhere in the shadows along the east wall. The best spot is south, toward the large iron framework in the corner.

Enter the barracks door and head into the shadows of the first room. Here on the desk you find a note about the holy symbol. Listen to the conversation between two Hammer guards in the next hall about



the upcoming ceremony. As you do so, slip into a short,



dark hall adjacent to the main room and move ahead of the guards into the area at the base of the stairs. If you're fast, you can grab the equipment on the shelf and get up the stairs before the guard returns to his patrol work upstairs.



Sneak up to the first landing and look up to make sure no one is waiting for you up there. Proceed to the top of the stairs and go left into the room to the south. Immediately duck into the shadows of

the back wall, away from the desk, because a Hammer guard is working here. Wait against the wall for a moment—the guard from below is probably starting his patrol, so give him a couple of seconds to pass.

When it's clear, creep up and knock out the Hammer guard at the desk. Grab his body and run quickly back down the stairs. Stash him in the cubbyhole in the shadows of the stairway and head back up to the desk area, still mindful of the patrolling guard. Read the note on the desk and take the equipment. In the shadows of the south walkway is a barrel with some loot on it. More loot is stashed behind the statue just inside the first alcove of the balcony overlooking the main hall.



Staying alert for the patrolling guard, head back across the top of the staircase landing, where you see a small iron grate. Open it up and head inside. Follow the short passage into the barracks lavatory.



Immediately put out the torch on the near pillar and make note of the patrol timing for the one guard who frequents this area. A priest is sleeping here in the north bed, so be extremely quiet. Move across to the priest's desk to steal his coins and put out the candle.

The barracks dormitory. The statue of St. Edgar is in the trunk.

The chest beside the priest's bed holds St. Edgar's statue (Special Loot #1), but the lock is very noisy, so deal with the priest and the guard first. With the lights out, arm yourself with a gas bomb and move behind the chest. When the guard comes back, make



some noise to wake up the priest and alert the guard. When they are searching the room together, toss down the gas bomb and put them to sleep. Grab the guard's coin purse and read the book entry on the bed before you leave the room.



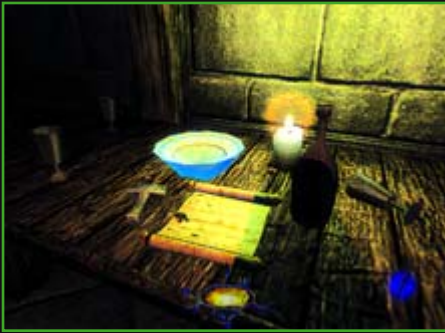
The painting on the west wall is valuable, so pull that down while moving into the entry chamber to the high priest's room. One remaining Hammer guard here is nearly impossible to

approach directly. It takes a distraction or a well-placed arrow to get him away from the door. No one is nearby to alert, so choose the arrow if you must. Shoot a noisemaker down the adjoining hall and wait for him to run off to investigate while you slip through the door.

Inside the chambers of Master Forger Griedus, you find the holy symbol on the desk. Grab it, because you need it to work the security system in the reliquary. Grab the loot from the table and shelves, too, and pick the lock on the chest to find a note and the Cat-o'-nine-tails whip (Special Loot #2).



The Hammers



The high priest's chambers. Find the Cat-o'-nine-tails in the trunk.



Leave through the outside door onto the north balcony overlooking the east courtyard, grab the loot, and head down the stairs while avoiding the patrolling guard. Go to the door to the church at the foot of the stairs and read the note, then head inside the cathedral. Sneak into the shadows in the north end of the church. Listen to the ceremony between the high priest and the two guards



while you move right to the back of the room behind the speaking platform.

On the far right pew behind the pulpit is some loot. Grab it and wait for the ceremony to break up. The high priest and one guard leave the church to go outside. Read the book on the speaking platform, then distract the remaining guard or take him out with a broadhead arrow. Take the loot from the main altar and read the note when you're done.



The main altar at St. Edgar's Church



There is nothing more in the lower church, so head to the south, back toward the front door. Explore the lobby, staying to the right. Find a stairway going up behind a closed door. Follow it

to the first landing, where you find another note and some loot on the bench. Keep going up the stairs and follow the passage straight outside onto the top balcony overlooking the front courtyard. At the other end of the room is the bell tower, which you do not need to use, considering you've already stolen the holy symbol from the high priest's chambers.



Go through the far door and onto the east balcony of the church (east of your position). You find a patrolling guard, who is working his way up and down the two sides of the main wall. Avoid him here

and move north as far as you can until you reach a small, private chapel. Read the book on the lectern and grab the coins from the collection plate. It's a good thing you're not a God-fearing man.

Move out to the dark passage to the west, overlooking the inner church; here you find some loot on top of a few crates. Knock out the Hammer guard if he gets in the way while you track along the balcony to the other side. On the west side of the inner



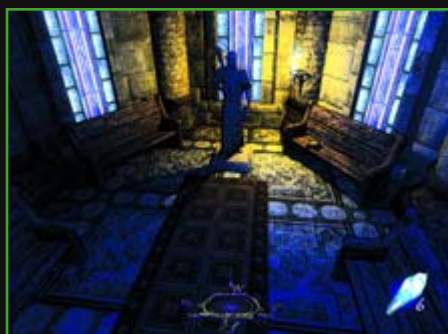
church, you may run into a Hammer bowman. Avoid him while you duck into the shadows of the adjoining room. Here you see a large statue, where the guard comes to pray momentarily during his patrol.



Follow him when his back is turned as he walks toward the statue, and knock him out. Pick up his body and put it down in the dark back corner of the room. Go back to the statue and grab

the Codex of Admonitions from the pew on the right (Special Loot #3).

St. Edgar's Church:
the Codex of Admonitions is on the pew at right.



Now that you've cleared out the church, search for any loot on your way out. From here, head south along the balcony that overlooks the western courtyard. Get back to the stairs that lead

you onto the main floor and backtrack to the main altar area. From there, head west into the alcove where that door leads into the western courtyard. Right outside the door, a Hammer guard and a Hammer priest chat about recent events. A well-placed gas bomb puts them both to sleep so you can continue on to the factory. Note the door to the factory on the far wall behind them.



Inside the Hammer factory you've got limited options where to go without alerting all the guards to your presence—which happens to be straight west into the hall. There is one guard in both the room to the

right and to your left. Before you do anything, read the

note on the table and grab the equipment and the arrows from the chest, but make sure the guard on the right isn't coming around this side of his patrol first. The guard on the left is busy talking with the

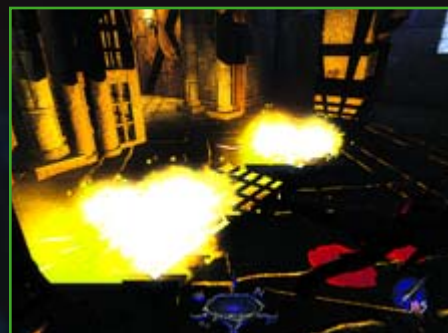


Hammer tradesman so don't worry about him for now.

When it's clear, step just inside the first right doorway to the bellows room and the first thing you see is a metal gear column with a switch on it; throw the switch to fire up the flame jets and back out of the room. If you're lucky, the flame jets will fry the patrolling Hammer guard.



Turn on the flame jets in the bellows room.



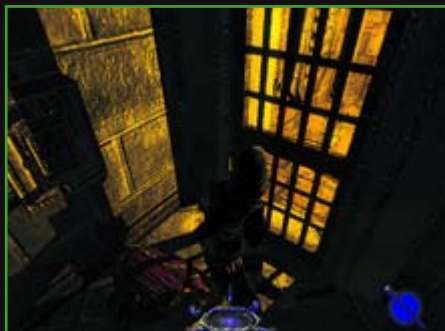
Now turn to the west and into the adjoining hall; the guard from the left room starts patrolling the hallway soon, so hide behind the door on the right. Knock him out as he comes through the doorway and stash his body in the shadows to the left of the first reliquary door. When this is completed, go back to the passage heading west, follow

The Hammers

the metal grates on the floor past the wall switch and into the large open room with the stamping machine on the far west wall. Move quietly through this room as there is a metal walkway above you where a Hammer priest patrols, but he never looks down unless there is a sound that warrants investigation. Note the stamping machine; this makes the gears you need for the security system. You come back here after you acquire the materials needed to do so (which are just ahead).



From this room, go to the door to the south and open it, but wait in the shadows to watch the Hammer priest go to work. He is distracted by the zombie in the furnace, which he is about to cook. The furnace controls are just to the left of the chamber. Follow him there and knock him out while he's focused on his task. Use the switch on the wall to open the furnace. When the zombie inside is taken care of, open the furnace door and grab the loot from amid the bones.



Roast the zombie in the carnal furnace.

Head back out into the main room. On the west wall are two cells holding zombies. Leave them captive. There are no advantages to releasing them unless you want to lure them out just for fun—they happily attack the Hammerites.



Continue south into a small, gray room where you can read a note and grab some loot from the table. You're right outside Hammerite Inspector Drept's office now. Pick the lock and proceed

inside. It seems the inspector has been chasing the old gray lady, otherwise known as the hag, for many years, as you find out from reading his journal and the note under his desk.

Make a mental note of this. You hear more about her later. Head back into the previous room and have a look through the east doorway. On the stairs above you is the end of the Hammer priest's



patrol route. On the other side of the generator, to the right, is a Hammer guard who patrols about halfway through the room. Watch both of them for a few moments.

Watch the patrolling guard's pattern carefully for the best time to strike.





You may have the luck and luxury of some ambient sound from the generator, but use many moss arrows here to ensure getting close to this guard quickly and quietly. Although the Hammer guard is

near the generator, he may hear you running, and if the Hammer priest returns to the top of the stairs in the meantime, he sees you for sure. Timing is essential.

Duck into the tiny alcove on the east wall halfway around the generator and wait there until the guard passes back through another patrol. Then get over into the small adjoining storage room, where you find an electric switch on the wall. Hit the switch to turn off the light and douse the room in shadow;



now you can use this as a staging area.

Jump up on the chest and fire a moss arrow at the ground leading up to the generator. When the guard is working his way back there, run up and knock him out.



Now you can safely pillage the storage room for loot, equipment, and the unstamped gear ingots needed for the stamping machine. Take it all and head back to the stamping room. Place the unstamped gear in the receptacle and the machine should start the process.



Create the stamped gear to operate the security system.



When it's complete, grab the stamped gear and go all the way back to the front door of the reliquary. Remember the guard in the bellows room, if you haven't taken him out already. Duck

into the reliquary and check out the security system.



Raid the storage room.



The reliquary security system.



The Hammers

The machine on the left is built to receive the holy symbol you stole from the high priest, and the machine on the right accepts the stamped gear you just created. Activate both and head up the stairs while the security system lowers the vault cage to the upper walkway. Collect all the loot and what you came for: the Builder's Chalice.



The vault cell being lowered by the security system.



You can backtrack out of the factory, but there's a quicker exit. Go back to the room where you started and head south to the room where the Hammerite metalworker toils away. Go up the

metal staircase and through the portal. Flip the wall switch and a secluded metal walkway takes you into the main church building. You are now on the stairway landing at the front of St. Edgar's. Fly down the stairs and out the front door to end the mission.



The Pagan Sanctuary

MISSION SUMMARY

Once Keeper Artemis gives you the tasks of stealing the Builder's Chalice and, from the Pagans, the Jacknall's Paw, you can complete the missions in any order.

Opposition: Pagan guards, Pagan shamans, and Tree Beasts

Supplies: Broadhead arrows, water arrow, fire arrow, moss arrow, healing potions, flash bombs, explosive mines

Special Loot: Ancient statuette, bronze beetle, precious comb

OBJECTIVES

- Find and steal the Jacknall's Paw from the Pagans.
- Learn the Ritual of the Root to get the Jacknall's Paw from the Taproot.
- Escape the Pagan sanctuary.

See Page 115 for a fully detailed map.



Map of Pagan tunnels

WALKTHROUGH



The entrance to the Pagan sanctuary is through the well in South Quarter.



See Page 115 for a fully detailed map.

Map of Pagan sanctuary

After moving through the Keeper glyph at the well, you find yourself on the outskirts of Pagan territory. The area consists of a series of small caverns leading into the old city sewers. The Pagans have taken over some old sections of the city, yet this immediate area serves only as a back door into the Pagan sanctuary on the edge of the city.



The mission starts at the bottom of the well, in a small, dark cave where two "miners"—actually thugs—complain about the conditions in the mines. It's a

fight from the beginning, so be prepared. As the miners chat, toss an explosive mine at their feet; after it goes off, you have the immediate area to yourself. Sometimes a Pagan guard strays too far into the area and the thugs attack, so you may need to change your strategy slightly to time your move immediately after they fight the Pagan guard. The caves are in a loose figure-eight shape; you're in the bottom end.

The Pagan Sanctuary



Directly in front and to the east, a healing potion sits on the top of a stack of crates. You must knock over the crates to get it, so deal with the next guard first or he comes running to investigate the

sound of falling crates. Sneak around to the south end of the cave, looking along the walls for precious metal nuggets, and move east. Look to the north, into the narrow corridor, and enter.

Jump up onto the wooden plank to reach the upper walkway.



Midway along, you find a third thug, if he didn't show up in the first room with all the noise. Deal with him and keep going to the far end of this passage, where you find a toolbox on a crate.



Loot on the upper walkway.



Grab the loot here and look above you to the passage. You can climb a wooden walkway above two levels. On the top of the walkway, a couple of crates hold some loot. If you can get here without too much trouble, this is a great location to snipe guards from.



Continue east, moving quietly down the nearest passage in the rock until you spot a Pagan shaman guarding the entrance to a large cavern. This is a delicate removal, because two Pagan women inside

the cavern come running if alerted. Take this first Pagan out quietly. He won't move much but may change viewing angles. Sneak up behind him with your blackjack, and let him have it. Stash his body just out of sight behind the rocks in the middle of this small cave. Now head into the large cavern where two Pagans are discussing Pagan leaders Dyan and Larkspur. Follow the contours of the rock and sneak up to within throwing range, then toss a gas bomb at their feet.

With those two out of the picture, you can loot the immediate area and read the note on the post regarding the map of the Pagan sanctuary that the Pagan Leafaer is making. You find him soon enough in the sewers.

In the passage to the south of this cavern is another Pagan woman. She is standing guard and is not very mobile, which makes it easy to sneak up on her and knock her out. Take the equipment nearby and head back to the large cavern. Travel east from here, making the transition to the occupied sewers before gaining entrance to the Pagan sanctuary.





The entrance to the Pagan-occupied sewers.

Once you reach the first room in the sewers, note the upper walkway around the edge of the chamber. A Pagan guard patrols the north section of the walkway; deal with him first.



Sneak into the dark passage on your right. It brings you out into the north part of the room, underneath the easternmost part of the guard's patrol route. Snipe him with a broadhead arrow when he's at the eastern end of his patrol. If he gets a chance to scream, the sound won't bring anyone running from the other room.



Go up the ramp to the upper walkway and make your way around the east end, picking up all the loot along the way. Above the tunnel where you enter, some equipment and loot rests on

crates. Grab all this stuff and head back to the northernmost doorway to the west part of the sewers. Put out the torches immediately around you, and watch the ground floor—a Pagan Tree Beast patrols down there.

You can take out the Pagan Tree Beast with one stealthy fire arrow if you like. But there is no need to go down there, so save your equipment for more pressing enemies. Move quietly along the north wall until you reach the corner and hear the Pagan Leaffer talking to himself. When he's done, he heads back to the north end of the room.



Sneak around him and knock him out. Throw his body into the water below to get rid of it. Grab the loot lying around and nab his map from the trunk. You need it later.



The Pagan Sanctuary

The remaining female shaman can be sniped easily from this point. Let her lie where she falls, because no one is left to find her. On the south side of the room, a healing potion is on a short walkway above the water. Get it, then come back to the north side, where in one of the alcoves you find the ladder leading to the back door into the Pagan sanctuary.



Inside the sanctuary, note your immediate surroundings. You're in an old farm building with two Pagans, but the room has a lot of cover. Use it wisely. The first Pagan is on patrol around some of the remaining wall

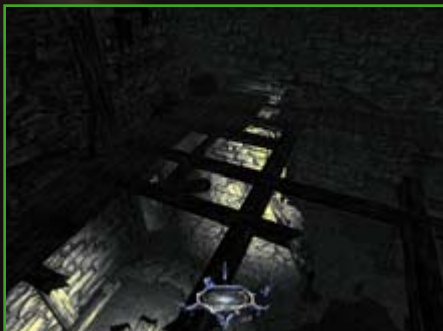
sections. He changes his route slightly every other pacing cycle, so watch for him when he's closest. The best place to knock him out is when he passes underneath the short section of collapsed rafters near where you came in.

The line of sight to the other Pagan is blocked, but depending on how stealthy you are, she may hear something and come to have a look. If she's not alerted, she is very easy to knock out as she stands at the fire for several seconds.



After you deal with her, collect the loot from the chest by the fire and note the rafters above. It is tricky, but possible, to climb up there from this room. But you can get there from the next building.

There is loot in the rafters above this first room in the Pagan sanctuary.



Directly outside the door, a long narrow passage between buildings is patrolled by a female shaman. Put out the torches for more shadow, then snipe her with a broadhead; leave her where she falls as no

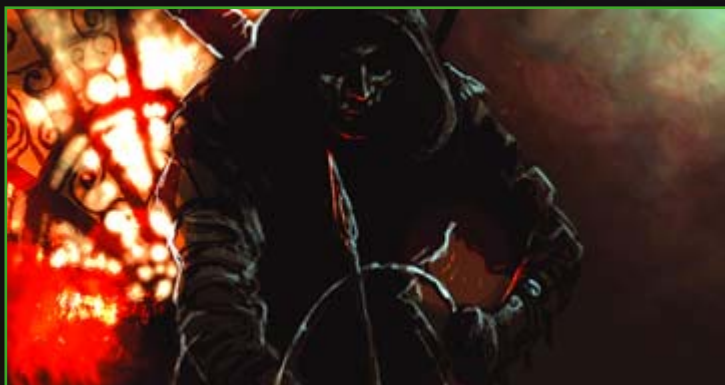
one passes this way. Head east, then north down the alley where you find the open door into the ground floor of the Hammer factory. In this room, grab the loot on the shelf and then sneak into the room to the south and move to the stairs.

Get up into the rafters above the group of Pagans training in the next room. There may be a pagan up here in the rafters so watch for her and deal with her quietly. Five or six Pagans are within earshot, so get creative. Go into the rafters of the north-east room and grab the explosive barrels. While standing directly over the training Pagans, drop the barrels into the midst of them. Don't bump the large gear in the rafters, lest it fall. It damages anyone it hits, but it also hinders your efforts to get the group all standing together.



Get the group of Pagans together with some noise.





When the barrels are down, fire a noisemaker arrow into the center of the crowd. When they all come running, shoot either a fire arrow or an explosive mine into their midst. If you have timed it right, you can injure them all in one grand explosion. Repeat, and leave the bodies, because no one is left in this section of the sanctuary to find them.



Move into the north room of the factory, and around the ancient Hammer machines to find the ladder heading up to the second floor. While there, look around for any valuables. On the north

wall, look for a couple barrels where some arrows have been left. Continue into the small stone room to the east where you find the ancient statuette (Special Loot #1).



The ancient statuette.

Be careful crossing this pipe.



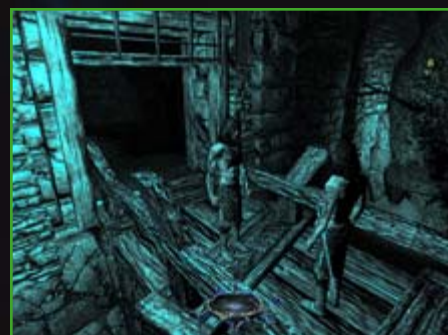
Now climb out the window and onto the large steel pipe. Follow this around until you're looking down through the broken roof and walls of the building across the stream.

CAUTION

Below, in the stream, is some loot. But if you go down there, you can get out only by going to the west end, where there is a long ladder. It's guarded by a patrolling Tree Beast.

The room you must jump down into has a large tree in the corner and a valuable dagger at the base of a rubble pile. Wait here until you spot the Pagan guard on patrol in the adjacent area. Snipe him with a broadhead arrow when he is closest to you, then wait to see if you've alerted the shaman in the room around the corner.

The two Pagan guards will not be here if you took them out in the group massacre in the factory.



If you didn't alert the shaman, jump down and collect the dagger and loot from the chest in the dark adjoining room that leads to the bridge to the Hammer factory. Grab the fire crystal from the fire in this next open area and keep going north.



The Pagan Sanctuary



Move quietly into the next large open room. Two Pagans are in the passage to the west and one in the locked room to the east. Head up the stairs, being mindful of noise. If alerted, the guards

from the next room show up, and one at the top of the stairway. At the top, walk carefully over the wooden beams to the open doorway on the east wall. Hop through to find a Pagan guard patrolling around the fire.

Snipe him with a broadhead arrow and hop down into the room to find the bronze beetle (Special Loot #2) in the locked chest. Pick the lock on the main door and get back into the large room. Retrace your path up the stairs, but this time go west into the adjacent walkway overlooking a long open courtyard.



A Pagan woman patrols the length of the upper walkway; wait in the shadows of the doorway until she is standing on this end overlooking the area, and knock her out. Grab the loot on the floor.



There is also another Pagan woman down below that patrols the length of the lower walkway. Ignore her for the time being.

Move down the walkway to the south and put out the torch by the stairs. Head across and up the stairs to the shadows of Shaman Woodbine's room. She walks back and forth, talking to herself. No one is within earshot here, so deal with her as you see fit. Once she is out of the way, read the book to learn about the Ritual of the Root, which you must know to access the Jacknall's Paw.



This book contains the Ritual of the Root.



Another note is on the rubble pile. Grab the loot from the trunk, then head up the old stairs into the rafters where you find some loot. Walk across the beam to the dark corner near the window and you find the remnants of the bedroom belonging to the farmer's young daughter. Read her note and search the rafters for her valuable comb (Special Loot #3).



The precious comb is up in the corner of the rafters.





Jump down and move back into the long courtyard. Watch for the remaining Pagan woman and knock her out if you haven't already. At the north end, a staircase leads down. Grab the

water crystal on the way and run all the way down until you come to the basement.

A Pagan guard patrols back and forth through this storage area. It's very isolated here, so you can snipe him with a broadhead arrow and leave him where he falls. Search all the shelves for loot and continue down the passage to the Taproot.



Welcome to the Taproot, spiritual center of the Pagan Territories.



In this final cavern is the Taproot, the holy center of the Pagan sanctuary. A Tree Beast patrols in a wide circle around the central altar around the root, and one Pagan shaman patrols just to the left of the entrance. Move quickly and quietly into the shadows behind the rocks while her back is turned and knock her out.

CAUTION

Be careful how you conduct the Ritual of the Root—the patrolling Tree Beast can come into the altar and attack you while your back is turned.



Pick up the shaman and head for the center of the room. The altar is in a recessed stone area near the main root that descends from the roof of the cave. When you're there, focus on completing

the Ritual of the Root. First, lay the shaman on the stone altar under the Taproot—the flat area that looks like a platform. The ritual calls for blood, so put an arrow into the priestess and let her bleed on the stone.

Then grab both elemental crystals from either side of the altar and fire both a water and moss arrow into the altar. The taproot glows with each successful stage of the ritual. When all three steps are completed, it opens to give you the Jacknall's Paw.

Escaping from the sanctuary is fairly straightforward; just retrace your steps to the beginning. Take a small detour from the Hammer factory, however. Get back up into the rafters of the second floor and



jump from the doorway in the northwest room back across the alley into the rafters of the room you started in. In the northeast part of the rafters you find some loot on a barrel; along the southwest wall look for some loot and equipment scattered on the floor and shelving.

While you're there, read the farmer's journal to learn how the Pagans killed the family and took over their lands. Jump down to the ground floor and head down the ladder in the corner to end the mission.



The Sunken Citadel

The Sunken Citadel

MISSION SUMMARY

Opposition: Kurshok guards, Pagan guards, Pagan shamans, Rat Beasts

Supplies: A selection from those already in your possession

Special Loot: Ancient battle horn, rare crystal, Kurshok tapestry

OBJECTIVES

- Find the glyph key.
- Determine how Keeper Rafe died.
- Steal the Kurshok crown.
- Escape the sunken citadel and get back to the surface.

See Page 116 for a fully detailed map.



Map of Outer Citadel

See Page 116 for a fully detailed map.



Map of Citadel Core

WALKTHROUGH



The mission starts in a rough tunnel that winds into a large plaza at the citadel entry. Kurshok guards patrol either side of this huge, open cavern.

TIP

There are areas of the Citadel where Kurshok and Pagan factions are close enough together that a rival war can be started with a bit of creativity. One spot to look for such an opportunity is the approach to the Library just past the bathhouse. Get past the bathhouse without alerting the two Kurshok guards and get into the window overlooking the Library. Shoot a noisemaker arrow into the crowd of Pagans around the stairway, and some of the Kurshoks come running to attack their foes. With good timing you can start a huge fight between them and watch your enemies do your job for you. Follow up with a group attack to take out any survivors; a gas bomb in this situation works wonders.

The entry plaza of the Sunken Citadel



Stick to the north wall; creep halfway along and then sneak up behind the guard to knock him out. The other Kurshok shouldn't hear anything, because he is busy tending to the hatchlings in the far pond. Halfway along the wall, turn due south and go to a stone altar. Some loot and a book await you. When the coast is clear, move to a position opposite the line of sight from the pool, into the southwest corner of the room. A passage there leads out of the plaza.

TIP

Keepers usually mark their paths through unfamiliar areas by inscribing glyphs onto the stone at regular intervals. Keeper Rafe used these glyphs, and marked them in red ochre. Watch for them and follow them through the citadel to find his last stop.



At the next junction, the passage splits into three parts. The passage at left leads to the arena; the center and right passages merge again before heading into the theater. Before you follow any of

them, deal with the Rat Beast. It patrols in a circular pattern through the center and right passages, but every second cycle it walks over to look into the arena passageway. This is your window. Wait in the shadows where you are and follow the Rat Beast as he heads east, then knock him out. Leave his body where it is—the secluded area is fairly hidden from other patrolling guards. Where the center and right passages split, find a stone altar and some loot. Read the note about the crown while you're there.

This hallway leads to the arena. Don't go down here just yet.



From here, move down the passage toward the theater. Another Rat Beast patrols in a wide circular pattern around this room. Deal with him on this end, because two Pagans are on the far



end, looking over the cavern from a stone balcony. After you deal with this Rat, creep along the east wall to the far end. The two Pagans are talking about the Kurshok crown that you're after. Get close enough from below to toss either a gas bomb or explosive mine up and over the railing. If it doesn't take them out, whittle them down with broadhead arrows before they get to the ground floor and come after you.



Move to the balcony where you initially spotted them and continue to the rock face. Here, it is easy to find the very rare red crystal (Special Loot #1) on the wall. Several chests in this cavern

have some nice loot in them too—grab those valuables.

Find the rare red crystal in the theater.



Now go all the way back to the passageway where you saw the first Rat Beast. From here, go east down the corridor, turning right down the stairs, and then south into the pillared room. Two Kurshok guards are in your sight line. Position yourself on the left side of the room, near the window. From the shadows, you can see the first guard patrolling the ground just outside the window and the second guard moving back and forth through the structure in the center of the cavern.

TIP

If you want to wait here for a while, eventually you will witness a fight between the Kurshok guards and a couple of Rat Beasts that come in from an adjacent room. If your opponents want to make it that much easier for you, let them, then take care of the survivors.

If you don't want to wait for the Rat Beasts, wait briefly until the first Kurshok guard is near, and fire a noisemaker arrow back through the room to the stairs. He runs in to investigate, but soon gives up while he's still in the room. When he puts his sword away, sneak up and knock him out with your blackjack or with a gas weapon. He should still be out of sight and earshot of the other guard inside the arena.

The Sunken Citadel



Work your way through the ancient arena to find the old relic.

As you move into this arena area, head to the left side of the structure. There's a depression leading toward the structure in the cavern's middle. Enter the base and find the loot in the chest on the left. Follow the stairs, staying along to the wall where, in the base of the structure, there's a doorway. Just inside, a Kurshok guard walks toward the exit. Hit him with your blackjack as he walks back down the corridor toward the lower chamber. Leave him where he falls; no one is down here. Then get to the bottom of this chamber where you find the ancient battle horn (Special Loot #2).



Underneath the arena, you find the ancient battle horn.

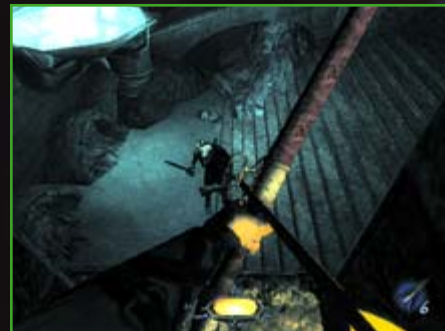


Leave the structure through the door opposite the one you came in. Near the flaming brazier to the southwest, you find an elemental arrow. Continue south and climb up the short stone wall while a second Kurshok guard is at the other end of his patrol. When you're on the same level, toss an explosive mine into



his path. As he approaches it, fire a couple arrows into him. As he notices you and hunts you down, the mine finishes him off. Leave him where he falls, and get the loot stashed in the window frames in the middle of the structure.

Head back out to the west passage, out of the arena, grabbing any loot you may find along the way. When you come to the bend in the passage where it turns north, put out the torch and climb up into the window.



Hop up in the window to snipe the patrolling Rat Beast.

From this vantage point, wait for the patrolling Rat Beast at the top of the stairs to move toward you. When he stops at this point in his patrol, take him out with a broadhead arrow. If you haven't done so already, grab the loot from the table you just climbed over. Now jump down and head for the rubble pile in the north end of the hallway, where you find some loot.





Head through the west door and get the note from the stone sarcophagus, then head down to the bottom of the stairs for another bit of loot. Keep going into the west corridor, where you see the

portal to the next part of the citadel. Before you go through, check the far end of this hallway for more loot.

In the new section of the citadel, note that the hallway to the bathhouse splits in two. Do not take the direct path, or two Kurshoks will be on you very quickly. Duck into the left hall and follow it around



until you're looking into the bathhouse. Listen to two guards converse about a friend who has gone missing searching for the "Up World." This is the same Kurshok with the map to the citadel who was in the jail cell in Stonemarket. Deal with these two as you see fit and search the room for loot. A book is underwater in the pool; read that before you continue.

TIP

Deal with these two Kurshok guards quickly and quietly. A recommended tactic is to use a gas bomb while they're still together in the pool talking. Any loud fighting or explosions will bring other parties from the west room to investigate.



When the bathhouse is clear, go to the window on the west wall, next to the open door. From here, spot a Rat Beast patrolling the hallway. Several Pagans and Kurshoks are one room over, and may have already fought each other by the time you get there. If the coast is clear, climb through the window into the room to the west. Anyone left may be in the stairway right next to this room, so be very quiet. If a fight hasn't broken out yet, this is the ideal spot to start a faction war.

From this perch in the window you can survey nearly the entire library.



From this room, take a look into the library. It may sound empty but someone could be down below, so duck and drop to the ground floor behind the half pillar along the wall. If someone you can't

see is there, you'll hear them take notice if you made any noise in the landing. Lean out to the right to check the scene; if anyone is there, give them a nasty surprise. Note, however, the broken south wall on the second floor. It provides a sight line where a patrolling Kurshok guard can see the library, so keep your actions covert.



After you clear this chamber, collect the nearby loot and head to the top of the stairs. Hide in the shadows here and note the patrol pattern of this Kurshok guard in the upper library. Before you make any other

moves, turn around to the niche overlooking the main library and grab the loot.

The first guard patrols a circle around the bookshelf wall. Duck into the left corner and hide there while he passes you. While waiting, fire moss arrows into the floor tiles along this private stretch to silence the stone. A second guard, just past this series of bookshelves, comes running if he hears anything.



The Sunken Citadel

When the moss is down and the guard passes, run up behind him and clobber him with the blackjack. Leave him where he falls. Take care of the second guard next. Continue along the bookshelves and lean



out to note the guard's short patrol. It's not worth trying to get behind him for a knockout, so shoot him with a moss arrow to distract him and toss a few explosive mines around him to take him out. Search the shelves for loot and find the



note about the priceless Kurshok tapestry, located somewhere in the area.

In a small back room, you find the remains of Keeper Rafe and the highly sought-after glyph key.

Exit this back room by the north stairs, turning right at the stairs that go down to the west. Then, leave the library via the north stairs and head down the second set of stairs to the east.



Hide behind the rubble pile and survey the scene. At least two Kurshok guards are in the large chamber to the left, and two more move back and forth in the room to the right. Move toward the room on the right while both guards are facing away from you, and blackjack the first one. As soon as he falls, grab his body and run back down the stairs to stash it. If the other one hasn't noticed you in the process, go back in and hit him with a gas arrow. Leave him where he falls, and search the room for available loot.



Continue up the stairs from this room, creeping around the corner to see the next patrolling Kurshok. It can be a challenge to get behind him, so use the explosive mine and arrow trick here.

When he is out of the way, search for loot in the small adjoining hallway. You find the priceless Kurshok tapestry (Special Loot #3). Follow up the stairs to the north, then west, then north again until you reach the opening to the final chamber, the Kurshok throne room.

Marvel at the wonder of the priceless Kurshok tapestry. Actually, it does have a price, as your fence tells you.



This is the ultimate sniper challenge. Use your bow and gas arrows to reduce your opposition here. There should only be three Kurshok guards to deal with now. Take them out in the following order: first

the guard circling underneath you to the southeast, then the guard near the front of the chamber who patrols the gully along the far wall (you may have to move along the stone balcony to the other side to get a clear shot). Last, knock out the guard near the entry brazier.



The famous golden crown of the Kurshoks should fetch a pleasant price on the open market.

Once the guards are removed, jump down onto the suspended metal plate and grab the floating Kurshok crown. Nab all the loot from the chests—this room has some valuable treasure. Bolt back to the entry plaza and out to the initial passage to end the mission.



The Seaside Mansion

MISSION SUMMARY

You may have found the Keeper glyph, but you also need to find the long-lost Compendium of Reproach to unearth the answers everyone is looking for. The search has led you to the isolated seaside mansion of the Widow Moira. Her late husband, it seems, was an aristocratic pirate, and has likely left behind many riches to keep his wife financially comfortable.

Opposition: Mansion guards

Supplies: Broadhead arrows, flash bombs, oil flasks

Special Loot: Lucky coin, widow's mirror, captain's telescope

OBJECTIVES

- Find a way into Overlook Mansion.
- Find the Compendium of Reproach.
- Escape the Overlook Mansion grounds.



See Page 117 for a fully detailed map.

Map of Overlook Grounds

See Page 118 for a fully detailed map.



Map of Overlook Proper

WALKTHROUGH

Leave the boat tied loosely, as you make a hasty escape.



Luckily, you made it to the boathouse of Overlook Mansion in one piece. Survey the boathouse cave for any loot and then head up the deserted passage to the lift. Hit the top button and up you go.

The Seaside Mansion

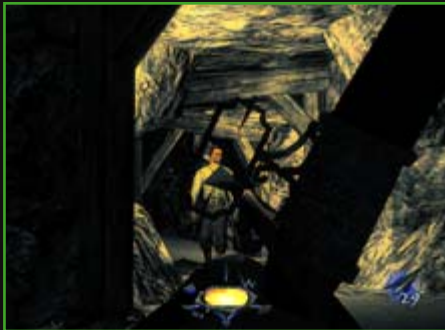


Hop in the lift and find a way into the mansion.

At the top, put out the first torch in this rocky corridor. It's rather open here, and you need cover, because a guard comes down the hall almost immediately. He's the only one in this passage, so you can snipe him quietly with your bow or, even more quietly, with a quick smack of your blackjack. Move up the passage and cautiously approach the door to the first room.



Here you find two guards playing a game while slacking in their duties. Take both out now, or one heads upstairs to the main grounds and makes things more difficult later. A well-placed gas bomb under the table does quite nicely here. Once these two are out for the night, search the room for valuables. Grab the loot on the table where they were gambling, and also the equipment from the nearby trunk.



Head up the stairs, putting all the candles out along the way just in case. Listen carefully to see if any guards are coming back this way. If the area is clear, proceed out the door and along the property wall to the front of the grounds. When you reach the corner of the building, lean out to survey the scene.

Overlook Mansion is certainly an impressive place for a pirate.



There are only two guards here now, because you took care of the third downstairs. The first guard patrols back and forth between the front gate and the mansion. The second guard is

usually stationary near the front door to the main building. There are ample shadows here, so sneak up along the inner building wall and get all the way around to the second guard, by the main door. Knock him out quietly and stash his body in the shadows in one of the building recesses, then head back and pick the lock to the front door.

Duck into the reception room in the mansion and immediately put out all the lights.



CAUTION

This is one of the most challenging missions in the game. The lighting of this level provides the guards many opportunities to spot you. Put out every light you see, or you have guards all over you.





The first guard you see patrols a small circle through this room. Move fast, or he spots you and sounds the alert. You can hide behind the central pillar.

CAUTION

Beware! If you step into the next room without putting the lights out, people in all the adjoining rooms have a direct line of sight to this area. Proceed carefully.

The large east room has many lights around its expanse. Put out all that you can see. Avoid the guards, because some of them may have caught on that something isn't right and have gone into search mode. They are easily avoided by staying in the far corners of the room; in the dark, you can practically run circles around them anyway.



The first room you want to visit is the library. Head south and move through the study, putting out all the lights. There is one guard in the study, and another in the library, past the glass doors.

Be aware that you can't put out electrical lights—you have to dodge their illumination craftily. Take out this first guard as quietly as possible, lest you attract the attention of the second. The second guard can also see you through the glass, so try to work away from the doors. Once the first guard is taken care of, search the room, especially the painting, for any available loot. Now, head through the doors and move west into the library.



You find the lucky coin on the big table in the library.



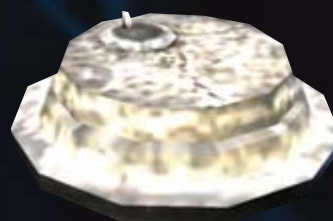
Wait till this guard is at the far end of the room and snipe him with a broad-head arrow. He is far enough away from the main room that his screams won't attract any attention.

With the room clear, you can loot the place; make sure to pick up the lucky coin from the table (Special Loot #1). Now head back out to the darkness of the main room, where you came in.

Head north into the room with the fire, avoiding the handmaiden who's busy cleaning up. Turn off all the lights, and put out the fire with a water arrow.



Avoid the handmaiden here, who alerts the guards on both the ground and first floors if she sees you.



The Seaside Mansion

Watch for the glint of treasure in this room. Grab all of it, and then head up the stairs. Round the corner to the landing and note the patrol path of the guard at the top of the stairs. The guard is on his own here, so you can snipe him easily. There is a chest here to lock-pick, and also some loot on the other side of the staircase. Carry the guard's body to the servant's quarters at the top of the second set of stairs.



In the servant's room, read his journal; that's all there is of interest here. Move south across the hall to the second servant's quarters. Quietly steal the loot from the bedside table where the woman is sleeping and also from the mantle and the shelf by the stairs, then go into the next room to the south.



This part of the estate is fairly quiet, making it very easy to rob.

In this living room, you find a locked chest that you can pick and pilfer. Then open the far door to see a guard dozing off with his back turned. He's an easy knockout. Drag his body back into the living room and stash him there while you go back into the hallway. Take the door on the left into the bathroom. There is some loot on the table near the tub, but that's about it. Go out the door on the west wall and down the stairs to the head servant's chambers.



Open the door and listen while they talk about looking for something. Then toss in a flash bomb and hustle to the west wall, where there is some loot on the table. Get out quickly and close the door behind you before the two of them figure out they've just been robbed. Now head back to the portal you passed in the hallway on the way in. It leads to the core of the mansion called Overlook Proper.



When you enter the corridor, move up the stairs into the shadows, where you immediately see several guards and civilians. The guard at the balcony patrols all around the rotunda, so you have a decent window in which to operate. The second guard patrols in a circle, up and down the grand stairway. If the first guard leaves before the second comes up the stairs, take out the second guard immediately. This is an opportune moment to whittle down the difficult defenses in this section of the mansion.



The second guard patrols in a circle, up and down the grand stairway. If the first guard leaves before the second comes up the stairs, take out the second guard immediately. This is an opportune moment to whittle down the difficult defenses in this section of the mansion.

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Any bodies you have to hide can be tossed down the stairs behind you—an effective hiding spot, because no one moves toward this corridor once these two guards are dealt with. When the second guard comes back, knock him out as he comes through the doorway and toss his body down the stairs where the first one is sleeping.

Now head north into the west side of the rotunda, grab the loot at the painting, and keep going. A guard at the far end is easy to sneak up on, and he's isolated as well. Knock him out and stash him in the hallway leading up to the portal.

Now head north into the west side of the rotunda, grab the loot at the painting, and keep going. A guard at the far end is easy to sneak up on, and he's isolated as well. Knock him out and stash him in the hallway leading up to the portal.



The captain's quarters, with some valuable plot information.

Now pick the lock on the door to the captain's room. There is some loot in the chest here, but make sure you listen to the message on the viktröla that the captain left his widow regarding his secret room. There is also a book here that you should read for more background on the quest for the Compendium.



The bathroom is where you find the widow's mirror.

Head into the bathroom and grab the widow's mirror (Special Loot #2). Now you can get back out to the grand stairway and go east down the hallway. Wait for the servant woman to go down the stairs before moving again down the hall, because this gives you the longest interval to move. Sneak into the study to the east and put out the far light to distract the aristocrat as you enter the room.



Watch for a woman to come out the door on your right. Sneak into her room and immediately put out the candle for some cover. Give yourself as much shadow as possible to get behind her and knock

her out on her rounds through the room. After you deal with her, pick the lock on the nearby chest and take the valuables stashed there.

Now creep past the old aristocrat in the other room and go up the stairs. At the top you find the Widow Moira, slightly insane from grief and not much for conversation. Look for the key on the table behind her and take it with you.



TIP

Feel free to ignore the widow's request for wine, as it doesn't benefit the main quest in any way. However, if you want to pursue this option and collect a bottle of wine for her, she thanks you when you drop it in her lap. If you're feeling extra generous and don't steal her monetary inheritance at the end of the mission, she sends a note to your apartment on a following day.

The Seaside Mansion

Now get back to the grand stairway and head down the west set to avoid the wandering hand-maiden. Put out the lights at the ground floor, grab the loot, and duck along the wall to the bottom floor, where you make a sharp left into the nook there. In the wall in front of you is a small metal grate. Open it and slip in quietly, following the passage to a low room where you find some valuables.



Continue along to where the tunnel splits. One passage goes into the east side of the staircase; the other is a secret entrance to the captain's study. You want to be in the study.



Here is the secret switch underneath the desk in the captain's study.

Case the study for anything you can sell. Pick the lock on the chest, read the captain's book, and note the secret switch under his desk. Then go to the far door and pick the lock. It's a mad dash



for the secret room at the other end of the house, so clear your path first. Open the door to the dining hall and put out all the lights right away. Once you've done this, you can ignore the people here—they don't see well in the dark at all.



Grab all the loot on the table as you pass by, and keep moving to the kitchen door at the far end of the room. Slip into the kitchen and close the oven door to cast the room in some shadows.

NOTE

You can get wine here if you want to take it back to the widow. Just grab a bottle and run.

On the ground floor of the rotunda, you find the captain's telescope.



Head to the west down the hall, then turn south into the rotunda ground floor. On the east side of the room is a scone with a table below it. Here you find the captain's telescope (Special Loot #3).

Nab it and get straight back to the previous hallway. Through the glass door, you see a guard moving in the next room. Open the door and snipe him with a broadhead arrow. Pick the lock on the chest and have away with the goods. Now the escape route is clear for the sprint to the secret room.



Head back to the captain's study, retracing the path that got you here through the dining hall. Once you hit the switch on the captain's desk, you have only moments to get back to this room and into the secret door behind the bookcase, so leave all the doors open and avoid confrontation along the way. Now, get to it.



In this room, you find some highly valuable loot—most important, the Compendium of Reproach on his desk. From here, hop into the portal (through the south door) and get back to the first lift from the boathouse. Ride the lift back down and get to your boat to end the mission.



Jump on the lift in the secret passage behind the bookshelf.

Inside the secret door, find your way to the lift, and ride it down, deep inside the seaside cliff. At the bottom, you finally have access to the captain's secret bounty.

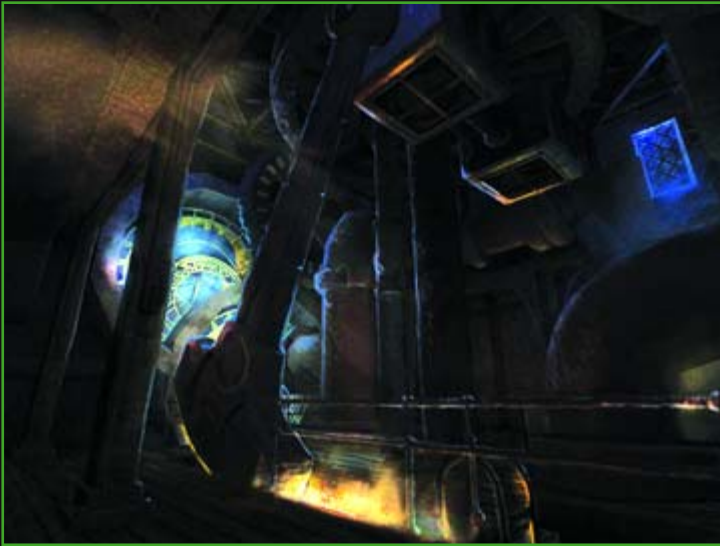


This was Captain Moira's big secret, and now it's yours.



The Clocktower

MISSION SUMMARY



When you have acquired the climbing gloves, you can access this level by way of the wall and pipes adjacent to the Keeper glyph, high up on the wall of the clocktower in the Stonemarket Plaza section of the city. You must get inside and sabotage the clockworks to put your theory about stopping time to the test.

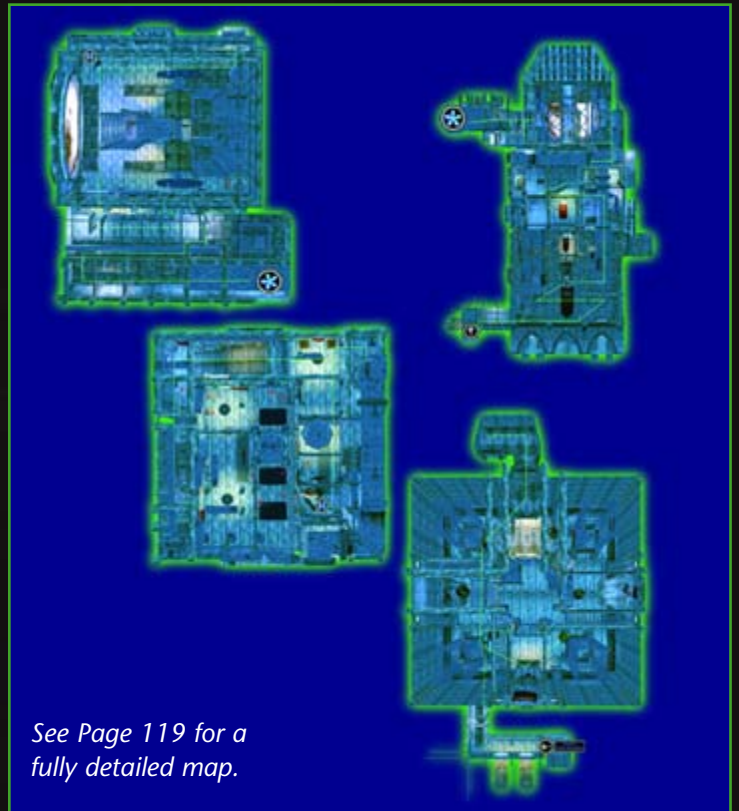
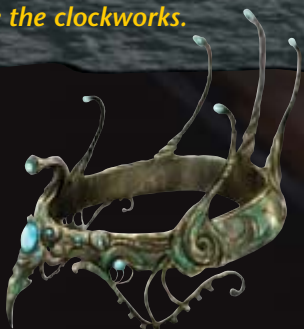
Opposition: Hammer guards, Hammer priests

Supplies: Broadhead arrows, water arrows, fire arrows, moss arrows, healing potions, oil flasks, holy water flasks, flash bombs, explosive mines

Special Loot: Diamond gear, Father Debole's Solace, the Builder's ingot

OBJECTIVES

- Reach the bottom level of the clocktower.
- Locate a mechanical plan for the clockworks.
- Sabotage the clockworks.



See Page 119 for a fully detailed map.

Map of Upper Clocktower



See Page 120 for a fully detailed map.

Map of Lower Clocktower

WALKTHROUGH

Head toward that light over there and down the ladder.



The mission begins as you find your way into the uppermost access vent of the clocktower. There is nothing of interest here, so find a ladder leading down to the next level. Follow a corridor around until

you come into the main gear room. Note the general layout; stay away from the large moving gears, because they can kill you if you get caught in them. First, go pick the chest to the right—move your lock pick to the 3 o'clock, 9 o'clock, 12 o'clock, and 6 o'clock positions. There's a bit of loot inside.



Watch out for this swinging gear.

Now, turn back around and proceed deeper into the room. Two Hammer guards are in this room, but thanks to environmental noise, you can straightforwardly knock out one guard at a time.



Sneak up on the first guard while the other is on this end of his patrol, just opposite you. He's standing in front of the glass by the railing, in full view of the second guard. When you've dealt with the first guard using your blackjack, leave him where he falls and turn your attention to the second. There is no one else on this level, so feel free to snipe him with a broadhead arrow.

TIP

If your plan fails and you don't knock out the guards as hoped, time your leap carefully and jump down to the floor where the gear swings. Move away from the gear. When the guards try to follow you, they're munched by the gears, and you hear the sickening sound of their bodies being crunched.



Once the guards are out of the way, check out a couple of items of interest in this room. First is the elemental arrow crystal below the glass window amid the pipes. Jump down and grab that,

then climb back out on the end near the pipe. Now look way up into the high corner of the room just past the window. You see something up there. Jump onto the wall and climb up to collect the diamond gear (Special Loot #1). Jump down and proceed to the next level; read the note next to the ladder before you leave.

Nothing of interest is on this intermediate level, so keep moving down the next ladder, to your left as you exit the room. Listen carefully for the footsteps of the guard on the next level, and proceed only when



he's walking away from you. You can knock him out easily, because he turns away from you at the end of his patrol, in the shadows. Stash his body in the darkness near the ladder.

The Clocktower

Watch as he comes toward you. When he turns around, run up and let him have it.



Get this body out of the hallway.



Ignore the nearby double doors for the moment. Proceed down the hallway to the office at the end of the room. Search for loot on the shelves and in the trunk. Read Father Damian's journal on the desk and take the map. Father Debole's Solace is underneath the desk here (Special Loot #2). Now pick the lock on the second door in the east end of the room to get into the dormitory. Head down into this room and quietly move into the shadows by the first bed. Watch Father go about his business. You can't kill him, because he's a noncombatant, but you can knock him out. Use a gas bomb for the best results.

There are several valuable items in this room. Check for the loot on top of the bunk bed before you leave. From here, go back to the doors you ignored when you first entered this level. Proceed down the stairs to a perch overlooking a new gear room.

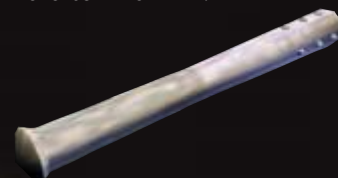


From your perch, you can see the patrol pattern of one of the Hammer guards below. Another is usually just out of sight, patrolling the back corner of the room. Watch the first guard, waiting for a chance to approach him while he's standing at the window with his back turned. At this point, he's farthest away from the other guard. Knock him out there, because the other Hammer guard comes running if he hears anything, especially a dying scream.



Take this guard's body to the top of the stairs, where no one will find him. Then duck back down into the room at the bottom amid the machines.

Head into the northwest corner, where you see a metal grate. Open it and duck in while the second guard moves through the back part of the room. Crawl into the space here, and in the dark you find some jewelry. Open the exit grate and wait for the second guard to reach this end of his patrol. When he turns his back, snipe him with a broadhead arrow. You can leave him where he falls; no one else is left here to find him.





This level has a lot of loot, so make a thorough search of the area, including the back hallway, and pick the locks of any closed doors. Read the note about the clockwork repairs on the table near the

bottom of the stairs. Ignore the lift—it makes too much noise.

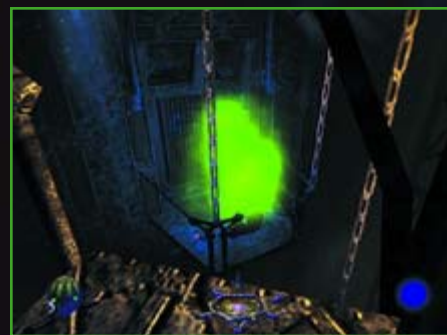
You come out of the portal on the central tower in the clocktower's chime room. You can take a deadly fall from this high chamber if your footing is not secure. Get around to the east side of the main column and use a gas arrow to take out the Hammer priest on the walkway below you.



Don't use this lift—it creates quite a racket!



Hop onto the gear platform in the center of the room and climb down the ladder to the portal to enter the next area of the clocktower.



This priest is taking a nap for a while.



Be careful as you're perched on this ledge. Note the priest below. It is time for him to take a nap.



Go back and jump to the balcony directly across from where you came in, and jump again to the balcony beneath your entry point. Now you need lots of nerve. Move along the walkway, getting as close

as you can to the Hammer priest a level or two below you on the far wall. Take a running leap and cling to the wall above him. You can climb down fairly close to him, then drop onto the steel balcony directly behind him before he knows what's happened.

This is the last thing he expects, and the priest keeps looking toward the center of the room. Either attack him right away, or hide patiently behind him and steal his staff. Throw it across the room and then blackjack him while he's defenseless and still oblivious to your presence.



The Clocktower

Keep moving down to the floor; deal with one more Hammer priest before you head to the door in the southwest corner—where you find the portal that takes you to the next part of the map.



Give this priest a good knock on the back of the head.



Go over these crates and grab the loot in the chest. Be quiet about it.

Head east, going immediately down to the next level and onto the steel walkway at left. Grab the loot from the chest here. Sneak around on the walkway so you can see the Hammer guard facing this direction from about halfway down the corridor. Put out the torch nearby with a water arrow, and creep quietly into the alcove just inside the hallway. Move slowly behind the guard, using your wall-flattening skills if you can, until you can get in a solid shot with your blackjack. Leave him in the hallway, because you're soon gone anyway.



At the bottom of the stairs, pick the lock on the door in the south wall. Inside is a small room with some gears in the central area. Snipe the Hammer guard below with a broad-head arrow and head back through the door you came in. Continue along the corridor and down the ladder to the next level. Proceed east through the doorway and look for the storage room. In the back is a metal grate; grab some loot on the other side of it.



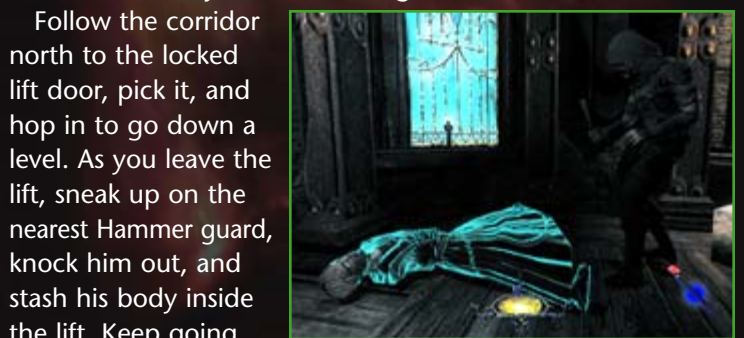
At the bottom of the stairs, pick the lock on the door in the south wall. Inside is a small room with some gears in the central area. Snipe the Hammer guard below with a broad-head arrow and head back through the door you came in. Continue along the corridor and down the ladder to the next level. Proceed east through the doorway and look for the storage room. In the back is a metal grate; grab some loot on the other side of it.

Follow the corridor north to the locked lift door, pick it, and hop in to go down a level. As you leave the lift, sneak up on the nearest Hammer guard, knock him out, and stash his body inside the lift. Keep going south down the corridor to a spot with some excellent cover directly beneath the big pipe. Watch the Hammer guard west of you. Flatten yourself against the wall or creep slowly right along the south wall and he won't notice you. When you're behind him, put him to sleep with your blackjack and stash him in the shadows behind you. If you put him right on the steam vent, he practically disappears from view.



Move back out along the main passage and head south, then east, to the shrine where a Hammer priest worships. If he is turned away from the altar, he's likely facing the Builder's ingot (this gold statue is Special Loot #3) on the shelf near the window. Easily knock this priest out while he's distracted and hide him anywhere out of sight behind the altar.

Follow the corridor north to the locked lift door, pick it, and hop in to go down a level. As you leave the lift, sneak up on the nearest Hammer guard, knock him out, and stash his body inside the lift. Keep going south down the corridor to a spot with some excellent cover directly beneath the big pipe. Watch the Hammer guard west of you. Flatten yourself against the wall or creep slowly right along the south wall and he won't notice you. When you're behind him, put him to sleep with your blackjack and stash him in the shadows behind you. If you put him right on the steam vent, he practically disappears from view.



Here's the body of the Hammer guard.



Here's the body of the Hammer guard.

Placing the body over the steam vent obscures it.



Proceed north in the bottom of the dark main gear room. Two guards talk just outside the next doorway; this is a great place to use a gas bomb, but an explosive mine works well too.

Here's what happens if you don't put them to sleep.



These guards don't suspect what's about to happen.



Now they're taking a nap.

Lay their bodies out of sight in the main gear room and continue to the office area. Grab the loot from the desk, but be cautious of a third guard coming down the hallway on this end of his patrol. Use the boxes behind you as cover while you wait for him. When he's close, you can attempt a knockout, or, if you're feeling impatient, just snipe him. Read the note on the wall about the correct procedure to shut down the clock; pay special attention to what *not* to do if you want the clock to run properly.

TIP

As outlined in the note, the steps to sabotage the clockworks are as follows:

- 1. Close the steam-release valve to increase the pressure.*
- 2. Open wide the coal dispenser to add too much fuel.*
- 3. Throw the halting mechanism to throw the gears off track.*

Head down the corridor to the lift and go down a level, grabbing the gas arrow crystal on the way. Keep going down the stairs to the viewing platform of the central clockworks area. There are



two Hammer guards on the west end of the walkway across from you, and a Hammer priest and tradesman on the ground floor of the furnace room. Move in close to pick the pocket of the first Hammer guard, then knock him out.



You won't have much time to hide the evidence, so just take out the second guard quickly and quietly. Go back across the walkway in the direction you came from and get into the steam-valve

control room to the east. Close the valve by pulling the lever: first step complete. Now go through the far door and across the walkway into the coal dispenser control room. Pull the switch to set the fuel supply to high speed.

The Clocktower



This guard is standing right by the fuel supply switch. Pull it to set the supply to high speed.

Now pick the lock on the foreman's office and take all his valuables from the desk and the chest. When you're done, go to the door on the southwest wall.



The foreman's office.



There is one Hammer guard here and another at the far end of the hall, so approach carefully. You're almost done. Given all the noise in the furnace room, it's better just to snipe this guard with a broadhead arrow and keep moving back into the main room.



Note the chaos that ensues as the pressure builds up in the mechanism and the fuel supply is on maximum. Head down the stairs to the center of the room. You don't have to deal with

the Hammer priest—he can't stop you from reaching the halting mechanism in time to prevent the sabotage. Deal with him if you need the practice. Then pull the lever on the halting mechanism to end the mission, and let the chaos be complete.



The furnace room.



Activating the halting mechanism completes the level.



The Keeper Compound

MISSION SUMMARY



The Keeper splinter group needs your help in making some sense of what's going on. The organization is falling into disarray, given recent events. You must break into the Keeper compound—with their help—and, as usual, find your own answers.

Opposition: Keepers, Keeper guards, Gargoyles

Supplies: Broadhead arrows, water arrows, fire arrows, moss arrows, healing potions, flash bombs, explosive mines

Special Loot: Imbris Analects I, golden scales, Imbris Analects II

OBJECTIVES

- ✧ Search Orland's quarters for evidence implicating him.
- ✧ Destroy the binding seal that Orland created to suspend use of the Keeper glyphs.
- ✧ Get into Artemus's quarters and find information involving his activities.
- ✧ Find Artemus's Keeper ring.
- ✧ Find Caduca's quarters, where she was murdered, and investigate for clues.
- ✧ Learn who left the note for you in Caduca's chambers.
- ✧ Escape the Keeper compound through the lower-level passage leading to the Old Quarter.

See Page 121 for a fully detailed map.



Map of Keeper Compound



See Page 121 for a fully detailed map.

Map of Lower Libraries

WALKTHROUGH

When you first get back into the Keeper library, you're in the back room of the far study. Several Keeper guards are on this level, but you can quickly evade them in the shadows to reach the lift or the ladder and ascend to the top level.

The Keeper Compound

Once in the central hall, toss a flash bomb at the first guard and run past him. When you reach the bottom of the stairs, snipe the guard at the top with a broadhead arrow. Pick the lock on Orland's door and duck inside.

TIP

Save all your fire arrows and explosive mines for the end of this level.

In Orland's office, you notice a Keeper glyph on the floor in the corner; activate it to get into the Keeper compound.



Entryway to the north tower.



Once in, you find yourself in a small alcove. Creep through the grate to listen to the two Keepers discussing recent events in the compound. There is going to be a vote in the council chambers

that you can affect directly. When the two are done speaking, follow them up the stairs to each of their alcoves.

The woman goes into her alcove about halfway up the stairs; the man heads to his alcove just past the top of the stairs.



To reach the second Keeper, you must "remove" the guard at the top of the stairs first. On the far end of his patrol, knock him out with a well-placed gas arrow, then knock out the second

Keeper before he votes to move the special loot. Search the area at the top of the stairs for loot, then head back down to the main floor.



The view from the second Keeper's council chamber balcony.

Make sure you grab the loot at the top of the stairs before heading back down.



From the ground floor, choose either door and head into the Keeper council chamber. You can easily avoid a Keeper priest in the center by putting out several torches.





In this case, the Keeper priest and guard were sniped from above.

Don't take the healing potion in the middle unless you've dealt with the priest, because another guard in the next room comes to aid him. Sneak to the opposite doorway, watching the guard with his back turned. Knock him out and leave his body in the shadows in the corner of the hall.

Follow this passage into the Elder Library and move slowly to the center of the room, where the bookshelves stand between you and a Keeper guard. Put out the torches and creep behind him for a knockout; stash his body between the two bookshelves. On the table in the center of the room is a note regarding the scribes; Imbris Analects I (Special Loot #1) is also here.



The Imbris Analects I rests on a table in the Elder Library.

Now look above you in the high alcove in the center of the front wall. There you see a pair of golden scales (Special Loot #2).



The golden scales, high in an alcove over the Elder Library.

To reach them, climb up on the right bookshelf, then to the adjacent ledge, on which you can walk across to the alcove and pick up the scales. Jump down to the ground floor and head up the eastern staircase to the second floor. First, note the Keeper glyph on the wall just under the golden scales. Read the note and remember: come back here to access the lower libraries.



Wait in this area to knock out the patrolling Keeper guard.



Wait in the shadows near the top of the eastern staircase. You soon see a Keeper guard patrolling along this stretch of hallway. When the coast is clear, put out all the lights here and take the loot from

the desk and wall. Now proceed north down the hall, searching for any additional loot along the way.

The entry hall in the dormitory; you may have already dealt with the patrolling guard.



The Keeper Compound



Duck inside the dormitory door and put out all the lights you can see. Move across from the door to the first candle, where there is some loot and a note. As the two Keepers finish their conversation, toss

a gas bomb at their feet. While they sleep, search the room for valuables, especially the locked chest on the side wall.

The chambers of Keeper Artemus



The other door in the corner leads to Artemus's chambers. Go in and loot the place, looking for information about his involvement in the goings-on. Grab all the loot from his chest, including his valuable Keeper ring. You need this for an immediate objective.

NOTE



There are four valuable items in this chest. You find Keeper Artemus's ring in the top left corner (although it's not always immediately visible). Steal his ring, or you don't complete the objective or the mission.

Head back into the main room and circle around up the stairs. Move south through this next passage until you pass the first statue, where you find a shallow, nondescript alcove.

The tiny ring lock in the wall is tricky to spot.



Look carefully for a very small indentation. This is the secret lock to Orland's chambers. Activate the lock and watch the secret door open, then head up the stairs to the top landing. You see the office door, Orland's balcony in the council chamber, and a stairway opposite leading down.



Get inside Orland's chambers and take the binding seal from the wall beside his bed. Pick it up and toss it into the far corner of the room, then blast it with a fire arrow. If you don't have a fire

arrow, toss it into any flame, such as a fireplace or a blue torch brazier. When that objective is complete, read Orland's journal and search the room for anything valuable.

Leave the room and go down the western staircase leading to a similar alcove. Now you're on the other side, and there is a similar lock. Use Artemus's ring to open the door. When you come out onto the balcony here, you're above the dining hall.



The view down into the dining hall—the Imbris Analects II is on the table to the left.



Keep moving along the balcony in the shadows, because a Keeper priestess overlooks the room below from the south end. Sneak up and knock her out, hide her body in the shadows, and proceed down the far staircase into the room below. Before you go down the stairs, note the narrow walkway along the railing that leads to a platform above the stairway. Carefully make your way across to the platform, where you find some equipment.

Jump onto the stonework next to the fireplace and climb down to the ground floor. Grab the valuable painting over the fireplace as you climb down, or get it by jumping up from floor level.



There is a Keeper guard in the far southeast corner behind the pillars; deal with him before you do anything. Knock him out and leave him where he falls. Any noise may bring in two Keeper priests from the hall outside. On the two large dining tables, you find a small fortune in loot, as well as the Imbris Analects II (Special Loot #3).



Be mindful of the Keepers in the hall just outside the dining hall.

Continue to the door in the southeast corner and open it, but wait and listen to the conversation between the two Keepers. When they finish and part, slip into the hallway when the first priest walks past the doorway and away from you. Follow the Glyphmaster (female Keeper) into the scribery and deal with her there. Blind her with a flash bomb while you loot the room and scare the scribes.



When you're done, hastily exit through the northeast door and down the stairs, back to the Elder Library and the Keeper glyph that now allows access to the lower libraries.



From the entry hall in the lower libraries, go into the door on the west wall that leads to Caduca's chambers.



Caduca's greeting room

Caduca is here in this first chamber, or rather, her charred remains are here. Read the book that she was working on and grab the loot from the table.



The Keeper Compound

Move into the small adjoining room to the south where you find some loot and some additional reading material.



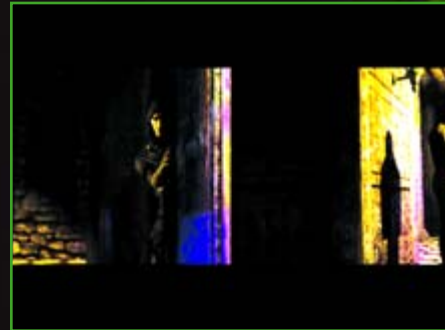
Backtrack into the main room and continue to Caduca's bedroom. Collect the few handfuls of valuables, especially the strange note in the Gargoyle statue's mouth.



It feels like you're being watched everywhere in this complex.



If you are well stocked, read the note and search the room thoroughly. When you're done, go back to the entry room where you entered the lower libraries.



Now turn to the door on the east wall that leads into the Hall of Statues. Turn down the corridor to the south, then enter the main hall for a cutscene that hints of the dangers awaiting you.

CAUTION



The upcoming Hall of Statues could be the first futile fight you've faced. If you don't have enough explosive mines or fire arrows (or both), you have very little chance of defeating four brutally strong Gargoyles and dodging them while trying to access the remaining loot.

If you're unprepared, do not read the note in the gargoyle statue's mouth! Instead, loot the rest of the level without triggering the cutscene in the Hall of Statues and then outrun the Gargoyles to the Keeper glyph and end the mission.

The mysterious note writer is about to be revealed ... almost.



Back in the game, you're faced with two animated Gargoyles in this room that were created by the old woman. Toss a few explosive mines at their feet and wait for them to be reduced to small piles of rubble.



Don't let these stone monstrosities fool you; after they're animated they can pummel you to death very quickly.

If you can climb up to this ledge, you're quite safe until you can deal with the Gargoyles.



If that doesn't finish them off, a couple of fire arrows should do the trick. Grab some equipment from the south-east corner and some loot from a chest in the southwest corner. Make off with the goods and continue through the door at the top of the stairs in the room's north end. There is another Gargoyle here, so open the door and lure it back into the Hall of Statues where you can deal with it from a safe distance.

Deal with the Gargoyle here, then prepare your weapons again, because yet another Gargoyle awaits in the next room.



In the next room, prepare your relevant weapons and step through the door. A Gargoyle patrols back and forth here. Take him out with a couple of mines and a fire arrow, and search the bookshelves for

loot. Check under any books that can be picked up in case something has slipped behind one of them.

Grab the loot from the chest and on the table here before you leave. Head up the stairs and activate the Keeper glyph to escape the compound and end the mission.



The Haunted House: Inner & Outer Cradle

MISSION SUMMARY



In this orphanage-turned-insane-asylum, the buildings are draped in sadness and suffering. An old orphanage isn't the most likely place to find a plethora of loot, but you enter it anyway, initially in quest of the last clue provided by Inspector Drept regarding the old hag. Along the way, you can pick up some interesting items—loot and secrets, papers, and notes. This mission is called "Inner and Outer Cradle" because those who lived here were "cradled" until they died.

Opposition: Puppets, Staff

Supplies: Healing potions, oil flasks, holy water, water arrows, moss arrows, broadhead arrows, fire arrows

Special Loot: Gravecourt Red vintage wine, silver surgeon's knives, bag of gold teeth

OBJECTIVES

- 🔪 Search for more information about the hag who attacked you. This objective is cleared when you read the note in the Nursery Tower next to Lauryl's Diary.
- 🔪 Find a fuse and use it to repair the generator in the storm cellar.
- 🔪 Retrieve Lauryl's nightgown from the White Hall and incinerate it in the furnace, located in the morgue.
- 🔪 Enter the cradle's memories using one of the toys, as directed by Lauryl.
- 🔪 Find Lauryl's diary in the nursery tower and incinerate it in the morgue's furnace.
- 🔪 Find some "dissolution serum" in the treatment rooms and use it in the bloodstained attic.
- 🔪 Meet Lauryl downstairs in the lobby and leave the cradle with her.
- 🔪 Lock yourself in a cage in the storm cellar and enter the cradle's memories yourself.
- 🔪 Leap to your "death" from the open window in the staff tower.



See Page 122 for a fully detailed map.

Map of Outer Cradle



See Page 123 for a fully detailed map.

Map of Inner Cradle

WALKTHROUGH



Haunted house yard

ORIENTATION

This mission begins in the haunted house's courtyard. First, a quick orientation: The house is now a huge institution for the mentally ill, and there are a few tricks to getting around. The structure has several levels, including the basement or storm cellar, the lobby and entrance level, midlevel office quarters, an attic, and a side room with holding cells and a portal to the inner cradle. The staff tower, another level of the structure, is located near the portal, through the exercise yard. Through that portal is another set of rooms: White Hall, the treatment center, morgue, nursery tower, attic, lobby, and observatory. It is a big site, so keep the map handy.



In this mission, you backtrack through the building and through time. You visit some locations several times, finding new items according to your place in the mission's timeline. It may sound confusing, but it becomes less daunting after you've spent some time here.



GOING INSIDE



A quick look around the yard reveals some water arrows in the fountains, so proceed to the cellar door. Open it and go in.

Enter through this cellar door. It is hard to spot, but it's on the right side of the building.



You're on a platform overlooking the cellar. Keep moving forward until you see stairs on the right. Go up the stairs and turn left. The door to the old office is shut; open it and enter the room. The Gravecourt Red vintage wine (Special Loot #1) is in the safe in the office. On the desk are a few other loot items.

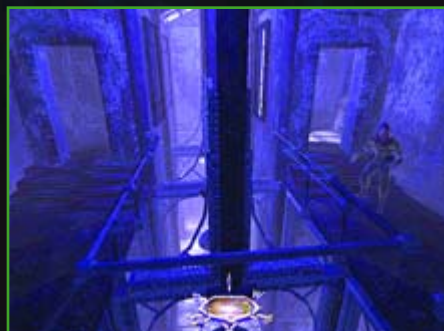


Here's the first special loot location.

Open this safe.



Pass this closet on the way to the dormitory. Note the stairs on either side of it.



This steel walkway is pretty noisy, but there isn't anyone on this level that you have to worry about, so don't bother walking stealthily.

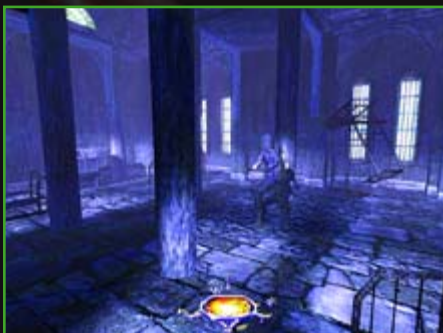
The Haunted House: Inner & Outer Cradle

Back out of the office the way you entered and note the fireplace down the stairs on the right. Proceed south, opposite the fireplace. Return to the fireplace later. As you search this level, move along a steel walkway to the left, around a corner on the wall opposite the office. As you move left around the outside wall, spy a few items of interest—minor loot—on the table.

Keep moving through this next room until you enter a dormitory on the left. On a shelf to the right are a few healing potions and other items, plus some candlesticks on a higher shelf. At the end of the dormitory is a trunk. Go to it and pick the lock, then grab the loot and move out the way you entered. Backtrack to the top of the stairs where you entered before moving to the old office. There's a closet there with an oil flask.



This is the trunk you're looking for in the dormitory.

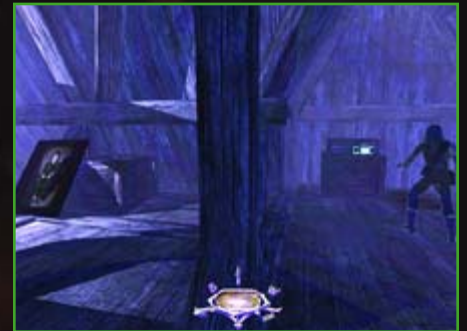


On the closet's left, stairs spiral upward to the attic. Follow them up and enter; on the left side of the room is a painting. Reach down and interact with it. You learn that Lauryl is being held captive by the cradle. To free her, you must dump a vial of her blood into the drainpipe so it can escape to the outside. Her blood is on a shelf in the storm cellar. Before you leave, grab a fuse from the box in the attic. You need to carry one to the basement.



Select the painting, and it gives you a new mission objective.

With the new objective in mind, go down the left stairs. You won't encounter any resistance on this level. Leave the fireplace room and go down the stairs, keeping to the left. In the level's center is an atrium, and on a shelf behind it, some loot waits for you.



NOTE



This is the fireplace. Note the drainpipe in the room's center. You must return here shortly, so remember this location.

LOBBY LEVEL

When moving down the stairs to the lobby, look around for one of the signs on the wall that identifies the location. These signs are throughout the building. This level is referred to as the lobby level. Head out the door north of the open-ended



part of the atrium. (When standing in the center of the atrium, turn around until you see a door.) Walk south and enter the hall, opposite the direction of the lobby, which is the old entrance to this decrepit building.



The atrium opening faces a doorway. Proceed inside.

Enter the next room, where you see an electrical switch and a grated iron door. This is the emergency lockdown door, but the power has failed in this building. Remember the fuse you picked up in the attic? Take it to the basement to restore the power. Climb down the ladder to the electrical switch's left, then down a second ladder to the storm cellar.



If you pull this switch, it confirms the building has no power.



At the bottom, proceed into the hall and search until you find some shelves holding vials of liquid. Find the one holding Lauryl's blood. Pick it up, then continue the search for the fuse box and the generator.



Lauryl's blood is on the shelf here.

You find the fuse box down the hall, under the cellar door area, where you entered the building. Search the room for loot, scattered on shelves and such. Replace the fuse in the generator. When it starts, the lights come on.

Put the fuse in this slot.



When the power is restored, it looks like this.



The Haunted House: Inner & Outer Cradle

Now that the power is restored, return to the lobby level, go up the two ladders and back to the electrical switch. Before you flip the switch, go up the spiral stairs to the fireplace area and drop Lauryl's blood down the drainpipe.

Pour the blood down this barely visible drainpipe.



When you've done this, you have new objectives. Finding Lauryl's nightgown and burning it in the furnace is next, so proceed to the electrical switch. Flip it on, then open the iron doors and go

into the emergency lockdown area containing the portcullis. Enter the area called the staff tower. Search the area for loot (a few candles are on a shelf), then proceed north to the portal to get to the inner cradle. The mission gets more challenging here.



Proceed through this portal into the inner cradle.



Note the staff tower entrance on the right. Come back here later.



The inner cradle's lighting is darker and more miserable than that in the outer cradle. Some puppets are ahead, so stay sharp. Proceed out of this dark room and into the better-lighted area of the lounge. Stay to the right when entering this room, noting the puppets going about their hideous business in the far part. In the Hall of Records is a desk with a book. Keep quiet and proceed to the right of the desk.

Take the first door on the right, then turn right again. This is the nursery tower door. Pick the lock and enter, shutting the door behind you. Notice that the ceiling is caved in behind the podium. Turn left and look toward the morgue. Deal with some puppets walking around over there.



Pick the lock and enter the "safety" of the nursery.

You can't walk to the morgue. Use this to your advantage. Deal with the puppets using a flash bomb or fire arrow from within the nursery. Toss the bomb or shoot the arrow over the wall. Sweep the room for loot and a few notes.





This puppet is going to meet with your fire arrow.

TIP



A few puppets creep about in this area. They're not aware of you yet, so load up a fire arrow, then wait for the opportune moment to let it fly. They pass in front of a light source and stop. That's the time to hit them. When the first fire arrow finds its mark, they come looking for you. They can't reach you, because you're in the nursery, protected by a wall, and they're locked in the morgue entrance area. Feed them more fire arrows or flash bombs until they're destroyed.

CAUTION

These puppets are resilient. If you knock one down, be careful about approaching it. It could spring up and rip you to shreds.



Jump over the wall separating the nursery from the elevator to the morgue. Go deeper, toward the treatment room, as you search for the nightgown.



When you leave the nursery, stay to the right. Ahead is a door to the treatment room. Open it and proceed along the metal walkway. A few puppets wait here for you, so get those flash bombs ready.



This treatment room is more like a torture room. The silver surgeon's knives are on the shelf to the right.

In the treatment room, on the right, are the silver surgeon's knives (Special Loot #2), on a shelf next to the treatment table. Continue to the right and follow the walkway around behind the treatment table and into a long hall. At the end, another zombie is digging. Dispatch him with some well-placed fire arrows and continue the quest. When you get to the corner at the end of the hall, notice some loot on the shelf and some moss arrows on the right. Move down this hall past some alcoves, staying to the right.



Dispatching this zombie frees you to pick up the loot.



The Haunted House: Inner & Outer Cradle

TIP



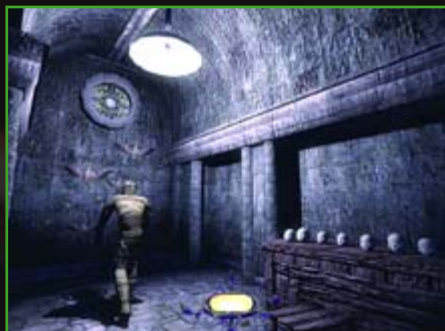
When navigating dark unfamiliar locations with few reference points, turn right whenever possible. That way you sweep the room without passing over the same area twice. The suggestions here assume that you're always proceeding to the right when possible. When it is not possible to turn right (you reach the end of a hall, for instance), turn around and take the next right turn that you can.



Unlock and open a few more doors to continue forward, turning right every chance you get. You enter the White Hall. These are patients' rooms, and hold personal effects. The rooms require lock-

picking; sweep the area for puppets first so you can pick all the locks in peace.

Note the human skull collection in this zombie's room.



Each room holds a patient's toys, and each toy represents some part of the story. You don't need to know all the toys and how they're used, just the candle, which is described later.



The first patient room in the White Hall has a crib on the table. Inside the crib are some ashes in an urn. Backtrack out of the room and continue forward in the hall, turning right when you leave. You come to an alcove and another metal grated door. Open it and proceed forward.



There are ashes in this cradle. There's a story behind them, so listen to Lauryl speak about this item.

The next room on the right is another locked patient room. It has skulls on a sideboard, behind which is some loot. There is a zombie in this room, so use caution when opening the door. There's also a birdhouse on the left wall as you walk in.



This zombie was protecting the room. Now he's face down on the stone.





Exit the room the way you came in, and turn to the right. Enter a large hall containing a bookshelf. There's nothing of value on the shelf, so don't waste your time looking. Keep to the right and pick the

lock on the next patient room you come to. There's nothing in this room, but leave the door open so you know you've been here. Stay to the right as you leave the room.

The next patient room you come to has a sign above it: No. 5. A zombie patrols this area. Watch out for him, as he may attack while you're working on the lock to this room. After you pick it, enter and find a new note. There's something about the bricks at the end of the room.... Move closer and push them aside. Behind them is Lauryl's nightgown.



Lauryl's nightgown is behind the bricks in the back of this room. Look for it on the telescope's other side.

Exit and turn right. Continue down the hall to the next patient's room, pick the lock, and enter. Unfortunately, there's nothing in this room. Leave the door open as you go and proceed down the hall, staying to the right.



The next patient room on your right has chains strung throughout the room and a candle on the shelf in the back. You can't pick up the candle now, but remember this location for later.



This room is empty except for some chains hanging from the ceiling and a candlestick on the far shelf.

Move into the next patient room to find some loot, some decomposed animal remains, and a note. Exit this room the same way as before and turn right when exiting. Pick the lock on the next door, enter, and turn right to enter Seclusion Chamber #1. Hit the button to bring the elevator to the ground floor. Shut the door behind you to keep any unwanted puppets from entering. Step onto the elevator and hit the button so it takes you to the top. There's a silver ring in the window sill. There's also a hanging wax doll (a former patient's toy) that you must use to enter the past.



This corpse has been hanging for a while.



The Haunted House: Inner & Outer Cradle



Exit the seclusion chamber and continue down the hall past the meal hall. You return here later. Continue down the hall, staying to the right. Enter the Hall of Records area and notice the observatory

sign on the wall. Proceed up the staircase cautiously, because some puppets are here. There are also four paintings with jeweled eyes. Grab the jewels and get out of there.



Grab the jewels from the eyes of these four paintings.

In the observatory, at the end of the walkway across the center of the observatory is a metal grate, behind which is a crawlspace. Crouch down and crawl in. Turn around when you reach the bottom. Stay crouched down and exit through another metal grate and into a large room. You're now looking down into the meal hall. From this vantage point, check the room for puppets and some gas arrows near the ventilation shaft. If it's clear, jump down, staying to the right of the platform to exit the room.



Outside the room are several doors and hallways. Check the map: The exit is in the same direction you were facing when you entered the meal hall from the ceiling platform. The meal hall doesn't have much in the way of valuables, but scan around just in case. Now head back to the elevator and get down to the morgue.



CAUTION

Puppets roam throughout this area. Use flash bombs, fire arrows, mines, and holy water to achieve dominance. You can usually see them before they see you.

Take the elevator to the morgue. Making noise on the elevator doesn't alert the puppets below, but if you want to be cautious, you can descend using a ladder nearby, opposite the elevator and through the doorway. Either way, be prepared to deal with two more puppets who await you in the morgue.



This elevator goes to the morgue.

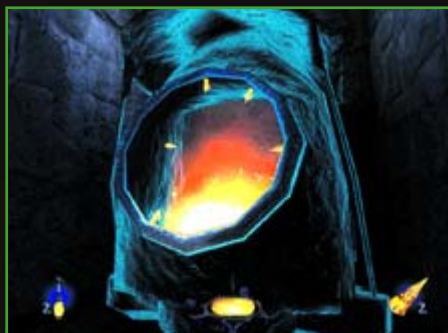
As you reach the floor of the morgue, immediately run and hide beneath the stairs. The puppets try to come after you, but to no avail. Throw oil on the floor and then shoot it with a fire arrow when the puppets are standing in it, and watch them go up in flames. Stand back before you do this, though. If they have you cornered, make a dash for one of the ladders to the platforms overlooking the furnace area. It's safe to snipe them from there.



The smell of puppets flash-fried in burning oil can't be pleasant.



The furnace is full of fire arrows; pick them all up. Lauryl says that putting her nightgown into the furnace triggers the next objective, which is to put one of the toys from the patient's rooms into the furnace as well. You get to that in a moment. First, collect the loot.

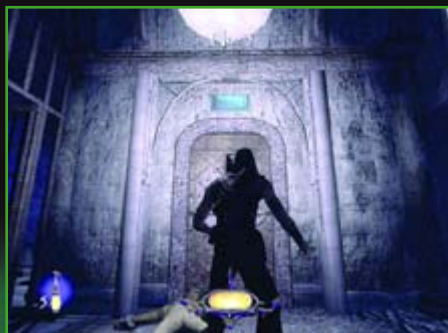


Lauryl's nightgown goes in here. Note the fire arrows around the outside of the furnace door. Grab them!

Proceed south into the morgue, where there are drawers for bodies, but no bodies in them. Open all the closed doors until you find the bag of gold teeth (Special Loot #3). Now, go back upstairs to the patients' rooms and pick up one of the toys. Try the unlighted candle from the last patient room you opened. Bring it back to the furnace in the morgue and place it on the front of the table. Instantly, you are transported back in time to when the cradle wasn't so old.



Go back to the patient's room with the chains and pick up the previously unmovable candle.



This is located in patient room # 3.

When this happens, Lauryl prompts you to find her diary, which was left many years ago in the nursery tower. Read the note on the podium, as it clears the objective of finding out more information related to the "Hag that attacked you." Since you're in the past now, it should still be there. Backtrack from the morgue. When you reach the top of the ladder, go east and up the stairs to the nursery tower, avoiding the staff members (who are specters) as you progress. Remember the ceiling that was collapsed? Now the path is clear, but be cautious when entering, because your weapons don't work now.

CAUTION

Beware that if you travel back to the past, you won't be able to gather any more loot. So, if the loot-gathering objective remains when you grab Lauryl's diary, keep gathering loot and clearing that objective before traveling back to the past.

Pick up the diary, on the left side of the nursery tower room.



Make sure you read the note in the Nursery Tower near the diary. When you have the diary, return to the furnace in the morgue and incinerate it. This triggers the next objective: finding the dissolution serum.

Fortunately, it is in the main treatment room, near the treatment table. Backtrack to the treatment room and grab it. Then, head back to the morgue.

The dissolution serum is on the shelf in the treatment room, just to the right of the center of the room.

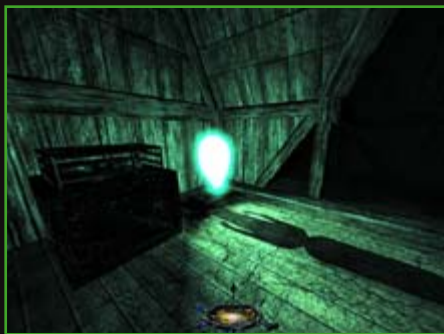


The Haunted House: Inner & Outer Cradle

After you have this in your possession, Lauryl says that she needs you to travel back to the attic (where you first saw her in the painting) and erase the bloodstains from the floor. Exit this level (going back out through the Hall of Records and the lounge, using the portal to exit to the outer cradle area). Proceed back to the lobby level and upstairs to the attic.



Back in the attic, use the dissolution serum on the bloodstain. Note that the shadow cast by the spirit's light is that of a little girl.



In the attic, use the dissolution serum on the stain and you are given a new objective. Lauryl tells you to meet her in the lobby to make the escape. Proceed down the stairs to the lobby and look for the bright ghost waiting for you. Try to follow the ghost out the lobby door. Unfortunately, you can't leave just yet, because the cradle has now remembered your imprint. To escape, you must lock yourself in the cage in the cellar. Go to the cellar and look for the cage near the shelves of liquid-filled vials. Enter it and close the door. This triggers the next objective.



After you're closed in the cage, you hear the final objective. Proceed out of the cellar, up the ladder, through the lobby and to the staff tower. The trick is to throw yourself out the window. The cradle will think that you've died, but you will have escaped to the outside of the building.



CAUTION

Save the game often, because if any member of the staff catches you, you'll be killed. When you enter the past as a "patient," you can't take your equipment with you. But after you enter the past as yourself (after cleaning up the blood stain in the attic) you'll have your full inventory of weapons. Use the weapons on the staff just like any other enemy.



Go up these stairs in the staff tower entrance.

When you reach the staff tower, proceed up the stairs and keep left. Find the door and open it. Enter with caution and stay in the shadows. A staff member patrols in a circle around this rectangular room. Proceed to the opposite side and find the elevator. Enter it, activate the "up" button, and ride to the top floor.

As you arrive at the top floor of the staff tower, notice several spectral staff members sitting at a table. You must exit the elevator and sneak through their midst, on top of the table, and jump out the window to end the mission.

Make your way past these specters to escape this horrible place.



The Museum

MISSION SUMMARY

You may already have the paw and the chalice artifacts in your possession (found in Gamall's Lair in Auldale, see the City Sections on Auldale), but you need to "borrow" the other three from their new homes in the museum. This mission is quite long; you travel through multiple levels of

the two stretched-out museum buildings. You must stay oriented to make sense of where you need to go and where you've been; refer to your map and compass often.

Opposition: Museum guards

Supplies: Broadhead arrows, water arrows, fire arrows, gas arrows, moss arrows, flash bombs, gas bombs, oil flasks, healing potions

Special Loot: Curator's monocle, the *Taciturn Lady*, the Ceothe Medallion



See Page 124 for a fully detailed map.

Map of Museum – Porter Hall



See Page 124 for a fully detailed map.

Map of Museum – Tesero Hall



The Museum

OBJECTIVES

- Find and steal the Heart.
- Find and steal the crown.
- Find and steal the Eye.
- Escape the museum via the front door.

WALKTHROUGH



Grab this loot on your way through the tunnel to the museum.

When you get out of the tunnel to the side of the museum, it doesn't look like a daunting place. Wait till you get inside. First, you need to take care of three guards out front.

From the outside, the museum looks simple. Guess again.



Two of the guards stay put at the top of the stairs while one patrols the length of the front walkway with a torch. Deal with the last one first. Watch and wait for him on this end of the patrol. Get up to

the balcony, and hide behind the dark corner of the building until he gets to this end. When he does, put him down with a gas arrow and stash his body around the corner.



A key on a guard's belt allows you in the front door without having to noisily pick the lock. Sneak up and grab it off the nearest guard's belt. These two are usually too far apart to hit with a single gas

bomb, so you may have to take them out separately. Snipe the farthest one when you've backed up far enough, then let the other guy settle down until you can deal with him as well. Then proceed into the front door of the museum.



The front doors are locked. Deal with the guards before heading inside.

Once inside the entry room to Porter Hall, the first of the two museum buildings, note your surroundings. A guard patrols an east-west line through each of the doors out of this area. When he's gone west out the door, wait in the shadows for him to come back through, then run up behind him on the carpet and knock him out. Stash his body by the front door. Read the notes by both front doors and check for loot, especially paintings.

The lonely guard at the front of Porter Hall is an easy target.



NOTE



It's safe to assume from this point on that every painting you see is worth money, and there is much loot to be found in this level. However, as it's the last mission, you only need enough money to restock your equipment after you leave the museum to finish the final game objectives. In some cases, you're collecting loot to meet difficulty-level objectives rather than for its monetary value.



Grab the loot and continue east.

From here, turn to the locked door on the east wall, go through, and find another small room at the foot of a short stairway. Read the note regarding the security system and take the loot on the table, as well as the painting.



Continue east and pick the lock on the next door. Head into the storage room. It's bare, but there is a note on the back shelf regarding a valuable forged painting. Keep your eye out for this as you move through the museum. Now head through the other door and up the stairs to the north. Put out the stairway candle and open the door at the top. As soon as it's open, put out the candle across the hall.

Now wait at the top of the stairs until you locate all the guards in this area. Three are in the east wing's grand hall to the north of you; another patrols the long hallway around the corner to the south.



First, deal with the guard in the hallway to the west. Sneak into the area near the display case and grab the ironwork jewelry. Wait for the guard to come to this end of the hallway. When he turns around, follow



him on the carpet for an easy knockout. Stash his body in the dark east corner of the hallway. If you've come far enough west, grab the painting in the hallway leading down to the first room of the east hall that you just came from. Backtrack to the east to deal with the three guards there.



When you're close enough, listen for the one patrolling guard who makes rounds on the stairs. Make sure he's not close, and toss a gas bomb at the feet of the two other guards.

These two slackers won't know what hit them.



The Museum



Quickly dump their bodies in the dark stairwell you came up, then get back into position and wait in the shadows for the patrolling guard to come by again. Equip a broad-head arrow and

snipe him when he's on the ground floor. You can leave him in the shadows along the stairs, because there is no one in the immediate area to find him.

Now the Heart is all yours.



Check out the electric fields around the Heart (actually a huge ruby donated by the Warwick family—does that name ring a bell?). If you have a water arrow, put out a coil and grab the crown

now. But you come back here in a short while.

TIP

You have several ways to deal with these power coils:

- *With a bit of luck you can jump over them.*
- *A water arrow shot into one of the coils temporarily disables it.*
- *A power switch temporarily shuts off all four coils.*



Treasure, treasure everywhere; grab it all.



Backtrack into the hallway and continue all the way west, collecting treasures as you go. At the far end, the corridor makes a slight jog. Approach cautiously, because a guard stands inside the next

room. Sneak up behind him and knock him out, leaving his body where it falls.

This guard is easy to sneak up on and then knock out.



Now that he's out of the way, turn back to the display case, where you can get a nice handful of Cornelian antiques. Plus, look behind the case to find the curator's monocular (Special Loot #1).



The curator has dropped his valuable eyepiece.

Grab any remaining loot from the adjacent room, and read the note regarding the valuable necklace on the giant statue. Make a mental note of it. Now go back to the Porter Hall entry where you came in, down by the front doors. From there, go west through the doorway and into the west wing.



Duck through the doorway after pocketing the loot from the bust and find a spot in the shadows to watch for an ideal time to strike. When this guard is dealt with, collect a few handfuls of loot. Now backtrack to the stairs leading down into the west wing toward the portcullis, putting out torches as you move along. Just inside the portcullis is a patrolling guard. Wait here to snipe him. Make sure he's as close to you as possible and out of earshot of any others nearby. Take his key after you stash his body in the side room.



This is the entry hall to the west wing.



Thankfully the crown is not sentient enough to speak to you.



Snatch the painting off the wall when you come in, and watch for the guard who patrols the area through the door to the northeast on the same level.



Now the coast is clear to grab the crown. Put out one of the coils and add it to your collection.

Pocket this necklace off the bust.



Deal with any remaining guards as you see fit.



Heading north, deeper into the west wing.

The Museum



Continue north into an adjacent hallway, deeper into the west wing. Here you find a guard patrolling the first part of the middle corridor. Knock him out and grab the loot from the nearby table.

This poor guard was obviously new on the job.



Looking over the far end of the west wing.



Quickly switch to a broadhead arrow and snipe the unsuspecting guard at the end of the hall. The second guard who just showed up hears the noise and goes to investigate. You get the first shot off

easily, and the second by the time he's coming after you. The third is just for good measure, because he slips and falls heading in your direction. Now pin the tail on him while he's lying down on the job and finish him off.



Once you're done, turn into the east corridor, then south toward the stairs. If there's another guard here, snipe him with a broadhead arrow and leave him where he falls. Head up the stairs back to the main

level and make your way back to the Porter Hall entry room.



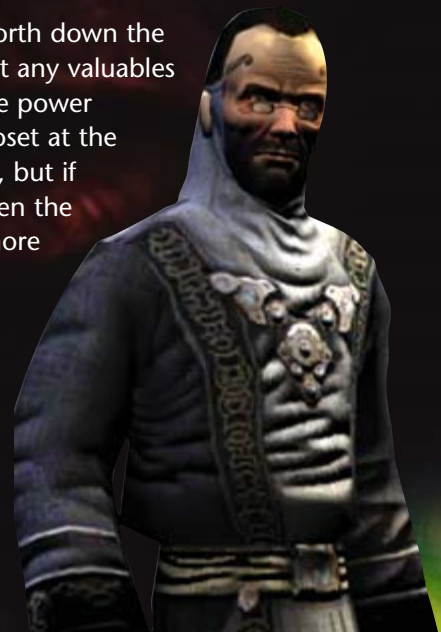
Now you must reach the top floor. Head north up the stairs and take a left in the hallway. Take your first left onto the stairs going up to the top floor. When you arrive at the top, take the necklace

from the statue and put out the lights in the hallway. Pay close attention to the guard at the far end. He's the primary target, but another guard soon enters this hallway from the east corridor. Wait here, and watch for the second guard to show up. Toss a couple of oil flasks down the hall a little way, but not too far, because this is your backup.

Continue down this next hall, but watch for the guard in the shadows at the far end.



Now proceed north down the hallway and collect any valuables along the way. The power station is in the closet at the far end of this hall, but if you've already taken the Heart, you can ignore this switch.





Take the paintings off the wall and head east down the passage, then southeast past the portal to Tesero Hall, and into the far room. Approach this room quietly, because a guard is just inside on the left; you can

safely snipe him, and because no one is left on this level, let him lie where he falls.

The Taciturn Lady is on the wall directly behind this guard.



On the wall near him is the forged painting, the *Taciturn Lady* (Special Loot #2). Take it down and roll it up. Grab the loot on the table and read the guest book.



These two paintings seem very familiar for some reason. Steal them.



Continue down the north hall to two paintings, suspiciously reminiscent of Captain Moira and his widow. Steal them both. If you haven't done so already, run down the stairs and grab the Heart, then return to the portal leading into Tesero Hall.



Outside in the courtyard, two things need your attention. One is a guard who comes on patrol from the west along the dark walkway. He stops briefly at this end, but you're better off clubbing him



when he turns around and heads west again.

The second guard patrols the lower courtyard balcony.



On the lower level of the courtyard down the stairs, another guard patrols the long stretch around the balcony. You can safely snipe him from the upper balcony, because there are no other

guards on this level of the courtyard to react to his call for help—if he can get one out, that is.



The Museum

Duck into the door on the north wall leading into Tesero Hall. Now wait, watching and listening for the guard coming from the west, around the rotunda and into this entry room. This room is the best place to knock him out. Stash his body outside on the balcony.



On the far left is one guard at the power-supply closet. Snipe him with a broadhead arrow and leave him there. Check for loot along the balcony, especially the north end where there are a few tables.



The view west through the room with the rotunda.



Turn around and head back down the hall to the east. Keep going until you hit the far end, a small dark room with two paintings. Take both and wait here for the patrolling guard.

Hide in the north-end corner; when he's in the middle of the room, run up and knock him out. Leave his body here. Head through the south doorway and grab the painting. Continue along the walkway to the semicircular



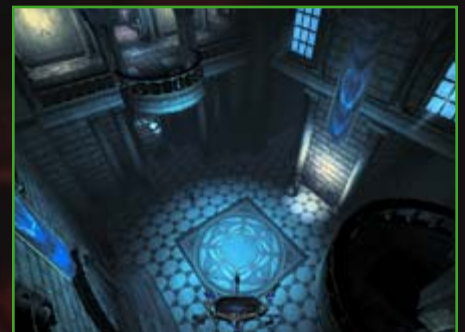
Now head west past the small rotunda, collecting any loot you may spot. Slowly enter the far room, actually a long balcony overlooking the lower floor.



viewing deck, where you hear the last relic speak to you. The Eye knows you're coming for it.



Looking down onto the main atrium, you realize the Eye is expecting you.



Only one guard to protect the power supply? Note the large statue on the ground floor. You're there soon enough to discover its significance.



Continue down the balcony to this rare exhibit; steal this as well.





Continue north into the far room and collect the statue, and then pass through to find the locked door. Pick it. In the next room to the east, a guard is right inside the door. Open it cautiously. You're

also in the line of sight of another guard who comes down an adjacent walkway, so stick to the shadows. When the timing is right, knock out the nearest guard with a gas arrow. Grab his body and stash him back the way you came. Do the same to the second guard, who will be here again any second.

Now head through the door on the east wall where the first guard was. Through the next doorway is a phonograph or a viktrola, as seen before in the Seaside Mansion mission.



Two guards are close enough to each other in the next rooms to be a problem if you deal with them incorrectly. If you can get to the viktrola, activate it to supply some environmental noise, while the first of the two guards walks this way. When he's close, snipe the guard with a gas arrow and quickly pull his body out of the room, away from the second guard farther along the balcony.



Come back for the second guard. Snipe him with a regular broadhead and leave his body there. Run down to the south end of the balcony and grab the painting. Now, from this semi-circular viewing

platform, look way up on the left wall and note the small balcony above. You're headed there next.



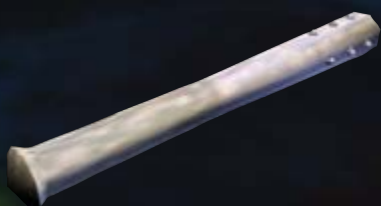
First, backtrack to one of the last rooms where the corridor went north, to another balcony overlooking a different area below. Then look to the adjacent wall, where you see a painting in an isolated balcony. You reach that later; don't risk jumping to it from here. Turn right and continue east down the balcony, watching for the two guards on the far end.



Take out the two far guards, one at a time, and stash them back this way.



Halfway along the balcony, grab the loot in the alcove. One of these two guards patrols up and down the staircase leading up to the next level. You have a big window of opportunity while his back is turned. Use this to your advantage and take out the one guard left standing there. Sneak in tight along the wall and blackjack the poor guy. Ditch his body down the hall, far enough



The Museum

so the second guard doesn't notice him on his return. Get in position along the wall. When the second guard comes back, blackjack him from behind.



Here, take all the loot you can find and read the note regarding the missing hat; there is no significance to this hat, so you can ignore it.



The curator's guard doesn't seem to be inspired by his work.



The view from the curator's balcony. Hit the switch.

Now head up the stairs to the door, open it quietly, and creep into the room. You can easily snipe a sleepy guard here with a broadhead arrow; take his key. Search the room for valuables and continue up the stairs to the curator's office.

Now get onto the small balcony overlooking the main atrium, and flip the switch to open a massive panel in the floor, from which an immense statue emerges.

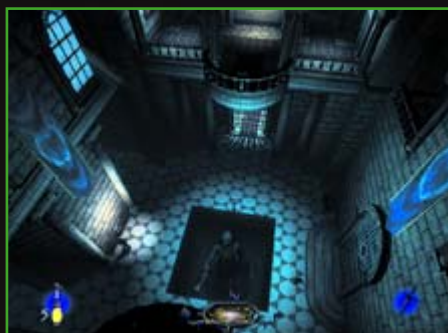


The curator's office



Once the switch is activated, the floor panel opens and raises the massive statue holding the Eye.





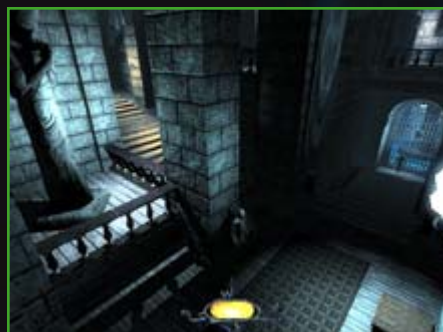
This statue holds the Eye. You must go back down to get it. Head back to the last Eye platform and wait for the revolving statue to reach you so you can access the Eye at the end of the statue's scepter.



When you have it, you know it: The Eye is the most vocal artifact.



The stairs leading down into the main atrium.



Grab the Eye from the end of the statue's scepter.



A guard patrols up and down the ramp to the lower floor, so be cautious. Snipe this first guard when the second is at his farthest patrol point, and get yourself in position for a second sniper shot as the other guard approaches. Now that these two are out of the way, climb up the wall to the isolated balcony above and grab the painting.



Backtrack again up to the curator's office, and then head down. At the foot of the stairs is a guard, just below the railing on the right.



The Museum



Back on the ground floor, continue down the ramp toward the portcullis and into the room that houses the giant statue. There are two guards here. One stands at the master switch for the portcullises, and another guard patrols around the room. Handle this any way you want. It's easy to snipe the first one and then dodge and evade the second until you can fill him full of arrows. Flip



the switch to open the portcullises and head west into the far room.



Flip the switch to open the side portcullises.

A guard patrols here on a very long, circular route. Get him the first time around when he's at this end of his patrol. Take him out quietly, because two more guards are just inside the hall. Now, sneak up on the remaining two and toss a gas bomb between them at their feet. Let them sleep where they fall and run over to the giant statue.



Look carefully at this statue. It seems to be wearing jewelry.

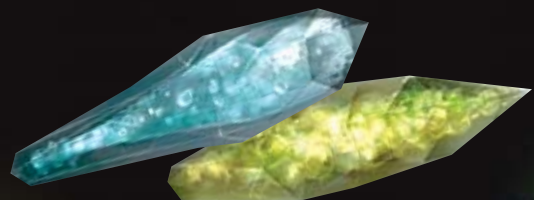
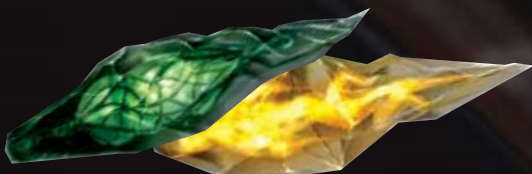


Remember the note about the priceless necklace? Look way up on the neck of this statue and there it is—the Coethe Medallion. Blast it down with a well-aimed arrow and collect your prize.



From here, head out the south door, but move slowly because there is a guard just outside in this courtyard and another one on his heels. The first one comes very close to this end of the

passage. Line the cobblestones with moss and stay hidden in the shadows until he arrives and turns around to head in the other direction. When he does so, run up and put him to sleep with a tap of your blackjack; take his body back into the hall. Return to the passage and watch for the guard coming from the south.



Before you escape the museum, you must get by this last guard.



From the stairway, head back to the courtyard entrance at Porter Hall.



Toss down a flash bomb as he approaches, and make your way west through his courtyard to a set of stairs.



From the top, continue east along the balcony, north up the stairs, then east again to reach the back door of Porter Hall. Once inside, backtrack to the front door to end the mission and

return to the chaotic streets of Auldale and the entire city.



City Sections

INTRODUCTION



Many opportunities exist in this sprawling metropolis. Each mission is played sequentially, but some events or objectives are placed along a daily timeline throughout the game and may be completed at any point. Objectives in this section are included for each area as they are discovered or assigned; therefore not all of those listed here are available all at once. The later objectives show up as you progress through the game.



You can exploit your thieving talents to a great extent outside of the primary mission objectives. Various sections of the city are open to exploration after a

certain number of days have passed in the game timeline or when you have completed certain objectives. These city sections remain accessible, so you can revisit any time. You can see various fences around the city, go to shops that sell necessary equipment, discover the secrets of the haunted Abysmal Gale, and "visit" Pavelock Prison, the Keeper library, Fort Ironwood, the catacombs, the graveyard, and ultimately Gamall's Lair.

There are pockets to be picked, valuables to be lifted, quick side objectives to be completed, and many hidden places to be discovered. Outlined here are some guidelines for living up to your reputation as the best thief ever. These tips will put you well on your way to knowing the city like the back of your hand.



SOUTH QUARTER

See Page 125 for a fully detailed map.



AREA SUMMARY



South Quarter is your first home. You live and work here, so you're most familiar with this small, simply laid-out neighborhood. There are few valuables here, and even fewer objectives, but explore it fully and

take what it has to offer. South Quarter has two mini-maps: Pavelock Prison (which you may never have to see the inside of) and your apartment building, which has several other occupied rooms ripe for the picking. Here's what you find in this first section of the city.

AREA DETAILS

Access Requirements: After the burglary at Rutherford Castle, you begin in South Quarter. You can then travel freely back and forth to this section of the city at any time.

Faction Territory: None

Special NPCs: Heartless Perry (fence), Lady Elizabeth

TIP

Each time you enter South Quarter, stop by the fountain to take the respawning water crystals from the fountain.

OBJECTIVES

Objective 1: Meet with Heartless Perry, your fence, in South Quarter's Black Alley.

Acquired By: The first time you start in South Quarter you are given this objective.

Completed By: Visiting your fence's shop in Black Alley.

Objective 2: Deal with Lady Elizabeth and her thugs and go to Stonemarket.

Acquired By: Visiting Heartless Perry in Black Alley.

Completed By: Traveling through the gate from South Quarter into Stonemarket.



Heartless Perry tells you that Lady Elizabeth is after you, so you must deal with her before you can do anything else. When you find the two of them at the Stonemarket gate, wait until they are

finished talking, and Lady Elizabeth goes back to her hideout (see map appendix). There you can deal with her alone and take the money she's paying the thugs to help get rid of you.

One of the thugs comes to collect his share from her. Hide in the shadows and take him out when he arrives. Deal with the last thug in the streets or lure him back into the building where you can climb up into the rafters to snipe him from above.

Objective 3: Sell the bloodline opal to your fence in Stonemarket.

Acquired By: Visiting Heartless Perry in Black Alley.

Completed By: Selling the Bloodline Opal to Black Market Bertha in Stonemarket.

Objective 4: Follow the mysterious note back to your apartment in South Quarter.

Acquired By: Reading the mysterious note in your fence's apartment in Old Quarter.

Completed By: Getting back to your apartment in South Quarter.

After you're accused of Caduca's murder, the deadly Keeper assassins pursue you throughout the city; even your apartment is not safe anymore. When you arrive back, quietly open the door, and you



find that a Keeper assassin has found another Keeper in your apartment and apparently killed him for helping you.

Objective 5: Search your apartment for clues.

Acquired By: Reading the note in your fence's apartment.

Completed By: Reading the note in your apartment that your "friends" left you.



City Sections

Objective 6: Meet with the mysterious note writers in the graveyard in Old Quarter.

Acquired By: Reading the note in your apartment that your "friends" left you.

Completed By: Entering the graveyard in Old Quarter when you have this objective pending.

The note in your apartment tells you how to reach the meeting location via a mystical portal at the end of Black Alley. This is especially useful because Orland has locked down all of the Keeper glyphs for the time being.



The graveyard is behind Fort Ironwood in the Old Quarter section of town. The cutscene is triggered when you move into the graveyard's "little tomb area." If you pass through Fort Ironwood on your

way to the graveyard (instead of through the alley entrance), head to the graveyard's rear until you trigger the cutscene.

ODD JOBS

Odd Job 1: Find the loot your landlord has left for his blackmailer.

Acquired By: Reading the blackmail note in your landlord's apartment.

Completed By: Stealing the loot left under the grate in Black Alley. (The loot is in a grate in a corner directly opposite you when you first enter the main stretch of Black Alley. It's easy to locate.)

Odd Job 2: Rob the house near the alley entrance leading to the well.

Refer to the map for this house's location. You can get in easily, but a guard sits in front of the fire. Sneak up behind him to get the loot on the table, and then sneak upstairs. There's some loot in the trunk and a healing potion on the shelf. Avoid the guard and go into the kitchen; there's some equipment in the chest. Now, hop out the window and disappear into the night.



Odd Job 3: Rob the South Quarter merchant.

The merchant selling goods at his table (see map) has respawning stacks of coins. When he walks away from the desk, quickly snatch the coins and vanish before he notices and alerts the City Watch at the nearby guard station.



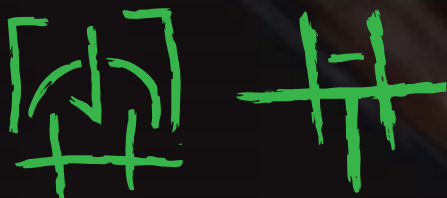
Odd Job 4: Rob the locals.



In the city sections, most commoners and even City Watch guards will randomly have various items of worth in their possession. Some of these items you can pickpocket, others you may have to get

by mugging the peasants. Just a quick threatening swipe with your dagger is usually enough to make them drop their goodies. Be warned though, you can't mug a guard because he will fight back.

The City Watch guard at the station sometimes has a coin purse on his belt and may have some arrows on the shelf just inside the doorway.



TIP

Two quarters in your apartment building are locked; they hold several items of small value to get you started. Use these two to practice your stealthy tactics early in the game.

PAVELOCK PRISON



See Page 126 for a fully detailed map.

Home to many of the undesirables of the city, Pavelock Prison is where you go after “dying” in the streets of the city. You’ve been arrested and confined to this despicable place. Here’s a quick look at how you can turn this inconvenience into a profit and regain your freedom.



Special Loot: Search the jail thoroughly; there is some valuable loot in the wall safe.

Special NPCs: Warden Stout, who comes and taunts you. There’s also a Pavelock sergeant who patrols the cellblock.

OBJECTIVES

Objective 1: Break out of your cell.

Acquired By: Being arrested (“killed”).

Completed By: Stealing the key from the belt of the patrolling sergeant.

Objective 2: Locate your confiscated equipment.

Acquired By: Being arrested (“killed”).

Completed By: Finding your equipment in the confiscation lockbox. Access the lockbox by stealing a key from the guard, or by sneaking to the key on the shelf nearby and grabbing it.

Objective 3: Escape Pavelock Prison.

Acquired By: Being arrested (“killed”).

Completed By: Traveling through either of the exits from the prison.



Confiscation area

GARRETT’S APARTMENT



See Page 126 for a fully detailed map.

TIP

If you clean out Pavelock Prison and unlock the gates at the top of the stairs, you may return to the prison each following day to rob the confiscation safe (and free the prisoners if you’re feeling generous).

Access Requirements: You make your first appearance in Pavelock Prison after you get “killed” for the first time in the city streets. You wind up locked in a cell with some time to plan your escape.

Faction Territory: City Watch



City Sections



Home sweet home

Occasionally, you find respawning equipment items in one of the several rooms of your apartment; however this may not occur until you have completed the Pagan or Hammerite intro missions. Nothing exciting happens at your place until the Keeper assassins hunt you later in the game. But you can rob a couple of apartments in your spare time. They are something simple to practice on early in the game.



This Keeper assassin has had a rough day on the job.

STONEMARKET



See Page 127 for a fully detailed map.



See Page 127 for a fully detailed map.

Map of Stonemarket

AREA SUMMARY

Stonemarket is where you sell your loot to the highest bidder. The map has two sections—Stonemarket Proper and Stonemarket Plaza. The maps show how these two areas are divided. You overhear several conversations on these streets that directly involve you, as your exploits have become infamous. There are several more odd jobs in this part of town, so keep your ears and eyes open.

AREA DETAILS

Access Requirement: Get past Lady Elizabeth and her thugs in South Quarter.

Faction Territory: None

Special NPCs: Artemus, Orland, Isolde, Caduca, Gamall, Gravid (Caged Kurshok), stonecutter, Marla Madison (store owner), Black Market Bertha (fence).

Special Loot: Golden "Orincross" Dagger

OBJECTIVES

Objective 1: Talk to the Stonemarket fence, Black Market Bertha, to sell the Bloodline Opal.

Acquired By: Talking to Heartless Perry, who won't buy the opal. He tells you to see Bertha.

Completed By: Selling the Bloodline Opal to Black Market Bertha.



Black Market Bertha's part of town.

Objective 2: Steal the Builder's Chalice from St. Edgar's Church in Stonemarket.

Acquired By: Talking with Keeper Artemus in Terces Courtyard during the "First Contact" cutscene.

Completed By: Escaping the Hammerite church with the Builder's Chalice.

Terces Courtyard is through the doorway at the bottom of the stairs.



Objective 3: Steal the Jacknall's Paw from the Pagan sanctuary.

Acquired By: Talking with Keeper Artemus in Terces Courtyard during the "First Contact" cutscene.

Completed By: Escaping the Pagan sanctuary with the Jacknall's Paw.

Objective 4: Search the Keeper library for information regarding the coming Dark Age.

Acquired By: Starting events inside the Keeper library.

Completed By: Finding the objectives to search the sewers and the haunted ship, the *Abysmal Gale*.

Sometimes information comes in forms other than the notes or books scattered around the Keeper library. Listen to what the Keepers in the library have to say, as some conversations you overhear contain useful information.



TIP

When you get the note that you're working for the Keepers, stick to it and don't commit offenses against them, because that creates more trouble than it's worth. They don't have anything of great value anyway. You're better off looting other parties.

Objective 5: Speak to Keeper Artemus before you leave the Keeper library.

Acquired By: Starting the level inside the Keeper library.

Completed By: Walking up to Keeper Artemus.

Objective 6: Speak to Keeper Isolde before you leave the library.

Acquired By: Starting the level inside the Keeper library.

Completed By: Use the glyph that Isolde talks to you about, which allows you to see and use the Keeper glyphs.

Objective 7: Read the note in the Keeper library left for you by the Hammerite Inspector Drept.

Acquired By: Artemus tells you of the note left by the inspector in the Keeper library.

Completed By: Reading the note on the table next to Artemus.



TIP

After you are indentured to both the Hammers and Pagans, increase your standing in both factions. Kill all the Rust Mites and undead you find, and use moss arrows to green up the city for the Pagans. As you progress, you get them all back on your side. By the last mission, it is very helpful to have these two factions on your side as you try to get through the city with everyone on your back.

Objective 8: Read the note in the docks that the Pagan leader Dyan left for you.

Acquired By: Reading the note left by the Hammerite Inspector Drept in the Keeper library.

Completed By: Reading Dyan's note in the docks.

Objective 9: At the docks, search the haunted ship called the *Abysmal Gale* to discover the connection to the Compendium of Reproach that the Keepers are eagerly searching for.

City Sections

Acquired By: Overhearing the conversation about the boat between two Keepers in the library, or reading the book on the nearby table about the glyph key.

Completed By: Finding and reading the *Abysmal Gale's* manifest.

Objective 10: Search the sewers in the docks to discover the hidden entrance to the Sunken Citadel, described in the Keeper texts, to find the missing glyph key.

Acquired By: Reading the book in the Keeper library after hearing the conversation about the *Abysmal Gale*.

Completed By: Escaping from the Sunken Citadel with the glyph key.



Search the first alcove in the docks for the entrance to the Sunken Citadel.

Objective 11: Acquire a boat and visit the Seaside Mansion to steal the Compendium of Reproach.

Acquired By: Either reading the book in the Keeper library about the glyph key or by reading the manifest on the *Abysmal Gale*.

Completed By: Escaping from the Seaside Mansion with the Compendium.

Objective 12: Break into the Stonemarket clocktower via an upper-story window, and sabotage the clockworks.

Acquired By: Meeting with the Keepers and triggering the time-stopping prophecy.

Completed By: Sabotaging the Stonemarket clocktower.

You must have the wall-climbing gloves to access the entry glyph into the clocktower, high above the street in Stonemarket. To get there, climb the adjacent wall and walk across the horizontal steam pipe back toward the tower.



Objective 13: Return to the Keeper library to hear Caduca read from the Compendium of Reproach, to determine the identity of the Brethren and Betrayer.

Acquired By: Automatically acquired.

Completed By: Triggering the "Garrett on Trial" cutscene.

Objective 14: Find and break into Gamall's Lair in Auldale.

Acquired By: Triggering the "Gamall's Treachery" cutscene by walking into the library at the level entry.

Completed By: Finding the entrance to Gamall's Lair in the Auldale Canal.

Objective 15: Steal back both the Builder's chalice and the Jacknall's paw from Gamall's Lair in Auldale.

Acquired By: Triggering the "Gamall's Treachery" cutscene by walking into the library at the level entry.

Completed By: Escaping Gamall's Lair with both the chalice and paw.

Objective 16: Search Gamall's Lair in Auldale for clues about the final glyph and why she wants the artifacts.

Acquired By: Triggering the "Gamall's Treachery" cutscene by walking into the library at the level entry.

Completed By: Triggering the "Artemus Returns" cutscene in Gamall's Lair.

ODD JOBS

Odd Job 1: Burglarize the local tavern in Stonemarket Plaza.



Don't go in the front door. Try the back alley.

Several valuable items in the tavern are worth acquiring. Take out the meager City Watch presence and collect the prize. The best way in is through the locked back door in the alley. You can easily snipe the guards on the second-floor balcony from the safety of the shadows below, by the bar.

Odd Job 2: Steal the Golden dagger from the armorer in Stonemarket Proper.

Acquired By: Overhearing the conversation between the imposter Garrett and the peasant in the apartment in Stonemarket Plaza.

Completed By: Stealing the Golden dagger and leaving it in the drop box in front of St. Edgar's Church.



You may have to wait a while for your payment money to appear in the drop box, so check back after some time has passed.

Odd Job 3: Burglarize the stonecutter's apartment in Stonemarket Proper and learn about his plan.

Acquired By: Reading his journal about the gemstones he's pilfered.

Completed By: Finding his hidden stash of gemstones behind the gargoyle in Terces Courtyard in Stonemarket Plaza.

Several valuable stones are in the apartment. Search it well and collect them all.



Odd Job 4: Release the captive Kurshok, Gravid, from his holding cell in Stonemarket Proper.



The jail cell is in the short alley in the southwest corner of the Stonemarket Proper map, just across from St. Edgar's Church. Inside Gravid's holding cell is a map of the Sunken Citadel.



KEEPER LIBRARY



See Page 128 for a fully detailed map.

Map of Keeper library

The Keeper library consists of several circular rooms full of stacked books and a few side rooms for offices and such. You return here several times during your adventures to trigger a few cutscenes, for a brief search for information, and to search Orland's quarters to secure later access to the entire Keeper compound.

Access Requirement: Once recruited by Artemus, you visit the Keeper library several times.

Faction Territory: Keepers

Special NPCs: Artemus, Isolde.

Search the first main towers for books; there are several scattered around from room to room. You also hear some interesting conversations between various Keepers.



Orland's office is up the lift or ladder on the top floor; however, there are two Keeper guards to contend with if you want to get inside.

City Sections

The Forbidden Library is a tricky spot to manage. If any Keepers catch you in this area, you fail the mission. The doorway to the Forbidden Library is located along the far wall in the entrance chamber where you speak with Isolde; here you read the Keeper glyph in the acolyte ritual that lets you see the rest of the glyphs.



The Forbidden Library is a very isolated location. There are several guards on regular patrol, but they are easily avoided. Head through the library, reading any books you find. Watch for

the map on a small table on the second floor in one of the lit alcoves; it comes in handy later.

THE DOCKS



See Page 129 for a fully detailed map.



AREA SUMMARY



The docks are in an old part of town and are dirty and dangerous. The City Watch has a strong presence in the area. You're also in Pagan territory—they have no love for you since you stole their artifact.

At one end of the docks is the Pagan stronghold; at the other is the main wharf where the haunted ship, the *Abysmal Gale*, is docked for a short time. It's a relatively simple area to navigate and even offers a few odd jobs to keep you busy.

AREA DETAILS



Access Requirement: Ability to use Keeper door glyphs. Use the Keeper door in South Quarter to travel here and bypass the quarantine gate.

Faction Territory: Pagan

Powerups: Wall-climbing gloves are available for purchase in the shop.

Special NPCs: Samuel Swarthy (store owner), Dahlia (fence).

OBJECTIVES

Objective 1: Search the *Abysmal Gale* to find clues about the location of the Compendium of Reproach.

Acquired By: Hearing or reading about the ship in the Keeper library in Stonemarket.

Completed By: Reading the ship's manifest aboard the *Abysmal Gale*.

Objective 2: Read Dyan's letter.

Acquired By: Reading the note from Hammerite Inspector Drept in the Keeper library.

Completed By: Reading Dyan's letter on the wall near the Pagan stronghold in the docks.

ODD JOBS

Odd Job 1: Rob the crazy old lady's apartment.



There is an apartment on the map (across from the dock's gate) that you can reach by climbing to the wooden balcony. Inside, read the old woman's strange note and take her loot. You may recall

what she describes from your previous adventures with Garrett. This location is also a great sniping spot for the streets below should you need one.

Odd Job 2: Pick a side between factions and do something productive with the valuable sapling at the import dock.

There is a special imported tree sitting on some crates at the main import dock. It has been causing grief between factions; the Hammerites want it burned and the Pagans want it planted in their stronghold.



Choose a side and fulfill the faction's objectives to gain their gratitude and the resulting increase in faction status. You may have to jump up and grab the tree while in the air, then run off with it before the City Watch knows it's gone.

Odd Job 3: Upgrading elemental arrows using Pagan magic.

Acquired By: Being indentured to the Pagans for the theft of their artifact.

Completed By: Shooting arrows into elemental cocoons.



The Pagans have offered you the opportunity to shoot one of each type of your elemental arrows each day through the suspended targets at their elemental cocoons. Each time you do this (once

per day) your faction status with the Pagans increases. The cocoons are located in the docks near the Pagan stronghold and in Auldale Park.

THE ABYSMAL GALE



See Page 130 for a fully detailed map.

Map of the Abysmal Gale



Access Requirement : Having access to the docks and having received the objective to search the boat from the Keeper library.

Faction Territory: None

Special Notes: Visit your local shop before entering the haunted ship. You have a hard time getting the most out of this temporarily available area if you are not adequately stocked up on fire arrows, flash bombs, and holy water.

The haunted ship is inspiring nightmarish stories all over town, and for good reason. You must get inside and figure out what all the fuss is about. Once there, you quickly realize the problem. Some of the crew members are still on board, but something has turned them all into the living dead. You must get past them to find the ship's manifest in the cargo hold, down at the bottom of the boat.

The map is very simple, including two straight corridors with small rooms off each side, a captain's chamber, and a cargo hold. Work your way straight down the hall; there is some loot to grab and several zombies to deal with.



City Sections



Just because a zombie is lying down doesn't mean it's "dead."

At the end of the first hall, move into the upper corridor, and head to the opposite end, noting the rooms with the broken floor. At the end of this second passage is the captain's quarters. Grab any loot, deal with the zombie here, and read the book that you find in the back room.

After you clear this level out, backtrack down the corridor to the rooms with the caved-in floors. You must explore the cargo hold and adjacent corridor to find the manifest, which is guarded by several more irate undead.



The manifest is in one of the larger rooms on a crate. After you read it, you can escape the boat via the nearby ladder.



OLD QUARTER

See Page 130 for a fully detailed map.



AREA SUMMARY



The Old Quarter of the city has a lot of history, both social and architectural. This is the most diverse section of town. It has several smaller areas to provide you with intriguing challenges,

including Fort Ironwood, the catacombs, and the graveyard. The Old Quarter is also one of the best places to get above the city. Climb atop all the old stone walls to explore some otherwise inaccessible areas.

It's here in the Old Quarter that you first experience the chilling tactics of the Keeper assassins. Watch for them carefully; they have an uncanny ability to show up practically everywhere.



AREA DETAILS



Access Requirement: After completing the Clocktower mission, you begin on the Old Quarter streets without waking up.

Faction Territory: The Hammerites

Special Loot: Unknown

Special NPCs: Ramien (a dead fence), Hauknor (City Watch guard who starts in the tavern).



OBJECTIVES

Objective 1: Reach your fence here in the Old Quarter to see if he can lend a hand in getting the Keeper assassins off your back.

Acquired By: Starting out in Old Quarter.

Completed By: Entering your fence's apartment and finding him dead. The apartment is on the east-central side of the map and up the stairs.

Objective 2: Search Ramien's apartment for clues about what your next move should be.

Acquired By: Entering Ramien's apartment and moving around the crime scene.

Completed By: Reading the mysterious note in Ramien's apartment.

Objective 3: Follow the mysterious note back to your apartment in South Quarter.

Acquired By: Reading the note in Ramien's apartment.

Completed By: Going back to South Quarter and getting inside your apartment.

Objective 4: Search for Inspector Drept in Auldale; see if he can tell you about the crone who set you up in the Keeper compound.

Acquired By: Completing the Keeper Compound mission.

Completed By: Traveling to Auldale and approaching Drept's window; identifiable from the large hammer design in the stained glass.

Objective 5: Follow Lauryl's ghost to see where she leads you.

Acquired By: Completing the Haunted House mission.

Completed By: Following Lauryl into the Old Quarter, down through the catacombs beneath Fort Ironwood, then into the room where she was buried, which triggers the "Gamall Revealed" cutscene.

Objective 6: Meet with the mysterious note writers in the graveyard in Old Quarter.

Acquired By: Reading a note in your apartment in South Quarter.

Completed By: Entering the little tomb section of the graveyard on Day 6, when you have this objective pending.

Objective 7: Use the tunnel in Orland's office to break into the Keeper compound.

Acquired By: Getting to the graveyard and triggering the "Splinter Group" cutscene.

Completed By: Entering the Keeper compound via the window above the glyph in Stonemarket wall.



From the street, you must climb up through the window above the glyph. Climb and jump to pull yourself up over the ledge.

Objective 8: Return to the Keeper library.

Acquired By: Successfully following the ghost and watching the "Gamall Revealed" cutscene.

Completed By: Getting back to Stonemarket and entering the Keeper library.

ODD JOBS

The Old Quarter is not exactly bursting at the seams with opportunities for master thieves such as you. If anything, you may spend your downtime picking pockets and mugging the locals for their baubles.

Odd Job 1: Find the map to Shalebridge Cradle.

From Ramien's apartment, cross the wooden walkway into the adjacent rafters, where you find a note left by the deceased architect regarding his fantastic design job on the Cradle. The note



mentions that the map is buried with him in the catacombs. You may want to go and retrieve it, but stock up on your undead-slaying equipment first.



Odd Job 2: Dispose of the body on the top floor of the tavern in the docks.

Acquired By: Reading the note on the wall outside Ramien's apartment in the Old Quarter.

Completed By: Disposing of the body in the water without anyone witnessing, and collecting payment as outlined in the note's details.

FORT IRONWOOD & THE CATACOMBS

See Page 131 for a fully detailed map.



Map of Fort Ironwood

Fort Ironwood is the Hammerite stronghold here in the Old Quarter. There aren't that many Hammerites around, but you can easily reduce your standing with them if you steal from the fort. The stronghold is fairly quiet; it's what's underneath it that you may find interesting.



There is something strange going on here; listen carefully.

There is some drama going on in the fort. This woman's brother has died, and something here is linked to the recurrences of zombies in the graveyard. Search for more information regarding this little event.

TIP

If you destroy all of the undead in the catacombs under Fort Ironwood, you receive a note from the Hammers.

Have a look through the rest of this area; however, you find more interesting events upstairs. Find the stairs up to where you come across two Hammer guards talking about the dead brother; more clues.



Continue exploring the fort until you find the lift to the catacombs.

The Hammerites have requested that you kill undead to win increasing favor, so clean up their basement for them. The catacombs are a short matrix of dusty, chilly rooms populated by a small crowd of undead. If you wait until you're in service to the Hammerites, killing all the undead in the catacombs allies them to you for the rest of your time in the city. Also, you look for some valuable items down there.



Take the lift down into the catacombs, and beware the Hammer Haunts that frequent this dark place. There are two Haunts in the adjacent hallway when you exit the lift; if you're sneaky, you can snipe them from the immediate window.



Explore the short tunnel system to the right when you exit the first corridor from the lift, then come back up to clear out the bottom of the complex. You will find the map to Shalebridge Cradle down there.



After you clean out the catacombs, your faction status should be fully allied with the Hammerites so no more inconvenient brush ins with them as you move through their territory. And there seem to be

more and more of them on the streets these days as well; they may come in handy yet.

AULDALE



Then backtrack upstairs to clean out the rest of the upper level. Go left from the top of the main stairs, close to where you came into the catacombs and continue through the complex.



There are several more zombies and haunts on this top level. Practice your stealthy maneuvers as the dead are often not too wary.



See Page 132 for a fully detailed map.

Auldale



AREA SUMMARY

Auldale is home to the local aristocracy, which aspires to stay safe across the canal, away from riffraff such as you. Now that you're here, though, make the most of it and mug everyone you see. This map is fairly large, and you may have to spend some time exploring to get a feel for the place.

AREA DETAILS



Access Requirement: Having achieved the objective to break into the museum.

Faction Territory: Pagan

Special NPCs: None

ODD JOBS

Auldale is wrapped up fairly tight, and consequently there are not that many odd jobs to do. However, mugging the rich aristocrats is entertaining at least.



Odd Job 1: Burglarize Fogarty's Gold Smithery.

Acquired By: Reading a note in front of Fogarty's shop in Auldale Plaza.

Completed By: Gaining access through the metal grate above the entrance to Gamall's Lair in the canal, on the far ledge.



There is a lot of very valuable loot here, so if you're low on funds or equipment, get in here and get stuff to sell so you can restock.

OBJECTIVES

Objective 1: Find Inspector Drept in Auldale.

Acquired By: Starting in this section of the city.

Completed By: Approaching Drept's window.

Objective 2: Go to the Shalebridge Cradle.

Acquired By: Approaching Drept's window and triggering the 2-D cutscene.

Completed By: Entering the Haunted House mission by using the entrance glyph in Old Quarter.

Objective 3: Search Auldale for Gamall's Lair.

Acquired By: Watching the "Gamall's Treachery" cutscene in the Keeper library.

Completed By: Entering Gamall's Lair via the canal.

You must use Dyan's amulet, found in Auldale Park, to get access to the pump house; lower the water levels in the canal so you may pass.



Objective 4: Steal back the chalice and paw from Gamall's Lair.

Acquired By: Watching the "Gamall's Treachery" cutscene in the Keeper library.

Completed By: Escaping Gamall's Lair with both the Builder's Chalice and the Jacknall's Paw.

Objective 5: Search Gamall's Lair for clues to her plan.

Acquired By: Watching the "Gamall's Treachery" cutscene in the Keeper library.

Completed By: Triggering the "Artemus Returns" cutscene in Gamall's Lair.

Objective 6: Obtain Dyan's amulet in the park.

Acquired By: Reading the note by the pump house door.

Completed By: Taking Dyan's amulet from Auldale Park with the Pagans.

If you're on good terms with the Pagans by now, they give you the amulet, so you don't have to fight them for it or steal it.

Objective 7: Lower the Auldale canal water level.

Acquired By: Taking Dyan's amulet from the park.

Completed By: Using the amulet to get into the pump house and turning the wheel to lower the water levels.

Objective 8: Break into the Auldale Museum.

Acquired By: Watching the "Artemus Returns" cutscene in Gamall's Lair.

Completed By: Escaping the Auldale Museum with the Heart, the Crown, and the Eye.

TIP

You must buy the museum map from the store owner in the Old Quarter. Make sure you get it before starting that mission. This is a difficult level, dependent on and only necessary on Hard and Expert level. On Easy and Normal difficulty, all mission-specific maps are gained automatically.

Moved to other section of Gamall's Lair



Objective 9: When you have all the artifacts, meet up with Artemus.

Acquired By: Watching the "Artemus Returns" cutscene in Gamall's Lair.

Completed By: This objective is canceled after you watch the "Artemus v. Orland" cutscene (as Artemus has been killed by Gamall).



GAMALL'S LAIR



See Page 133 for a fully detailed map.

Map of Gamall's Lair in Auldale.

As it turns out, Gamall has "acquired" the two artifacts you worked so hard for: the Builder's Chalice and the Jacknall's Paw. You need both of these if you're going to stop her insidious plan.

Once inside Gamall's Lair, your only concern is avoiding Gargoyles. However, this is easier said than done. Attacking one Gargoyle often brings in all the others in the area, putting you in a very awkward position.

This could easily be you if you're not the most stealthy you've ever been.



Make your way up the tunnel and into the entry hall. There is a piece of loot on the shelf but nothing else of interest. Proceed through the opposite door and up the stairway.

City Sections



In the first room, you find yourself in the dining hall; read the book about the Glyph of Unbinding and continue north into the next room while putting out all the lights, especially the fire. Find and

read the book here about the Keepers' history.

Pay close attention to your silent movement and visibility.

There are two Gargoyles in the next room through the open door, one of which patrols the walkway that spans half the room. You can dodge both of them quickly and reach the ground floor, steal the Jacknall's Paw, and get out, but you must memorize both their patrol patterns. If this is too difficult, try tossing several explosive mines down into the center of the room and blow them to bits.



When you have the paw, backtrack to the dining hall and head west into the next room. Read the book on the table about Caduca, and continue west into the storage area.

There is usually only one Gargoyle here, but you attract many more if you're not stealthy. If you can avoid the guards, move across the room by the fire, putting out lights and picking up loot as you go.



Head past the fire toward the north end of the room where you find the chalice and another of Gamall's books. Read the book, and when the Gargoyle's back is turned, sneak north into Gamall's chambers.



Read both of Gamall's books; take the loot in the chest while you're there.

Go out the door on the east wall, turn left in the hall, and pick the lock of the door on your right, which leads into the courtyard. There is a Gargoyle that patrols this hallway, and this is a fancy lock, so you may have to do it in stages and duck back into Gamall's chamber to avoid it.

Once in the courtyard, don't alert the giant Gargoyle here or you're in a heap of trouble. The loot out in the open is a lure and may not be worth the effort.

This is a very tricky part of the lair, constructed by Gamall herself. You must climb up the wall that's between your entrance door and the large statue in the corner. Go up, then cross over the wooden beams to the nearby balcony. You can also go the long route across the pillared roof to the next statue, but it's more time consuming.

Up on the balcony, go through the door and into the adjoining large hall. Your arrival triggers a cutscene. When you're back in the game, note the glyph on the wall behind you.





Read the Glyph of Unbinding and read the book to learn about Gamall's plans. Head up the ladder to the small ledge above and read the note about the Keeper history and grab the painting. To

get out of this large hall, avoid the Gargoyles and climb up the east wall to get back onto the balcony. Now backtrack to escape from Gamall's Lair with your skin intact.

TIP

After you have used the Glyph of Unbinding found in Gamall's Lair, you can kill her stone minions with a tap on the back of the head. As with all blackjack attacks, this must be done without alerting the enemy to your presence.

ENDGAME

This is the beginning of the end. Gamall is loose on the streets of the city with her minions, and they are wreaking complete and utter havoc.



Stay out of Gamall's nasty reach.



It's an immense benefit to have the Hammerites and Pagans on your side at this point. Otherwise, you're fighting them and everyone else on your way through the city. If they're on your side, they at least get in Gamall's way and slow her down. She tries to beat you to the punch everywhere in the city and kills anyone in her path, civilians included.



It's chaos in the streets of the city.

Don't bother trying to damage her; the glyphs have made her into a juggernaut, and she can easily kill you with one blow. Just hightail it around the city, placing the artifacts and avoiding her at all costs.

Objective 10: Place the Heart in its receptacle.

Acquired By: Watching the "Artemus v. Orland" cutscene. This triggers the beginning of the end.

Completed By: Placing the Heart in its receptacle in the Bradshaw Monument in Auldale Plaza.

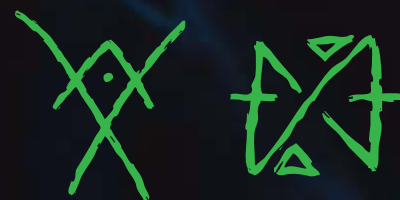


The Heart receptacle is held between the two statues.

Objective 11: Place the Jacknall's Paw in its receptacle.

Acquired By: Watching the "Artemus v. Orland" cutscene.

Completed By: Placing the paw in its receptacle in the Landing Marker in the docks.



City Sections

The Landing Marker receptacle in the docks is here, on the last post.



Objective 12: Place the chalice in its receptacle.
Acquired By: Watching the "Artemus v. Orland" cutscene.
Completed By: Placing the chalice in its receptacle in the Cataclysm Memorial in the graveyard behind Fort Ironwood in the Old Quarter.



The chalice receptacle is on the base of the memorial.



Objective 13: Place the Crown in its receptacle.
Acquired By: Watching the "Artemus v. Orland" cutscene.
Completed By: Placing the Crown in its receptacle at the base of the clocktower in Stonemarket Proper.



The Crown receptacle is at the base of the clocktower in Stonemarket Proper.

Objective 14: Place the Eye in its receptacle.
Acquired By: Watching the "Artemus v. Orland" cutscene.
Completed By: Placing the Eye in its receptacle in the water fountain in South Quarter.

The Eye receptacle is on the base of the fountain near your apartment in South Quarter.



Congratulations, apparently Gamall's fear of you was quite warranted. Now sit back and watch the outcome of your rough week.













MAP APPENDIX

Here you'll find maps for each level and city section. Loot locations, entry and exit points, fence locations, stores, and other important landmarks are all marked.

When using these maps, note the indicated critical paths. Although the walkthrough sections do not always follow this path in a linear manner, this is the path that you'll eventually need to follow. Sometimes it is easier to circle around and get behind an enemy or location and rejoin the critical path where you left off. This often provides a tactical advantage rather than facing each challenge head-on. Remember, you're a thief, not a fighter.

MAP LEGEND

-  **Store/Fence**
(city sections only)
-  **Loot**
-  **Special Loot**
(missions only)
-  **Rust Mite Spawn Point**
-  **Player Start**
-  **Pagan Cornerstone**
-  **Mission Entrance**
-  **Critical Path**
-  **Travel Volume**
-  **Critical Path**
(underground and interior)

The Blue Heron Inn

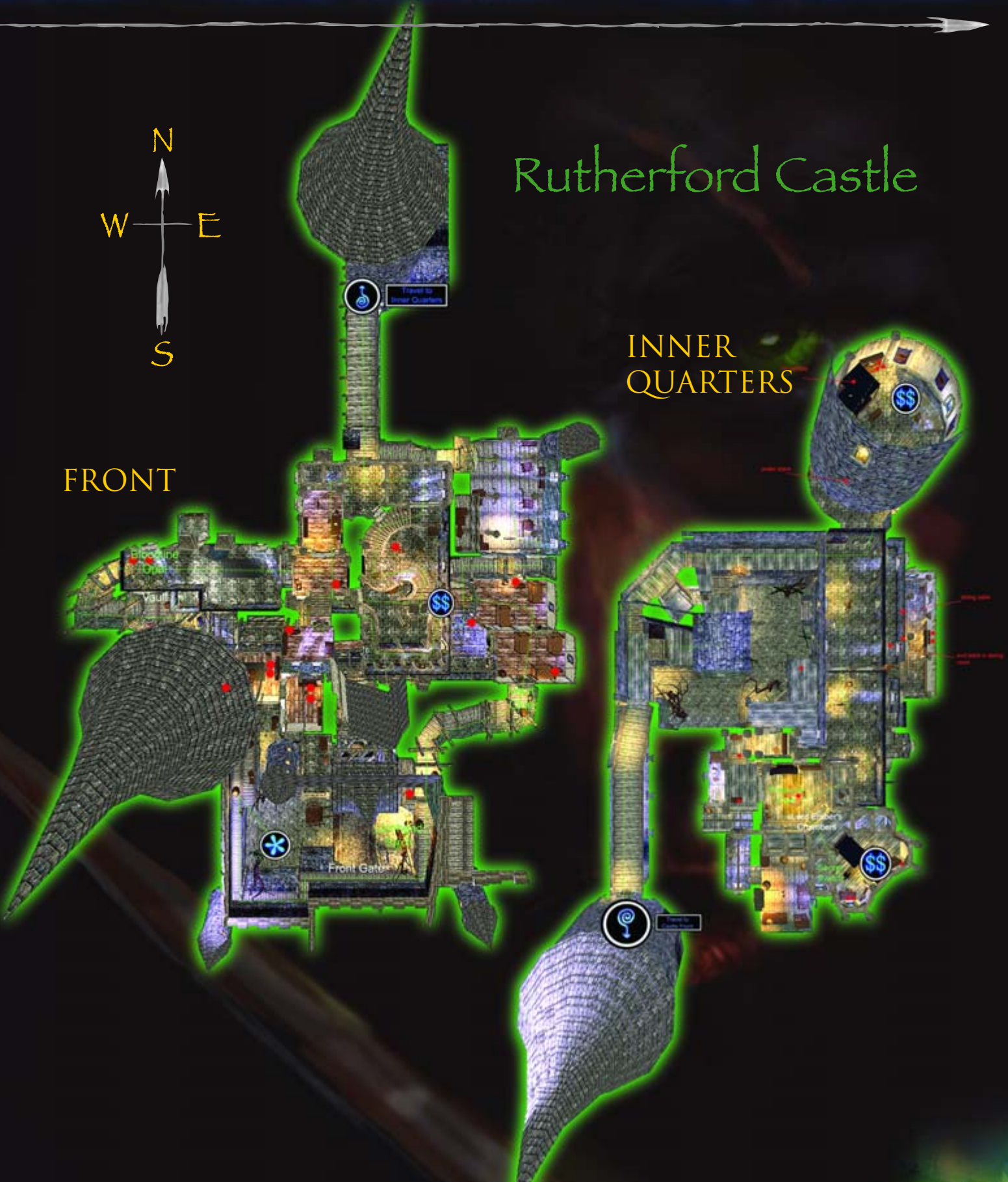


Rutherford Castle



FRONT

INNER
QUARTERS



The Hammers



CATHEDRAL GROUNDS



HAMMER FACTORY



Map Appendix

The Pagan Sanctuary

SANCTUARY



TUNNELS



The Sunken Citadel

OUTER
CITADEL

CITADEL CORE



The Seaside Mansion

GROUNDS



First Floor



Second Floor





THIEF

DEADLY SHADOWS

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The Seaside Mansion

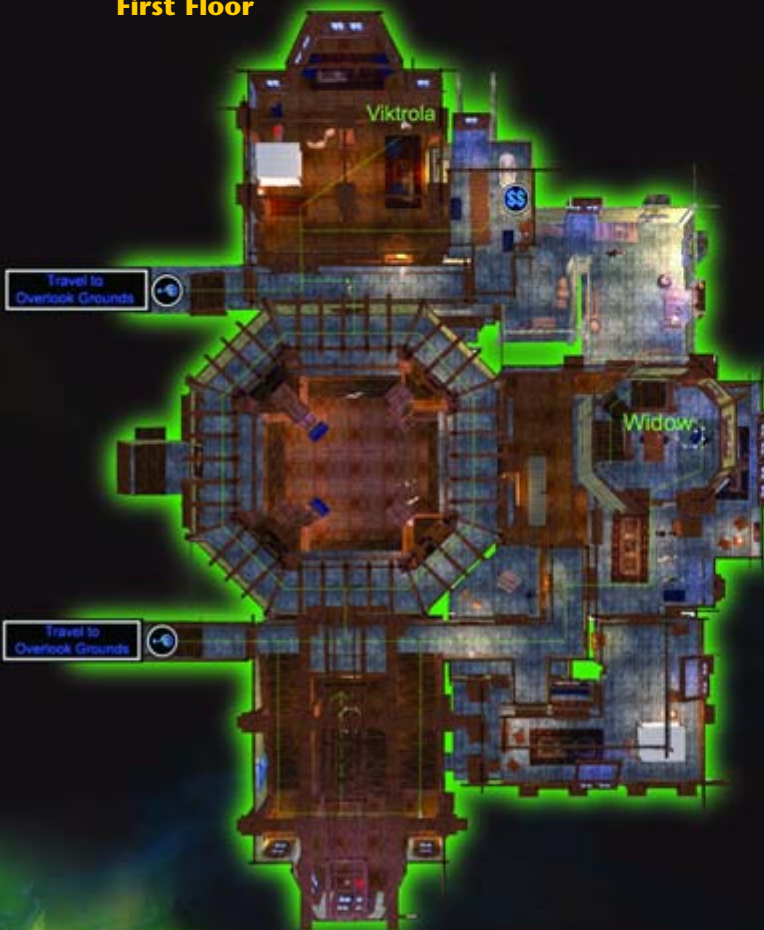
PROPER



Secret Room



First Floor



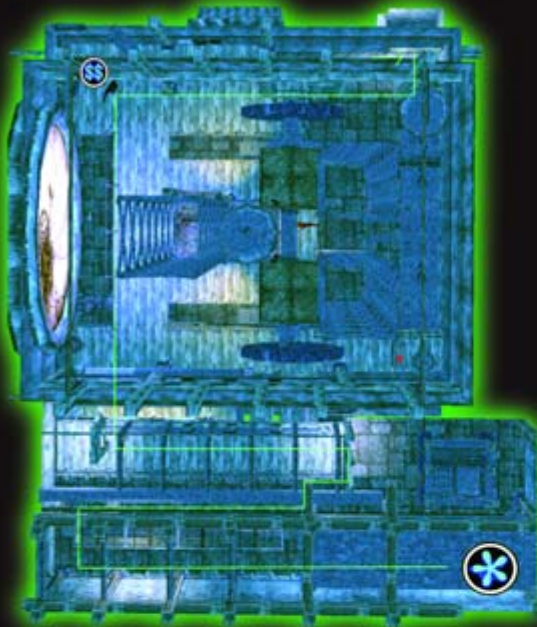
Second Floor



Map Appendix

The Clocktower

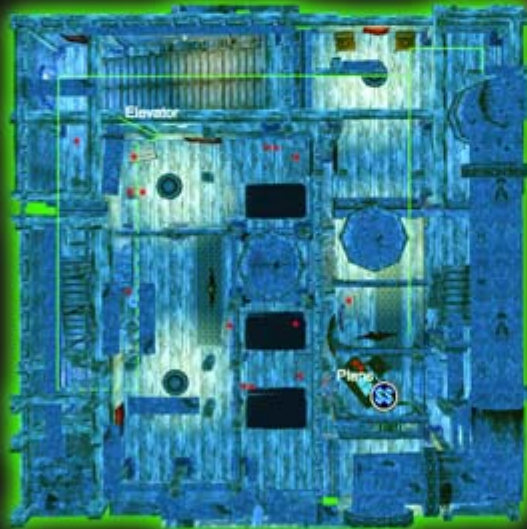
Top Level



UPPER

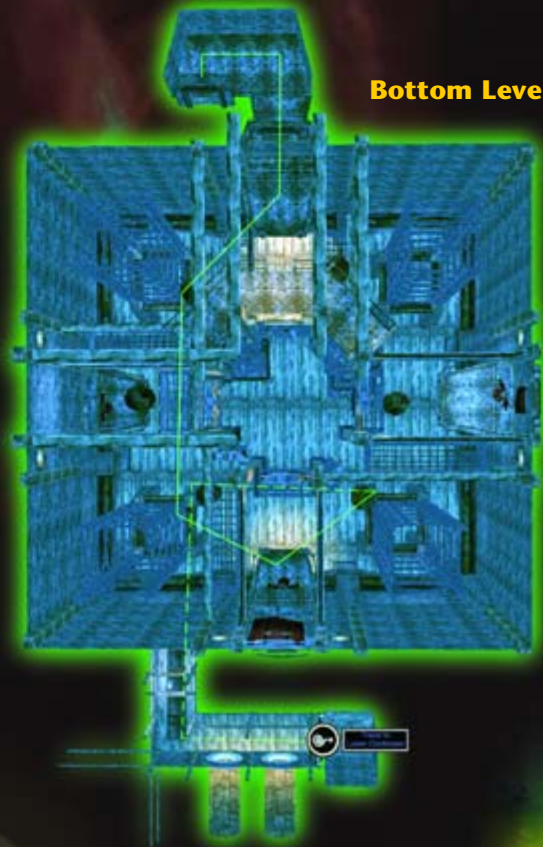


Side View



Middle Level

Bottom Level





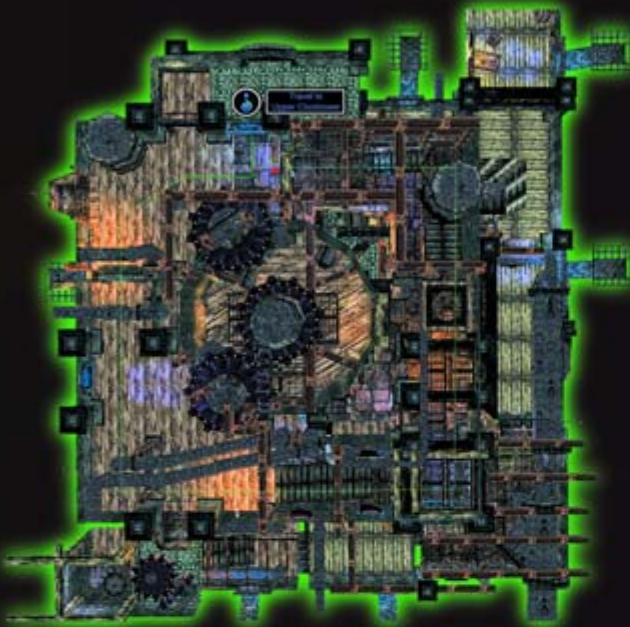
THIEF

DEADLY SHADOWS

PRIMA OFFICIAL GAME GUIDE

The Clocktower

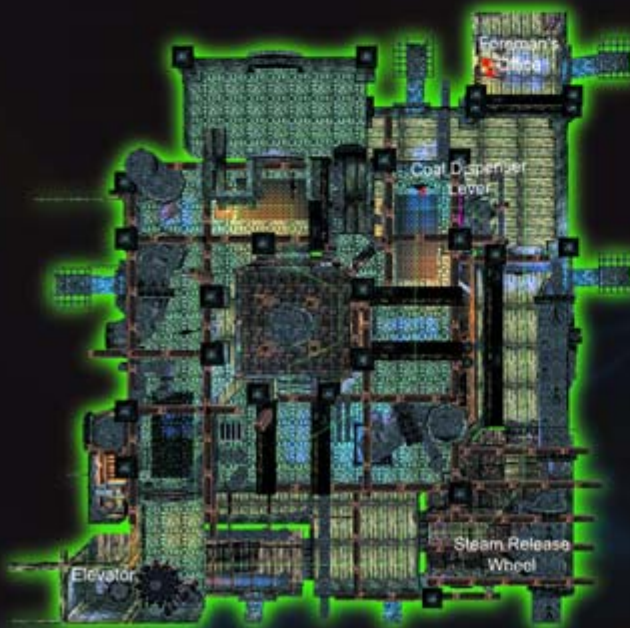
LOWER



Top Level



Middle Level



Middle-Bottom Level



Bottom Level

The Keeper Compound

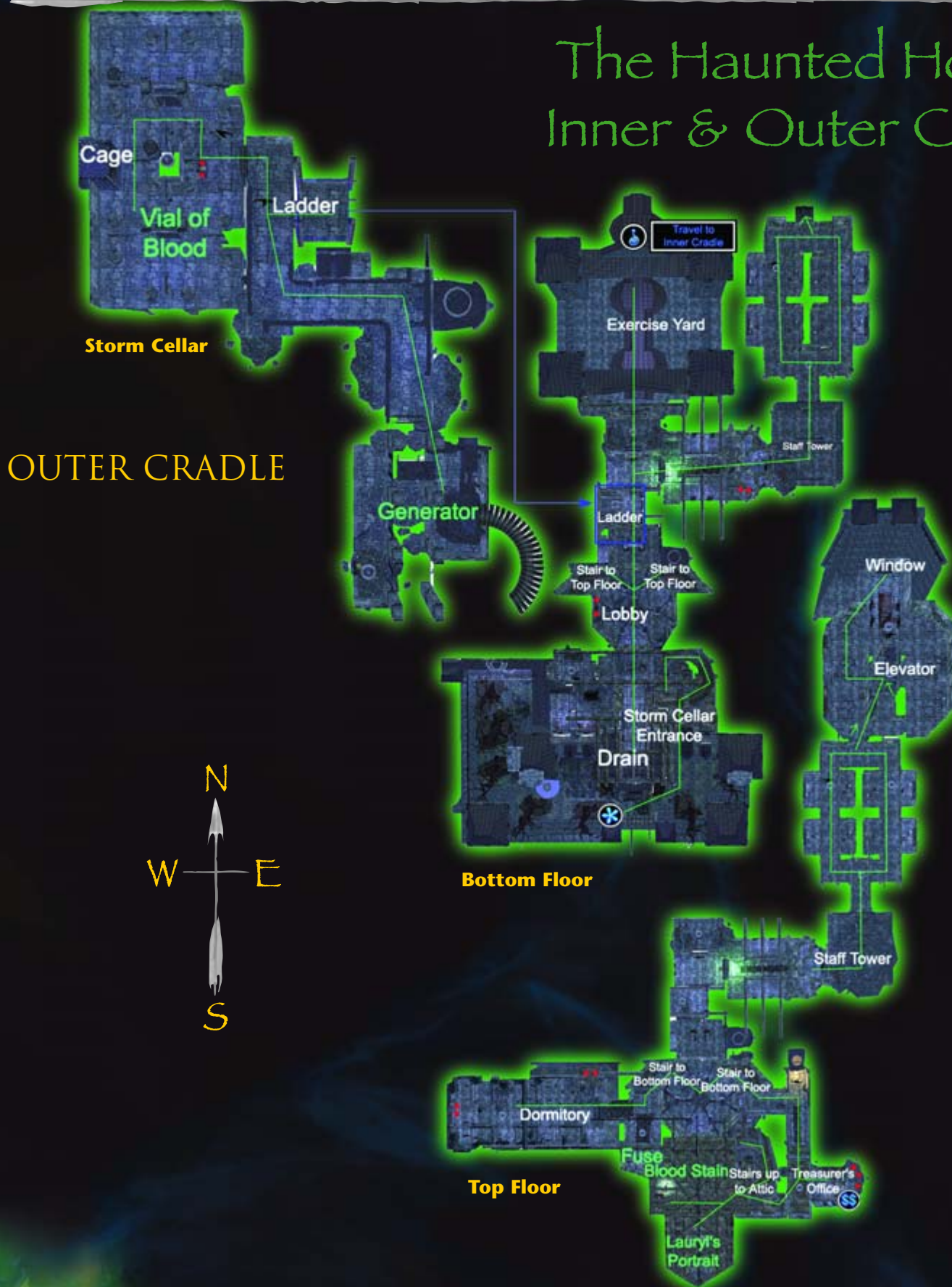


KEEPER COMPOUND

LOWER LIBRARIES



The Haunted House: Inner & Outer Cradle



The Haunted House: Inner & Outer Cradle

INNER CRADLE



The Museum



City Sections South Quarter



South Quarter

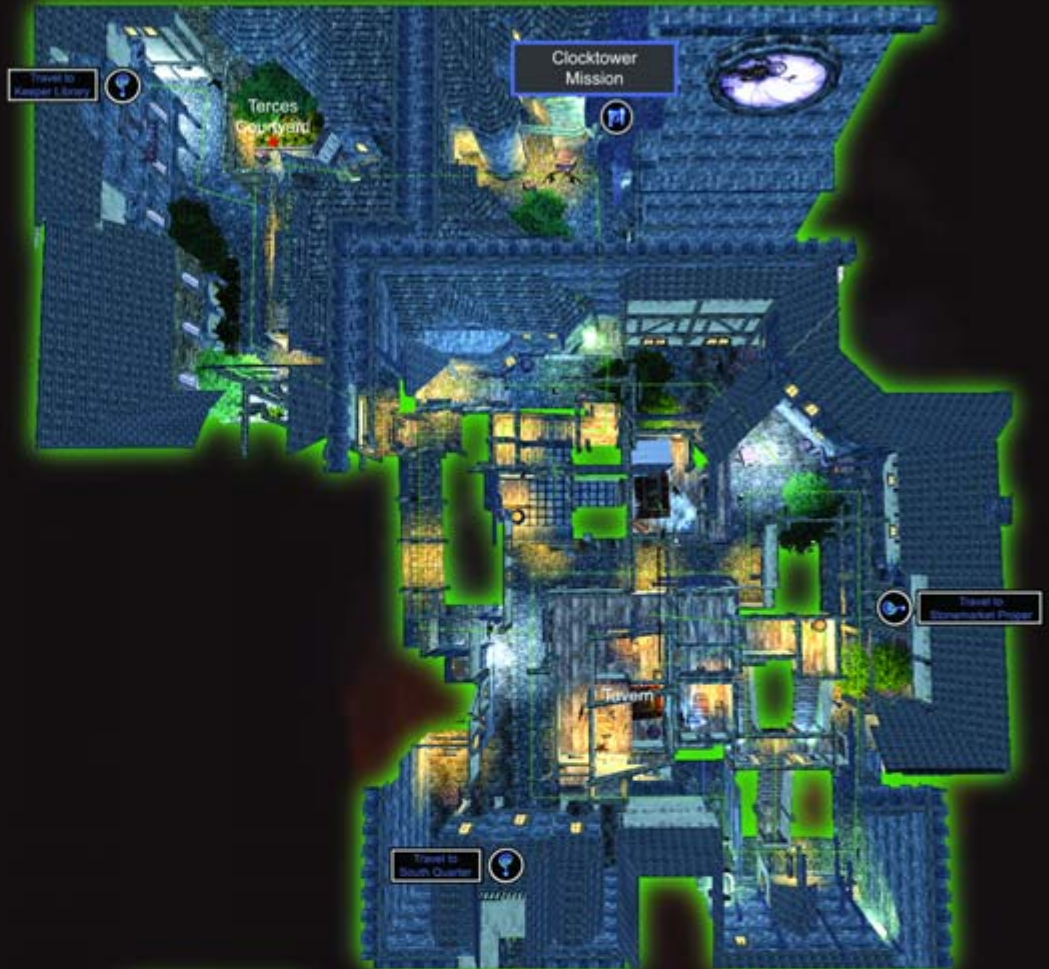
PAVELOCK PRISON



GARRETT'S APARTMENT

Stonemarket

STONEMARKET 1



STONEMARKET 2



Stonemarket

KEEPER LIBRARY



The Docks



The Docks

THE ABYSMAL GALE



Old Quarter



Old Quarter

FORT IRONWOOD &
THE CATACOMBS





THIEF

DEADLY SHADOWS

PRIMA OFFICIAL GAME GUIDE

Auldale



Auldale

GAMALL'S LAIR



Appendix: Tip List

Here's a quick list of tips to help you in your thieving ways throughout *Thief: Deadly Shadows*. They're listed here by category, so look here for general advice. Other tips are scattered throughout the book and placed in relevant sections. This list also contains tips relevant to the PC and Xbox versions.

CITY TIPS

- The City Watch are always on the lookout for you. Other city residents don't know who you are.
- Most city residents will not bother you unless you bother them first. The City Watch are an exception.
- Don't get caught stealing, picking locks, intruding, and so on, or someone may summon the City Watch.
- You can ally with the Pagans, the Hammers, both, or neither. It's your choice.
- If the Hammers or Pagans are hostile toward you, they will attack you on sight anywhere.
- If the Hammers or Pagans are neutral toward you, they won't attack you unless you enter their territory.
- If the Hammers or Pagans are allied with you, they will allow you to enter their territory.
- You can do favors for the Hammers and Pagans to improve your faction status with them.
- There are side quests that you can accomplish for either the Hammers or the Pagans, not both.
- If you attack the Hammers or Pagans, your faction status declines.
- If you steal from the Hammers or Pagans, your faction status declines.
- Look at the Faction screen to check your faction status with the Hammers and Pagans.
- The Keepers leave glyph markings outside Hammer and Pagan territory.
- The Keepers use Keeper door glyphs to hide secrets in the city.
- You may need special equipment to climb up to valuable objects high above the streets.
- There is usually one fence and one store in each district in the city.
- Each fence will refuse to purchase a type of loot from you. The type varies between fences.
- There's no point in hoarding lots of cash. You should use it to purchase tools in the city stores.
- Look for symbols on your map that indicate stores, fences, factions, and the City Watch.

- Some people carry valuables that cannot be pickpocketed. You must mug them to get their goods.
- You can mug people by threatening them with a weapon. They will drop their valuables and run.
- Some loot can only be stolen once, but in some locations, you'll find loot every day.
- Elemental arrows can be found in the same places every day.
- Holy water can be found in Fort Ironwood in Old Quarter.
- Climbing gloves can be purchased in the store in the Docks district.
- Each store sells one of the elemental arrows.
- Practice locks can be bought in stores. They appear in your residence. Use them to refine your skills.
- Loot comes in three types: artwork, metal, and gems. No fence will buy all three types.
- Each mission has three pieces of special loot.
- There are 15 Rust Mites in the city. Similarly, there are 15 Pagan cornerstones.

STEALTH TIPS

- Knocking your opponents unconscious is stealthier than killing them.
- Water arrows can be used to clean up puddles of blood so that no one will notice them.
- You can listen at doors (by leaning into it) to hear what's on the other side.
- Closed doors conduct less sound than open doors.
- Objects that move around and collide can make noises that your opponents may investigate.
- Out of noisemaker arrows? Try tossing objects as an improvisational distraction method.
- Opponents may notice if you steal a piece of loot.
- Opponents may notice if their allies turn up missing.
- Opponents may notice if you put out a light source.
- Opponents may notice if you leave doors open.
- Metal is the loudest type of flooring. Use moss arrows to cover up.
- When an opponent is searching for you, move quietly between shadows while his back is turned.
- Your opponents will search for you if they get suspicious. Avoid them, and they might not catch you.
- If you get away after being caught, you can start sneaking again after your opponents give up.
- Wall-flattening and crouching both darken your light gem, making you harder to see.
- When your light gem is very dark, you are nearly impossible to see.
- When you draw a fire arrow, your light gem gets very bright. Opponents can see you easily.
- Run only when your opponents' backs are turned, as it makes you harder to see and hear.

Appendix: Tip List








- Running brightens your light gem, making you easier to see. It also makes your footsteps louder.
- If there is hard cover between you and your opponent, they won't be able to see you.
- Hide your opponents' bodies, or they may get discovered.
- The fire arrow is a damaging weapon, but it makes a lot of noise; this draws attention.
- Observe your enemies carefully to determine their patrol routes and other behaviors.
- Watch and listen to your enemies to determine whether they are suspicious of your presence.
- You can pinch out lit candles by using them. Larger flames require water arrows to be extinguished.
- Use your mechanical eye to scout out targets at a distance. Use the ZOOM IN and ZOOM OUT keys.
- Lean to see around corners without getting caught. Use the LEAN LEFT and LEAN RIGHT keys.
- Use WALK to move slowly and very quietly. Use CREEP to move even more slowly and be completely silent.



GENERAL TIPS

- Elemental arrows refer to water, fire, gas, and moss arrows.
- Opponents who are blinded will snap out of it if you attack them. Try making a fast getaway instead.
- Some equipment can be retrieved for reuse; for example, broadhead arrows that stick into wood.
- Open books can be read. Closed books can only be dropped or thrown. Gleaming books are valuable loot.
- Lock-picking tip: Locks come in four different shapes. The lock's shape tells you how many stages it has.
- Lock-picking tip: The material a lock is made of can give you hints about where the sweet spots will be in each stage.
- Shoot water arrows into moss puddles to make them grow bigger.
- Shoot fire arrows into oil puddles to ignite them.
- Most opponents will avoid walking through burning oil puddles. You can block off passages with them.
- The undead will avoid walking through holy water puddles. You can use holy water to block off passages.
- If you want to play a mission at a different difficulty, use Restart Mission on the LOAD screen.
- Opponents who slip on oil slicks might fall off cliffs, down stairs, or over railings.
- Shoot a moss arrow at an opponent's face to make him choke.
- Avoid fighting more than one opponent at a time.
- Try dropping heavy objects on your opponents' heads.
- Shoot an unaware human opponent in the head or chest to kill him in one hit.
- You can use the climbing gloves to scale sheer vertical surfaces made of stones or bricks.



- Shallow water is transparent and can be entered. Deep water is opaque and will kill you if you enter it.
- You can backstab with the dagger by sneaking behind an unaware opponent.
- Shaman, Priests, and Elders can't cast spells without their wands.
- Shamans, Priests, and Elders sometimes cast helpful spells on their allies that you can intercept.
- If opponents start to fight each other, they will be too distracted to fight you.
- Hammer Priests can bless their allies, allowing them to do more damage and hurt undead.
- Keeper Elders can cast spells that make their allies invisible.
- Pagan Shaman can cast spells that speed their allies up.
- Just because a zombie is lying on the ground doesn't mean it's dead.
- Hammer Haunts are undead Hammerites whose burial site was desecrated.
- The Keeper Enforcers are a group of stealthy warriors, modified by glyphs to have special abilities.
- Use the compass and the map together to get your bearings and find your way.
- Remember to check your map, especially when you're trying to find a particular destination.
- You can pickpocket by sneaking up behind somebody and using their possession when it highlights.
- Look for objects carried on your opponent's belt. These can be pickpocketed when your opponent is unaware.
- The blackjack is good for knocking an opponent out, but it does very little damage in combat.
- The dagger does far more damage in combat than the blackjack.
- The blackjack doesn't work on some opponents, such as the undead.
- Flashbombs only blind opponents who are close enough to the point of detonation.
- The undead are rumored to be damaged by sudden flashes of bright light.
- You can obtain some of the Keepers' special glyph powers.
- It's always a good idea to find the map for a mission before you enter, if possible.
- There are numerous ways to escape when you get caught. Try tossing an escape tool, such as a flashbomb.
- Flashbombs, oil flasks, explosive mines, and climbing gloves can all be used to make quick getaways.
- Pagans are the humans and creatures who worship the Trickster god.
- Hammers are men who worship the Builder god.
- The Pagan tribes are populated by both humans and beastmen.

XBOX ONLY TIPS

- Move the thumbstick just a little to walk slowly and very quietly.
- You can drop objects with  or throw them with . Pull the trigger harder for a more powerful throw.
- When lock picking, complete a stage faster by pulling  when in the sweet spot.
- Use your mechanical eye to scout out distant targets. Press the  to zoom in, and press  to zoom out.
- Lean to see around corners without getting caught. Use  and  to lean.

- To de-nock an arrow without firing it, release the  very slowly or use .

PC ONLY TIPS

- You can drop objects with  or the right mouse button; or throw them with the left mouse button. The longer you wait, the farther you throw.
- Here's another lock-picking tip: To complete a stage faster, use the left mouse button when in the sweet spot.
- Use the spacebar or  to de-nock an arrow without firing it.

